



SUICIDE SQUAD

BACK TO THE PRESENT

JANUARY 30, 2031 --- 9:00

Belle Reve Operational Base - Terrebonne Parish, Louisiana.

Amanda Waller pushes open the door to her office and enters. Behind her follows the Clock King, exhausted and shuffling his feet. Both step closer to the machine at the center of the office.

"It's not just our future we're playing with here; it's the future of mankind," states Amanda Waller as she hands an envelope to Clock King. He ignores her offer and continues fussing with various connecting mechanisms, making himself part of the machine. Awash in an eerie green glow, he carefully inserts an object into the main console. The machine emits a faint buzzing before springing to life. Finally, he accepts the envelope, places it in the compartment, programs a date on the console, and starts the countdown... 3 ... 2 ... 1 ...

A flash of white light floods the room.

JULY 28, 2020 --- 8:30

Belle Reve Prison - Terrebonne Parish, Louisiana.

Amanda Waller enters the office with her usual determined stride.

"What is this envelope doing on my desk? Who put it here? Hello? Does anyone work in this office? Well, let's have a closer look... Ah? But who is it from? The message is encrypted—and with my code..."

She settles into her chair and sweeps away the other files cluttering her desk. As she empties the envelope, a tiny fragment of green stone slides out, followed by various documents. Without waiting, she sets to work decrypting the message and the plans accompanying it.

SECRET DEFENSE

AUTHORIZATION REQUIRED: AMANDA WALLER

JANUARY 30, 2031 --- 8:30

BELLE REVE OPERATIONAL BASE - Terrebonne Parish, Louisiana.

In 2027, thanks to Clock King's metahuman powers and a strange stone, our service managed to create a time travel device. With this technology, we were able to successfully execute operations that failed in the past. I knew I was playing with forces far beyond me, but you have to play to win, and it allowed me to climb the ladder and get where I am today. However, everything did not go as planned. Our secret was discovered and roused the attention of other nations who became envious of our mastery of temporal travel. Tensions grew at an uncontrollable rate and resulted in nuclear war. Life on Earth was all but decimated. Now I have no other choice but to try and rectify this most dire situation.

This technology arrived too late for us, and we do not have enough power to fuel it. Without a doubt, we have our own reckless consumption to blame. Of course, it does not help matters that every previous government refused to let us develop our metahuman program. Such a force would have allowed us to stop this madness. You must implement this program—in secret—to prevent this terrible fate. We can no longer allow our authority to be questioned.

It is for this reason I am transmitting this file to "us". Included are build specifications and detailed usage instructions for the time device. The Kryptonite fragment I've included provides only enough energy for a single jump, so make it count. And whatever you do, do not go back too far! You do that, and you're on your own... So now you know how to avoid a global meltdown and prevent billions of deaths. Finish "our" project—and finish it earlier than we ever thought feasible.

To begin, we will have to build the time machine. In the appendix, you will find a list of scientists and engineers who are able to create the device. I have also included suggestions on how you might convince them to be helpful, should they resist. Once the machine is assembled, you will be able to make use of Clock King. He won't be hard to convince because the bomb implanted in his brain provides an offer he can't refuse. You must travel to your recent past to acquire the missing elements: more fuel to feed the machine, lost scientific advances, and finally, a specific metahuman. These tasks will be difficult but essential. Use your prisoners wisely; without them, none of this will work.

Good luck. "We" are counting on you.

AMANDA WALLER



"SUICIDE SQUAD" CAMPAIGN

To get the most out of this expansion, players should incorporate the following material from the Batman™: Gotham City Chronicles core box(es):



KATANA
▶ X1 miniature



KATANA
▶ X1 hero screen



KATANA
▶ X1 equipment card attributed to katana



KILLER CROC
▶ X1 miniature



HARLEY QUINN
▶ X1 miniature



POISON IVY*
▶ X1 miniature



CARNIVOROUS PLANTS*
▶ X2 miniatures as well as their tile



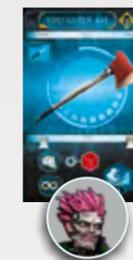
BELLE REVE'S GUARDS
▶ X4 miniatures associated with the Belle Reve's guards tile



SERVICE GUN
▶ X1 equipment card attributed to Rick Flag



SERVICE GUN
▶ X1 equipment card attributed to Amanda Waller



FIRE AXE
▶ X1 equipment card attributed to Duela Dent

*If you own Poison Ivy (new 52) and her Carnivorous Plants Rex, you can use them instead.

