

DEADSHOT

FLOYD LAWTON



DC
UNIVERSE
MINIATURE GAME

ATTRIBUTES

Power: 8
Speed: 5/9
Strength: 1
Attack: 7
Size: 2
Agility: 9
Stamina: 7
Willpower: 8

LEVEL

8

AFFILIATE



SKILLS

Assassin
Leadership/5
Sharpshooter
Soldier
Thermal Vision

DEFENSES

15
17
14
15

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Strike	2 /	-	1	
Gun	2 /	-	1	8
Custom AR15	2 /	-	2	10
Trickshot	5 /	-	5	12 Homing.
Wrist Cannon	2 /	-	3	8 Explosive/2.

SP POWERS COST/FREQ USE RANGE

EFFECTS

Headshot!	1 /	(A)	-	This model's next attack target cannot be changed.
Bullet Time	2 /	(A)	-	Until end of the round reduce the power cost of Custom AR15 attack by 1 and change the frequency to .
Weak Points	2 /	(A)	-	This model's next attack gains Irresistible.

ENDURANCE



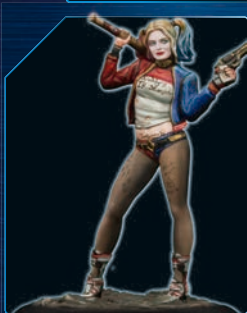
+1 ATTACK

-1 POWER

-1 ATTACK / -1 POWER

HARLEY QUINN

HARLEEN FRANCES QUINZEL



ATTRIBUTES

Power: 7
Speed: 5/9
Strength: 1
Attack: 6
Size: 2
Agility: 10
Stamina: 7
Willpower: 7

SKILLS

Acrobat
Agile

LEVEL

6

AFFILIATE



DEFENSES

17
16
14
16

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Baseball Bat

2 /



-

2



Crazy Attack

3 /



-

3



Love-Hate Gun

3 /



-

2



SP POWERS

COST/FREQ USE

RANGE

EFFECTS

The Voices

0 /



(P)

-

When performing an attack, this model may choose to roll an extra die. If it chooses to do so, it must discard one die after rolling.

Trick

1 /



(A)

8

Target must pass a Willpower roll or obtains Distract/2 until the end of the round.

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MINIATURE GAME

ENDURANCE



+1 ATTACK / +1 POWER



-1 POWER / -1 SPEED

KILLER CROC

WAYLON JONES



ATTRIBUTES

Power: 7
Speed: 5/8
Strength: 2
Attack: 6
Size: 2
Agility: 7
Stamina: 9
Willpower: 7

LEVEL

7

AFFILIATE



SKILLS

Infiltrator
Rage/3
Wall Crawler

DEFENSES

16
 15
 14
 13

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Feral Attack

3 /



2



Awkwardness/2.
Critical +2 DMG.

Bite

2 /



2



Devastating
Claws

3 /



4



Distract/2.

SP POWERS COST/FREQ USE RANGE

EFFECTS

Advanced
Pounce

2 /

(A)

-

Move this character up to 6".

Cannibal

0 /

(P)

-

When this model Incapacitates
another model, he also recovers
2 Endurance points.

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ENDURANCE



+1



-1 POWER / -1 SPEED

CAPTAIN BOOMERANG

GEORGE HARKNESS



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ATTRIBUTES

Power: 7
Speed: 4/7
Strength: 1
Attack: 6
Size: 2
Agility: 8
Stamina: 7
Willpower: 7

SKILLS

Thermal Vision
Sharpshooter

LEVEL

6

AFFILIATE



DEFENSES

15
16
12
15

ENDURANCE



+1 WILLPOWER

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Boomerang strike 2 / - 2 /2

Boomerang 3 / - 2 10 Overload: Ricochet (if hits, roll to hit another Model within 3 inches of the target).

Explosive Boomerang 4 / - 3 8 Explosive /2. Stun/2.

SP POWERS COST/FREQ USE RANGE

EFFECTS

Remote Controlled 1 / (A) - The next attack this model makes gain Homing and +1 DMG.

Greed 0 / (P) - This model does not score Victory Points when making enemy models Incapacitated.



-1 POWER

-1 POWER

KATANA

TATSU YAMASHIRO



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ATTRIBUTES

Power: 7
Speed: 5/9
Strength: 1
Attack: 7
Size: 2
Agility: 9
Stamina: 7
Willpower: 8

LEVEL

7

AFFILIATE



SKILLS

Acrobat
Master Fighter

DEFENSES

17
16
15
15

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Soultaker

2 /

-

2

Stun/1.

