



2 **2**

ATTACK THE SYSTEM

Vandalized! • A friendly model inflicts 2 Damage to an enemy model with Audacity. If the active model is within 4" of a Vandalized element, Move a marker 4".

1 The active model performs a Free Special action. It cannot perform the same Special more than once.

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2 **2**

ATTACK THE SYSTEM

Vandalized! • A friendly model inflicts 2 Damage to an enemy model with Audacity. If the active model is within 4" of a Vandalized element, Move a marker 4".

1 The active model performs a Free Special action. It cannot perform the same Special more than once.

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2 **3**

FIGHT IN THE SHADOWS

Vandalized! • A friendly model performs a successful hit on 2 enemy models with the same Attack action. If the active model is within 4" of a Vandalized element, remove up to 2 Damage from it.

1 When declaring an Attack action gain 2 Free Efforts.

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2 **3**

FIGHT IN THE SHADOWS

Vandalized! • A friendly model performs a successful hit on 2 enemy models with the same Attack action. If the active model is within 4" of a Vandalized element, remove up to 2 Damage from it.

1 When declaring an Attack action gain 2 Free Efforts.

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2 **3**

FIGHT IN THE SHADOWS

Vandalized! • A friendly model performs a successful hit on 2 enemy models with the same Attack action. If the active model is within 4" of a Vandalized element, remove up to 2 Damage from it.

1 When declaring an Attack action gain 2 Free Efforts.

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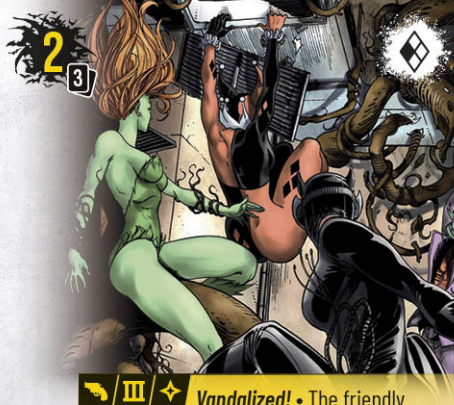
2 **3**

BLITZKRIEG

Vandalized! • The friendly active model has Moved 8" at least from its starting position and KOed or removed as a a Casualty an enemy model. If the active model is within 4" of a Vandalized element, Move the active model 4".

0 **Burn 1** • When targeted by an Attack action, gain 2 Free Efforts.

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2 **3**

BLITZKRIEG

Vandalized! • The friendly active model has Moved 8" at least from its starting position and KOed or removed as a a Casualty an enemy model. If the active model is within 4" of a Vandalized element, Move the active model 4".

0 **Burn 1** • When targeted by an Attack action, gain 2 Free Efforts.

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2 **3**

BLITZKRIEG

Vandalized! • The friendly active model has Moved 8" at least from its starting position and KOed or removed as a a Casualty an enemy model. If the active model is within 4" of a Vandalized element, Move the active model 4".

0 **Burn 1** • When targeted by an Attack action, gain 2 Free Efforts.

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2 **3**

RIOTS IN THE STREETS

Vandalized! • A friendly model Sets a Suspect in contact with a Lamppost or Sewer that is not already a Vandalized element. The target for Vandalized! must be that Lamppost or Sewer.

1 The active friendly model gains +4 to its Basic move distance this activation.

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2 **3**

RIOTS IN THE STREETS

▲ **III** **◆** **Vandalized!** • A friendly model Sets a Suspect in contact with a Lamppost or Sewer that is not already a Vandalized element. *The target for Vandalized! must be that Lamppost or Sewer.*

⚡1 The active friendly model gains +4 to its Basic move distance this activation.

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2 **3**

RIOTS IN THE STREETS

▲ **III** **◆** **Vandalized!** • A friendly model Sets a Suspect in contact with a Lamppost or Sewer that is not already a Vandalized element. *The target for Vandalized! must be that Lamppost or Sewer.*

⚡1 The active friendly model gains +4 to its Basic move distance this activation.

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3 **3**

MATCH DAY

⚙ **III** **◆** **Limited** • Play when the active friendly model Sets a Suspect. The opponent Sets a Match Ball Event marker on Ground Level within 8" of the Suspect. A model may Manipulate the Match Ball to Move it 8". If it ends within 4" of a Vandalized element, Move it an additional 2" (Triggers once per Manipulate). Score if the Match Ball ends a Move in the opponent's DZ.

⚡1 **Burn 0** • An active model within 4" of a friendly Suspect gains 1 Spray Can.

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3 **3**

MATCH DAY

⚙ **III** **◆** **Limited** • Play when the active friendly model Sets a Suspect. The opponent Sets a Match Ball Event marker on Ground Level within 8" of the Suspect. A model may Manipulate the Match Ball to Move it 8". If it ends within 4" of a Vandalized element, Move it an additional 2" (Triggers once per Manipulate). Score if the Match Ball ends a Move in the opponent's DZ.