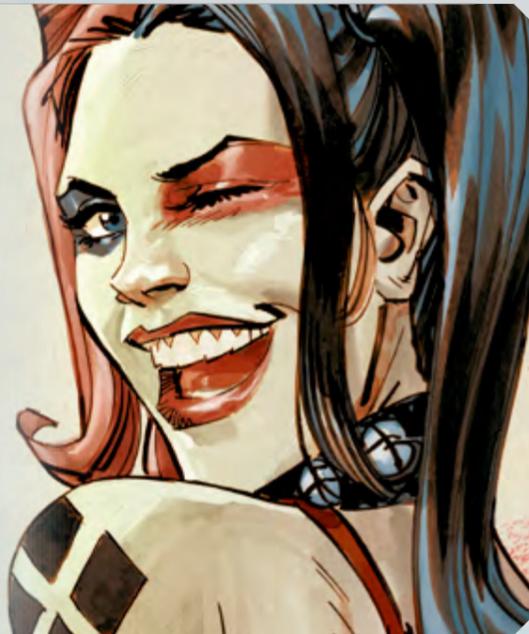
CAMPAIGN RULES

This expansion invites players to take on the roles of the members of the Suicide Squad during a narrative campaign consisting of three missions. These rules take priority over the core box rulebook.

When anti-heroes are mentioned in this campaign, they are the heroes who may happen to be blue or gray.

The missions should be played in order. After each one, players may scan the included QR codes located at the bottom right of each mission, which provide access to additional thematic story background.

Each victory and defeat will have a direct impact on future events.



A TEAM COMPOSITION

During this campaign, players form their own Suicide Squad by choosing from 14 characters. From one mission to another, players can either continue to play with their favorite anti-heroes, or they may reselect a totally different team. Before starting a mission, players choose:

- ▶ for the 1st anti-hero, a character from the leader character pool.
- ▶ for the 2nd anti-hero, a character from the S squadron.
- ▶ for the 3rd anti-hero, a character from the X squadron.

1st SQUAD

LEADER

1nd

- AMANDA WALLER
- RICK FLAG
- KATANA
- BRONZE TIGER

2nd SQUAD

S SQUADRON

2nd

- BLACK MANTA
- DEATHSTROKE
- DEADSHOT
- KILLER CROC
- KING SHARK

3rd SQUAD

X SQUADRON

3rd

- HARLEY QUINN (SUICIDE SQUAD)
- EL DIABLO
- POISON IVY
- DUELA DENT
- CAPTAIN BOOMERANG

B EQUIPMENT CARD ASSIGNMENT

At the beginning of each mission, each anti-hero is equipped with all their equipment cards from this expansion (the name of the equipment holder is written on the card) as well as those from the core box attributed to them (see page 3).

C COMMAND SKILL

Some characters possess the command skill. The tiles associated with this skill during this campaign are preselected and restricted to the following:

Rick Flag must select the Belle Reve's Guards tile.

Amanda Waller must select the Belle Reve's Guards tile and the SWAT with Rifle tile.

Poison Ivy must choose between the Carnivorous Plants tile and the Carnivorous Plants Rex tile (from the Poison Ivy New 52 box).

D CARNIVOROUS SEEDS

Poison Ivy's carnivorous seeds equipment card allows her to grow and control carnivorous plants in her area.

At the beginning of the game, if Poison Ivy is selected as an anti-hero, generic tokens must be placed on the carnivorous seeds card:

- ▶ 6 tokens if the Carnivorous Plants tile has been selected.
- ▶ 4 tokens if the Carnivorous Plants Rex tile has been selected.

When Poison Ivy is activated, the player controlling her may discard one token to perform one of the following effects (multiple tokens can be discarded during the same turn):

CALL OF THE EARTH:

Poison Ivy brings a neutralized Carnivorous Plant from the character pool back into play in her area

RECALL:

Poison Ivy removes a plant from any area on the board and places it in her area.

