



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 Intergang Agent for each revealed Order Marker on their Boss' Army Card.



HUMAN

COMMON SQUAD

CRIMINALS

GREEDY

MEDIUM

5

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.



1
LIFE

MOVE 5

RANGE 5

ATTACK 3

DEFENSE 3

120

POINTS