



JOKER GOONS

ALL PART OF THE PLAN

After revealing an Order Marker on this card and taking a turn with the Joker Goons, you may take a turn with an Insane Unique Hero you control within 6 clear sight spaces of a Joker Goon you control. You may then take one additional turn with that Insane Unique Hero. After this additional turn, destroy a Joker Goon you control. You may not take any additional turns with other figures you control.



HUMAN

UNIQUE SQUAD

CRIMINALS

DESPERATE

MEDIUM **5**

CLOWNING AROUND

If you control Joker and at least 1 skull is rolled for an attack against him by an opponent's figure, before rolling defense dice, you may switch Joker with any Joker Goon you control within 6 clear sight spaces of Joker. That Joker Goon must defend against the attack and take any resulting wounds instead of Joker. Figures moved by this special power will not take any leaving engagement attacks.



1
LIFE

MOVE **5**

RANGE **5**

ATTACK **3**

DEFENSE **3**

120
POINTS