

TARGET ACQUIRED

Task • A friendly model Sets a Suspect within 5" of another Suspect.

2 Cancel an Objective card used as a Resource. That card is discarded.

© &™ BATMAN, (s23) SSG001 - v02 © KNIGHT MODELS

TARGET ACQUIRED

Task • A friendly model Sets a Suspect within 5" of another Suspect.

2 Cancel an Objective card used as a Resource. That card is discarded.

© &™ BATMAN, (s23) SSG001 - v02 © KNIGHT MODELS

TARGET ACQUIRED

Task • A friendly model Sets a Suspect within 5" of another Suspect.

2 Cancel an Objective card used as a Resource. That card is discarded.

© &™ BATMAN, (s23) SSG001 - v02 © KNIGHT MODELS

TARGET ACQUIRED

Task • A friendly model Sets a Suspect within 5" of another Suspect.

2 Cancel an Objective card used as a Resource. That card is discarded.

© &™ BATMAN, (s23) SSG001 - v02 © KNIGHT MODELS

REVEALING THE PLAN

Task • A friendly model Reveals an enemy Suspect that is within 5" of another Suspect.

1 Play when the active friendly model gains a Task counter, another model within 8" gains a Task counter

© &™ BATMAN, (s23) SSG002 - v02 © KNIGHT MODELS

REVEALING THE PLAN

Task • A friendly model Reveals an enemy Suspect that is within 5" of another Suspect.

1 Play when the active friendly model gains a Task counter, another model within 8" gains a Task counter

© &™ BATMAN, (s23) SSG002 - v02 © KNIGHT MODELS

REVEALING THE PLAN

Task • A friendly model Reveals an enemy Suspect that is within 5" of another Suspect.

1 Play when the active friendly model gains a Task counter, another model within 8" gains a Task counter

© &™ BATMAN, (s23) SSG002 - v02 © KNIGHT MODELS

REVEALING THE PLAN

Task • A friendly model Reveals an enemy Suspect that is within 5" of another Suspect.

1 Play when the active friendly model gains a Task counter, another model within 8" gains a Task counter

© &™ BATMAN, (s23) SSG002 - v02 © KNIGHT MODELS

SUBTERFUGE MISSION

Task • Play when a friendly model gains a Task counter. A friendly model with a Task counter is in an enemy DZ.

1 Burn 0 • Play when a friendly model with a Task counter is targeted by a Melee attack. That model adds 2 dice to the Defense roll.

© &™ BATMAN, (s23) SSG003 - v02 © KNIGHT MODELS



2 **3**

SUBTERFUGE MISSION

Task • Play when a friendly model gains a Task counter.
A friendly model with a Task counter is in an enemy DZ.

1 **Burn 0** • Play when a friendly model with a Task counter is targeted by a Melee attack. That model adds 2 dice to the Defense roll.

© & TM BATMAN, (s23) SS0003 - v02 © KNIGHT MODELS



2 **3**

SUBTERFUGE MISSION

Task • Play when a friendly model gains a Task counter.
A friendly model with a Task counter is in an enemy DZ.

1 **Burn 0** • Play when a friendly model with a Task counter is targeted by a Melee attack. That model adds 2 dice to the Defense roll.

© & TM BATMAN, (s23) SS0003 - v02 © KNIGHT MODELS




2 **3**

TAKING THE LEAD

Task • An enemy model was the first model removed as a Casualty.

0 Move the active friendly model 2". If it has a Task counter, Move it 4" instead.

© & TM BATMAN, (s23) SS0004 - v02 © KNIGHT MODELS



2 **3**

TAKING THE LEAD

Task • An enemy model was the first model removed as a Casualty.

0 Move the active friendly model 2". If it has a Task counter, Move it 4" instead.

© & TM BATMAN, (s23) SS0004 - v02 © KNIGHT MODELS



2 **3**

TAKING THE LEAD

Task • An enemy model was the first model removed as a Casualty.

0 Move the active friendly model 2". If it has a Task counter, Move it 4" instead.

© & TM BATMAN, (s23) SS0004 - v02 © KNIGHT MODELS



2 **2**

EXTERMINATION MISSION

Task • Limited • Each time a friendly model inflicts Damage on an enemy model, place 1 on this card. Score when this card has 4.

1 **Burn 0** • A friendly model with a Task counter declaring an Attack loses an Attack die and gains a Strength die.

© & TM BATMAN, (s23) SS0005 - v02 © KNIGHT MODELS



2 **2**

EXTERMINATION MISSION

Task • Limited • Each time a friendly model inflicts Damage on an enemy model, place 1 on this card. Score when this card has 4.

1 **Burn 0** • A friendly model with a Task counter declaring an Attack loses an Attack die and gains a Strength die.

© & TM BATMAN, (s23) SS0005 - v02 © KNIGHT MODELS



3 **3**

RISKING ALL

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.

1 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.

© & TM BATMAN, (s23) SS0006 - v02 © KNIGHT MODELS



3 **3**

RISKING ALL

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.

1 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.

© & TM BATMAN, (s23) SS0006 - v02 © KNIGHT MODELS



RISKING ALL

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.

1 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.

