













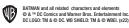


Task • Limited • Target an enemy model when it declares an action. A friendly model Sets a Suspect within 4" of the target. When scored, add a Cranial Bomb Activated card to your Objective deck and shuffle it.

Play when the active friendly model declares an Attack. If a target of that Attack suffers KO or is removed as a Casualty, the active model gains a Task counter. If not, the active model suffers 2 .

Task • Limited • Target an enemy model when it declares an action. A friendly model Sets a Suspect within 4" of the target. When scored, add a Cranial Bomb Activated card to your Objective deck and shuffle it.

Play when the active friendly model declares an Attack. If a target of that Attack suffers KO or is removed as a Casualty, the active model gains a **Task** counter. If not, the active model suffers 2 •.



Burn 0 • A friendly model with a Task

counter decalring an Attack loses an

Attack die and gains a Strength die.











C Task • Play when an enemy model suffers KO or is removed as a Casualty. Set an Interrogation Event marker

in contact that model (before removing it).

A friendly model within 4" of an enemy model and 4" of a friendly Suspect

gains a free Manipulate action.

A friendly model is in contact with the

Interrogation marker.





© & ™ BATMAN. (\$23)

NTERROGATION MISSION



Discard an Objective card. That card

SSQ008 - v02

may be a Cranial Bomb Activated card.





DZ, place a 😻 on this card.

Score when this card has 3 .

Burn 1 • Play when a friendly model Reveals an enemy Suspect. Look at the opponent's Objective hand and Discard 1 card from it.



been removed as a Casualty by a Cranial Bomb Activated card this round.

A friendly model counts as having an Audacity. Add a Cranial Bomb Activated card to your Objective deck and shuffle.



Bomb Activated card this round.

A friendly model counts as having an Audacity. Add a Cranial Bomb Activated card to your Objective deck and shuffle.



Task • Limited • Play during

a friendly model's activation. Set a Beacon Event marker within 4" of an enemy model. If there are no enemy Suspects within 4" of the Beacon at the end of an enemy model's activation, place a 😢 on this card.

Score when this card has 3 .

Burn 0 • Exception (In Play) • A friendly model may spend its Special Action to place itself in contact with a friendly Beacon marker.

Can only be used during a friendly model's activation.



Task • Limited • Play during a friendly model's activation. Set a Beacon Event marker within 4" of an enemy model. If there are no enemy Suspects within 4" of the Beacon at the end of an enemy model's activation, place a 😵 on this card.

Score when this card has 3 .

Burn 0 • Exception (In Play) • A friendly model may spend its Special Action to place itself in contact with a friendly Beacon marker.

Can only be used during a friendly model's activation.



counters 1, 2, 3, and 4 to friendly models without the Swarm trait. (These counters cannot be modified.).

Score if those models are the last friendly models to activate and do so in descending order (4, 3, 2, 1).

Burn 0 • Exception (Scored Pile) • At the start of the Round, a friendly model gains a Task counter.



counters 1, 2, 3, and 4 to friendly models without the Swarm trait. (These counters cannot be modified.).

Score if those models are the last friendly models to activate and do so in descending order (4, 3, 2, 1).

* Burn 0 • Exception (Scored Pile) • At the start of the Round, a friendly model gains a Task counter.

Ø 8 ™ BATMAN. (\$23)

SSQ012 - v02



SUICIDE SQUAD SPECIAL RULES

CRANIAL BOMB

At the start of the game, set aside the 6 Cranial Bomb Activated cards to form a Cranial Bomb pile. At the end of the Round, for each friendly model without a Task counter, add a Cranial Bomb Activated card to your Objective deck, shuffle it, then discard all the **Task** counters in play.

When this card is Scored, a friendly model gains a Task counter. If the card is scored during a friendly model's activation, the active model must be the model to gain it.

© & ™ BATMAN. (\$23)





This card cannot be discarded by regular means.

You may return this card to the Cranial Bomb pile by removing the active friendly model as a Casualty.

SSQ013 - v02

© KNIGHT MODELS











This card cannot be discarded by regular means.

You may return this card to the Cranial Bomb pile by removing the active friendly model as a Casualty.

CRANIAL BOMB ACTIVAT



This card cannot be discarded by regular means.

You may return this card to the Cranial Bomb pile by removing the active friendly model as a Casualty.

xTMAN. (623) SSQ013 - v02 Ø KNIGHT MOI



This card cannot be discarded by regular means.

You may return this card to the Cranial Bomb pile by removing the active friendly model as a Casualty.

© 8. ™ BATMAN. (\$23) SSQ013 - ¥02 © KNIGHT MODELS



This card cannot be discarded by regular means.

You may return this card to the Cranial Bomb pile by removing the active friendly model as a Casualty.

© A.™ SATMAN. (£23) S30013 - V02 © KNIGHT MODELS