⚡1 **Burn 0** • An active model within 4" of a friendly Suspect gains 1 Spray Can.

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3 **3**

MATCH DAY

⚙ **III** **◆** **Limited** • Play when the active friendly model Sets a Suspect. The opponent Sets a Match Ball Event marker on Ground Level within 8" of the Suspect. A model may Manipulate the Match Ball to Move it 8". If it ends within 4" of a Vandalized element, Move it an additional 2" (Triggers once per Manipulate). Score if the Match Ball ends a Move in the opponent's DZ.

⚡1 **Burn 0** • An active model within 4" of a friendly Suspect gains 1 Spray Can.

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2 **2**

THE REVOLT HAS BEGUN

⚙ **III** **◆** Play this Objective when you Vandalize an element. There are more Vandalized elements than enemy Suspects in play.

⚡0 **Burn 1** • When a friendly model is targeted by a Melee attack and is within 4" of a Vandalized element, the attacking model suffers the Enervating (1) Status.

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2 **2**

THE REVOLT HAS BEGUN

⚙ **III** **◆** Play this Objective when you Vandalize an element. There are more Vandalized elements than enemy Suspects in play.

⚡0 **Burn 1** • When a friendly model is targeted by a Melee attack and is within 4" of a Vandalized element, the attacking model suffers the Enervating (1) Status.

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2 **3**

SELFIE!

⚙ **III** **◆** A friendly model Reveals an enemy Suspect within 4" of a Vandalized element.

⚡0 Until the end of the activation of the active enemy model, target friendly model rolls 2 additional Defense dice.

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2 **3**

SELFIE!

⚙ **III** **◆** A friendly model Reveals an enemy Suspect within 4" of a Vandalized element.

⚡0 Until the end of the activation of the active enemy model, target friendly model rolls 2 additional Defense dice.

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SELFIE!

2 **3** **◆**
⚙️/III/◆ A friendly model Reveals an enemy Suspect within 4" of a Vandalized element.

⚡0 Until the end of the activation of the active enemy model, target friendly model rolls 2 additional Defense dice.

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TAKE BACK WHAT IS OURS

2 **3** **◆**
⚙️/III/⚡ Play when a friendly model Sets a Suspect. Set a Spoils Event marker with the Loot rules in contact with that model. A friendly model is in control of the Spoils.

This card can only be played during your first two activations of the Round.

⚡1 The active model uses a Spray Can to mark a Scenery Element, Lamppost, or Sewer within 4" as Vandalized!.

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TAKE BACK WHAT IS OURS

2 **3** **◆**
⚙️/III/⚡ Play when a friendly model Sets a Suspect. Set a Spoils Event marker with the Loot rules in contact with that model. A friendly model is in control of the Spoils.

This card can only be played during your first two activations of the Round.

⚡1 The active model uses a Spray Can to mark a Scenery Element, Lamppost, or Sewer within 4" as Vandalized!.

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TAKE BACK WHAT IS OURS

2 **3** **◆**
⚙️/III/⚡ Play when a friendly model Sets a Suspect. Set a Spoils Event marker with the Loot rules in contact with that model. A friendly model is in control of the Spoils.

This card can only be played during your first two activations of the Round.

⚡1 The active model uses a Spray Can to mark a Scenery Element, Lamppost, or Sewer within 4" as Vandalized!.

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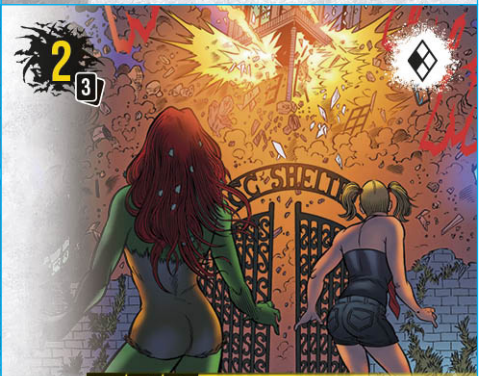


ECOTERRORISM

2 **3** **◆**
⚙️/III/◆ Limited • Each time a Scenery Element, Lamppost, or Sewer becomes Vandalized, place a ⚡ on this card. Score when this card has 4 ⚡.

⚡1 Burn 0 • A model within 4" of a Vandalized element spends its Attack action to mark a Scenery Element in contact as Vandalized!.

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ECOTERRORISM

2 **3** **◆**
⚙️/III/◆ Limited • Each time a Scenery Element, Lamppost, or Sewer becomes Vandalized, place a ⚡ on this card. Score when this card has 4 ⚡.

⚡1 Burn 0 • A model within 4" of a Vandalized element spends its Attack action to mark a Scenery Element in contact as Vandalized!.

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ECOTERRORISM

2 **3** **◆**
⚙️/III/◆ Limited • Each time a Scenery Element, Lamppost, or Sewer becomes Vandalized, place a ⚡ on this card. Score when this card has 4 ⚡.