© & TM BATMAN, (623) SS0006 - V02 © KNIGHT MODELS



INTERROGATION MISSION

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 is in contact with the Interrogation marker.

1 A friendly model within 4" of an enemy model and 4" of a friendly Suspect gains a free Manipulate action.

© & TM BATMAN, (623) SS0007 - V02 © KNIGHT MODELS



INTERROGATION MISSION

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 is in contact with the Interrogation marker.

1 A friendly model within 4" of an enemy model and 4" of a friendly Suspect gains a free Manipulate action.

© & TM BATMAN, (623) SS0007 - V02 © KNIGHT MODELS



INTERROGATION MISSION

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 is in contact with the Interrogation marker.

1 A friendly model within 4" of an enemy model and 4" of a friendly Suspect gains a free Manipulate action.

© & TM BATMAN, (623) SS0007 - V02 © KNIGHT MODELS



A.R.G.U.S. INTELLIGENCE

Task • Play when a friendly model Sets a Suspect within 4" of a Scenery element that is within 4" of an enemy model, place a Timer 106 on that Suspect.

Score when the counter is reduced to 0.

1 Discard an Objective card. That card may be a Cranial Bomb Activated card.

© & TM BATMAN, (623) SS0008 - V02 © KNIGHT MODELS



A.R.G.U.S. INTELLIGENCE

Task • Play when a friendly model Sets a Suspect within 4" of a Scenery element that is within 4" of an enemy model, place a Timer 106 on that Suspect.

Score when the counter is reduced to 0.

1 Discard an Objective card. That card may be a Cranial Bomb Activated card.

© & TM BATMAN, (623) SS0008 - V02 © KNIGHT MODELS



A.R.G.U.S. INTELLIGENCE

Task • Play when a friendly model Sets a Suspect within 4" of a Scenery element that is within 4" of an enemy model, place a Timer 106 on that Suspect.

Score when the counter is reduced to 0.

1 Discard an Objective card. That card may be a Cranial Bomb Activated card.

© & TM BATMAN, (623) SS0008 - V02 © KNIGHT MODELS



BEHIND THE ENEMY LINE

Task • Limited • Each time a friendly model Sets a Suspect in the enemy DZ, place a on this card.

Score when this card has 3.

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

© & TM BATMAN, (623) SS0009 - V02 © KNIGHT MODELS



BEHIND THE ENEMY LINE

Task • Limited • Each time a friendly model Sets a Suspect in the enemy DZ, place a on this card.

Score when this card has 3.

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

© & TM BATMAN, (623) SS0009 - V02 © KNIGHT MODELS

BEHIND THE ENEMY LINE

3 [Task Counter]

Task • Limited • Each time a friendly model Sets a Suspect in the enemy DZ, place a [Task Counter] on this card.

Score when this card has 3 [Task Counter].

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

© & TM BATMAN, (S23) SS0009 - v02 © KNIGHT MODELS

RUTHLESS TEAM

2 [Task Counter]

Task • A friendly model has been removed as a Casualty by a Cranial Bomb Activated card this round.

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

© & TM BATMAN, (S23) SS0010 - v02 © KNIGHT MODELS

RUTHLESS TEAM

2 [Task Counter]

Task • A friendly model has been removed as a Casualty by a Cranial Bomb Activated card this round.

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

© & TM BATMAN, (S23) SS0010 - v02 © KNIGHT MODELS

REINFORCEMENT BEACON PLANTED

2 [Task Counter]

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 [Task Counter] on this card.

Score when this card has 3 [Task Counter].

1 **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.

© & TM BATMAN, (S23) SS0011 - v02 © KNIGHT MODELS

REINFORCEMENT BEACON PLANTED

2 [Task Counter]

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 [Task Counter] on this card.

Score when this card has 3 [Task Counter].

1 **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.

© & TM BATMAN, (S23) SS0011 - v02 © KNIGHT MODELS

MISUNDERSTOOD ORDERS

3 [Task Counter]

Task • Assign numerical 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).

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

© & TM BATMAN, (S23) SS0012 - v02 © KNIGHT MODELS

MISUNDERSTOOD ORDERS

3 [Task Counter]

Task • Assign numerical 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).

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

© & TM BATMAN, (S23) SS0012 - v02 © KNIGHT MODELS

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.

TASK

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.

© & TM BATMAN, (S23) SS0014 - v02 © KNIGHT MODELS

CRANIAL BOMB ACTIVATED

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.

© & TM BATMAN, (S23) SS0013 - v02 © KNIGHT MODELS



CRANIAL BOMB ACTIVATED

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.

© & ™ BATMAN, (s23) SSG0013 - v02 © KNIGHT MODELS



CRANIAL BOMB ACTIVATED

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.

© & ™ BATMAN, (s23) SSG0013 - v02 © KNIGHT MODELS



CRANIAL BOMB ACTIVATED

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.

© & ™ BATMAN, (s23) SSG0013 - v02 © KNIGHT MODELS



CRANIAL BOMB ACTIVATED

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.

© & ™ BATMAN, (s23) SSG0013 - v02 © KNIGHT MODELS



CRANIAL BOMB ACTIVATED

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.

© & ™ BATMAN, (s23) SSG0013 - v02 © KNIGHT MODELS