Circular Blow

3 /

-

2

/2

Vorpal Attack

3 /

-

3

Overload +2 DMG.

SP POWERS COST/FREQ USE RANGE

EFFECTS

Bodyguard

1 /

(R)

2

When a friendly model in range becomes the target of an attack, this model becomes the new target.

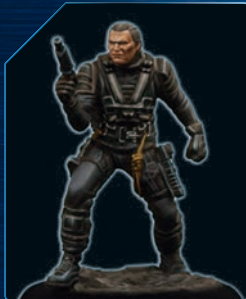
ENDURANCE



-1 POWER / -1 ATTACK

SLIPKNOT

CHRISTOPHER WEISS



ATTRIBUTES

Power: 6
Speed: 4/7
Strength: 1
Attack: 6
Size: 2
Agility: 7
Stamina: 8
Willpower: 7

LEVEL

4

AFFILIATE



SKILLS

Wall-Crawler

DEFENSES



ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Knife

2 /



1



Rain of Knives

4 /



3



8

Dazzle/4.

SP POWERS

COST/FREQ

USE

RANGE

EFFECTS

Grapple Gun

3 /

(A)

-

Displace this model up to 10" away.

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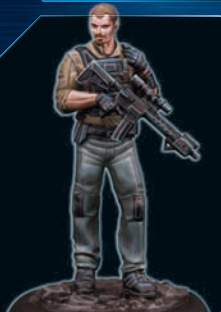
ENDURANCE



-1 ATTACK

RICK FLAG

RICHARD ROGERS FLAG



ATTRIBUTES

Power: 9
Speed: 4/7
Strength: 1
Attack: 7
Size: 2
Agility: 9
Stamina: 9
Willpower: 7

LEVEL

6

AFFILIATE



SKILLS

Leadership/4
Order
Soldier

DEFENSES

15
 15
 15
 15

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Strike

2 /

-

1



Gun

2 /

-

1

8

MG

3 /

-

2

12

H.E. Grenade

4 /

-

3

6

Explosive/3.

SP POWERS

COST/FREQ

USE

RANGE

EFFECTS

On my Target

1 /

(A)

10

Select an enemy model. For the rest of the round, friendly models gain +1 Attack when attacking the selected enemy model.

Bulletproof Vest

0 /

(P)

-

This model has +1 to against ranged attacks.

ENDURANCE



-1 POWER



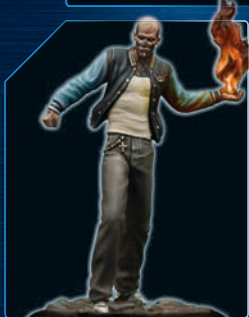
-2 POWER



-2 POWER

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DIABLO CHATO SANTANA



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MINIATURE GAME

ATTRIBUTES

Power: 5
Speed: 4/8
Strength: 1
Attack: 6
Size: 2
Agility: 7
Stamina: 8
Willpower: 10

SKILLS

Fury
Immunity Fire

LEVEL

9

AFFILIATE



DEFENSES

15
 15
 16
 15

ATTACK

COST/FREQ

NAT/TYP

DMG RANGE

EFFECTS

Strike

2 /

-

1

Fire Blast

3 /

-

2

8

World in Flames

4 /

-

4

/4

Do you want
to see it?

4 /

-

3

8

Explosive/4.

SP POWERS COST/FREQ USE RANGE

EFFECTS

Regrets

0 /

(P)

-

Each time this model wants to perform an attack, it must first perform a Willpower roll. If it fails, increase the Cost of the attack by 1.

Diablo Form

1 /

(A)

-

You can only use this Special Power when this model is in the Blue Zone. Until the end of the Round, this model gains +1 to Damage and all of his Attacks becomes .

ENDURANCE



+1 POWER

+2 POWER


+3 POWER / +1 STAMINA / +1 STRENGTH

SUICIDE SQUAD

**SUICIDE
SQUAD**



TEAM'S REQUIREMENTS

Six or more of the following models must be hired in this Team, and the Alignment must be  (ignore the Alignment of models listed in this Team Card):

- Amanda Waller
- Captain Boomerang
- Deadshot
- Diablo
- Enchantress
- Harley Quinn
- Katana
- Killer Croc
- Killer Frost
- Slipknot
- Rick Flag

LEVEL COST

0

BONUS

Up to four models in this team can be deployed 6" outside the deployment zone. The enemy Team can not use any skill or special power that allows they to activate models consecutively. Models in this Team gain +1 Speed during the first Round of the game.

TEAM CARD