⚡1 Burn 0 • A model within 4" of a Vandalized element spends its Attack action to mark a Scenery Element in contact as Vandalized!.

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OUTSTANDING MOVE

2 **3** **◆**
⚡/III/◆ A friendly model Sets a Suspect in the opponent's DZ.

⚡0 A model within 4" of a Vandalized element may Set or Reveal a Suspect marker within 3" and LoS instead of in contact this activation.

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OUTSTANDING MOVE

2 **3** **◆**
⚡/III/◆ A friendly model Sets a Suspect in the opponent's DZ.

⚡0 A model within 4" of a Vandalized element may Set or Reveal a Suspect marker within 3" and LoS instead of in contact this activation.

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OUTSTANDING MOVE

▲ III ✦ A friendly model Sets a Suspect in the opponent's DZ.

⚡ 0 A model within 4" of a Vandalized element may Set or Reveal a Suspect marker within 3" and LoS instead of in contact this activation.

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POISON THE SUPPLY

▲ III ✦ A model uses a Sewer and a Scenery Element, Lamppost, or Sewer became Vandalized this activation.

⚡ 1 Burn 1 Place a friendly model with the Plant trait within 4" of a Vandalized element.

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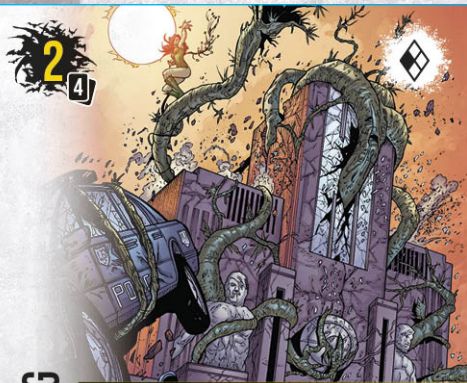


POISON THE SUPPLY

▲ III ✦ A model uses a Sewer and a Scenery Element, Lamppost, or Sewer became Vandalized this activation.

⚡ 1 Burn 1 Place a friendly model with the Plant trait within 4" of a Vandalized element.

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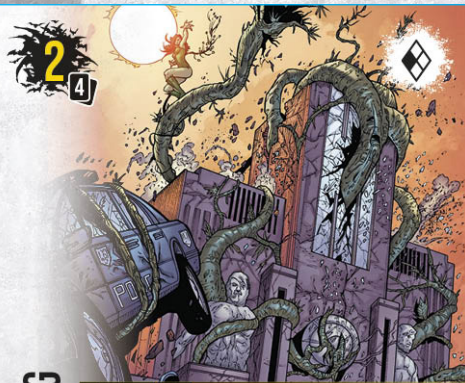


ANALOG HACKING

▲ III ✦ Target friendly model that has the Plant Trait or that at the beginning of its activation no enemy model can see, Reveals an enemy Suspect.

⚡ 1 The active friendly model spends its Manipulate action and another friendly model within 8" performs the action instead.

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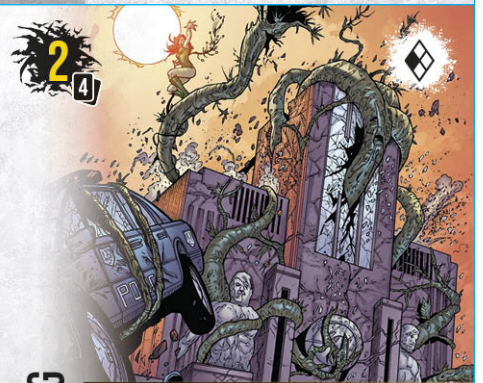


ANALOG HACKING

▲ III ✦ Target friendly model that has the Plant Trait or that at the beginning of its activation no enemy model can see, Reveals an enemy Suspect.

⚡ 1 The active friendly model spends its Manipulate action and another friendly model within 8" performs the action instead.

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ANALOG HACKING

▲ III ✦ Target friendly model that has the Plant Trait or that at the beginning of its activation no enemy model can see, Reveals an enemy Suspect.

⚡ 1 The active friendly model spends its Manipulate action and another friendly model within 8" performs the action instead.

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ANALOG HACKING

▲ III ✦ Target friendly model that has the Plant Trait or that at the beginning of its activation no enemy model can see, Reveals an enemy Suspect.

⚡ 1 The active friendly model spends its Manipulate action and another friendly model within 8" performs the action instead.

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HARLEY QUINN & FRIENDS SPECIAL RULES

VANDALIZED!

When you score this Objective, use a counter to mark a Scenery Element, Lamppost, or Sewer within 4" of the Active model as Vandalized!. That is now considered a Vandalized element."

SPRAY CAN

A model equipped with a Spray Can when it Sets a Suspect may expend 1 of its Spray Cans to Vandalize a scenery element, Streetlamp or Sewer in contact with that Suspect.

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