



**HARLEY QUINN**  
HARLEEN QUINZEL

**INSANE DEVOTION**

After revealing an Order Marker on the Army Card of any other insane figure you control and taking a turn with that figure, if Harley Quinn is within clear sight of that figure, you may take an immediate turn with Harley Quinn, and you may not take any additional turns with other figures you control.

**SMILEX BOMB SPECIAL ATTACK**

Range 5. Lob 8. Attack 6.

Choose a space to bomb. Any figure on the chosen space and all figures within 2 spaces of the chosen space are affected. No clear line of sight is needed. Roll 6 attack dice once for all affected figures. Each figure rolls defense dice separately. After all affected figures have rolled defense dice, roll the 20-sided die. If you roll a 13 or higher, remove one unrevealed Order Marker at random from each affected figure's Army Card. Smiley Bomb Special Attack may only be used once per game.

**ACROBATIC MANEUVER**

When Harley Quinn rolls defense dice against an opponent's attack, one shield will block all damage. For each shield rolled, you may immediately move Harley Quinn one space up to 6 levels up or down. When Harley Quinn moves using Acrobatic Maneuver, she will not take any falling damage or leaving engagement attacks.



**METAHUMAN**

**UNIQUE HERO**

**MISFIT**

**INSANE**

**MEDIUM 4**

**4 LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 3**

**DEFENSE 3**

**130 POINTS**