



## INTERGANG AGENTS

### IN IT FOR THE MONEY

At the start of the game, choose a Crime Lord you control to be the Boss for all Intergang Agents you control. When taking a turn with Intergang Agents, you may move and attack with an additional Intergang Agent for each revealed Order Marker on their Boss' Army Card.

### APOKOLIPTIAN WEAPONRY

When rolling attack dice, if an Intergang Agent rolls a skull on every die, the defending figure immediately receives one unblockable hit before rolling defense dice.



HUMAN

COMMON SQUAD

CRIMINALS

GREEDY

MEDIUM

5

1  
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

120

POINTS