

DC

JOKER
???

DIE LAUGHING SPECIAL ATTACK
Range Special. Attack 2.
Once per round, if Joker did not move normally this turn, you may place a Wound Marker on this card to attack with this special attack. All non-Undead figures within 3 spaces of Joker are affected by this special attack. Roll attack dice once for all figures, figures cannot roll any defense dice against this special attack.

UNDEAD
UNIQUE HERO
DARK JUDGE
INSANE
MEDIUM 5

JUST LITTLE OLD ME
When another Unique Undead Hero you control is destroyed, you may move all Order Markers and any figures from that figure's card to this card.

RESILIENCE
If Joker would receive one or more wounds from an enemy figure's attack, special power, or leaving engagement attack, ignore one of those wounds.

6 LIFE

MOVE 5
RANGE 1
ATTACK 3
DEFENSE 2

200 POINTS