



# JOKER

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### ACID FLOWER

Once per round, after revealing an Order Marker on this card and before moving with Joker, you may choose a figure adjacent to Joker and roll an unblockable attack die against that figure. If a figure receives a wound from this special power, until the end of Joker's turn, that figure cannot move, make leaving engagement attacks, or use any special power on any Army Card or Glyph.

### "BANG!" GUN SPECIAL ATTACK

Range 4, Attack 3.  
When Joker attacks a non-adjacent figure with this special attack, if at least one blank is rolled, each skull rolled counts for an additional hit and the defending figure subtracts 2 from their Defense number.

### JOY BUZZER 13

If an opponent's small or medium figure moves adjacent to Joker, you may roll the 20-sided die. If you roll 13 or higher, the opponent's figure cannot move, attack, or use any special power on any Army Card or Glyph for the remainder of its turn. Figures may only be targeted as they move into an engagement with Joker.



HUMAN

UNIQUE HERO

PSYCHOPATH

INSANE

MEDIUM

5



MOVE	5
RANGE	1
ATTACK	4
DEFENSE	3

160  
POINTS

