

HARLEY QUINN
HARLEEN QUINZEL

METAHUMAN

UNIQUE HERO

VIGILANTE

REPENTANT

MEDIUM **4**

ACME EXPLOSIVE 17
After moving Harley Quinn, you may choose a figure within 4 clear sight spaces and roll the 20-sided die. If you roll 17 or higher, inflict 2 wounds on the chosen figure and negate this special power for the rest of the game.

BASEBALL BAT BEATDOWN SPECIAL ATTACK
Range 1. Attack 1, 2, or 3. Start the attack with 3 attack dice. You may attack with 1, 2, or 3 attack dice until all 3 attack dice have been rolled. For each attack, if a skull is rolled on every die, add 1 automatic skull.

CLINGY CLOWN
Harley Quinn never takes falling damage and is never attacked when leaving an engagement. After an opponent's figure ends its movement, if that figure was engaged with Harley during its movement, you may immediately place Harley adjacent to that figure.

4
LIFE

MOVE	6
RANGE	1
ATTACK	4
DEFENSE	6

160
POINTS