COME TO ME:

Each plant immediately gains 1 move point.

PROTECTIVE COCOON:

Plants in the same area as Poison Ivy gain the level 1 Bodyguard skill until Poison Ivy's next activation.

Note: King Shark is immune to shark repellent.

MISSIONS

CROCODILE DAY

P.6

THE FLOWERS OF EVIL

P.8

DUKE ALMIGHTY

P.10

CROCODILE DAY

An alien artifact has slipped through our fingers, it's crucial it doesn't get into the wrong hands. You know who has stolen it, it's time to fetch it back. Once you arrive, set up the beacon, retrieve the artifact, and neutralize anyone that gets in your way, and I mean anyone. Ready? Let's go. And don't forget, one wrong move and boom, terminal headache.



END-GAME CONDITIONS

- at the end of anti-hero turn 7, the game ends - the current step is Check End-game Conditions 1 of turn 7
- the anti-heroes have retrieved the artifact - the anti-heroes have the Kryptonite fragment card

VICTORY CONDITIONS

- Anti-heroes: the anti-heroes have retrieved the artifact - the anti-heroes have the Kryptonite fragment card
- Villain: the artifact has not been found - The anti-heroes have not secured the Kryptonite fragment card. Another more successful team is sent and finds the artifact. One of the anti-heroes is lost in the depths of time and does not return (see Breaking space-time continuum).

CLUE



KRYPTONITE FRAGMENT



5
1st SQUAD
LEADER
1nd

2nd SQUAD
S SQUADRON
2nd

3rd SQUAD
X SQUADRON
3rd



1 4 REINFORCEMENT POINTS

INTERROGATION: an anti-hero in the same area as a villain character can question them about the location of the artifact. To do so, they perform a complex thought of difficulty 3. The investigation skill is taken into account. If successful, the anti-hero turns over a clue token of their choice to the Clue Found side face up.

FINDING THE ARTIFACT: an anti-hero in the area of a Clue Found token can search that area for the artifact. To do so, they perform a complex manipulation of difficulty 3. If successful, the anti-hero has searched the area. The token is removed from the board and placed next to the anti-hero boards.

ARTIFACT: the first 3 clues that the anti-heroes retrieve are false clues. When the anti-heroes have 3 Clue Found tokens next to their boards, the next clue they retrieve is the correct one and leads them to the artifact. They retrieve the artifact and take the Kryptonite fragment card to indicate this.

SMOKE SCREEN: a villain's character in the same area as a Clue Found token can muddy the waters. To do so, they perform a complex manipulation of difficulty 3. If successful, the token is turned back over to the Hidden Clue side face up.

BREAKING SPACE-TIME CONTINUUM: if the anti-heroes are unable to find the energy source within the allocated time dictated by the limitations of their time travel tech, one of the anti-heroes is lost forever in time.

To represent this, the anti-heroes choose one of their anti-heroes who has been played during this mission and this anti-hero can no longer be played for the remainder of the campaign.

TIME HAS BEEN CHANGED: if you later play the "Suicide Escape" mission from the core box with the same players, apply the following changes:

- If the anti-heroes have won this mission, Katana's first interrogation is a complex manipulation of difficulty 2.
- If the villain has won this mission, they have a reinforcement point to spend immediately at the beginning of the mission



THE FLOWERS OF EVIL

I'm sending you back for Mr. Bloom's secrets. As the mission briefing states, you must retrieve the formula for his seeds before we are faced with extreme mutations and large-scale casualties. When Gotham City's finest destroyed Bloom's lab, his work was lost. It's up to you to recover the research fragments, so we can create a serum. Remember: stick to the plan. No needless fireworks!



END-GAME CONDITIONS

- at the end of anti-hero turn 7, the game ends - the current step is Check End-game Conditions 1 of turn 7
- the anti-heroes have retrieved enough fragments of the formula - 4 fragments of the formula have been retrieved

VICTORY CONDITIONS

- Anti-heroes: the anti-heroes have retrieved enough fragments of the formula - 4 fragments of the formula have been retrieved.
- Villain: the anti-heroes have not retrieved enough fragments of the formula - fewer than 4 fragments of the formula have been retrieved. Another more successful team is sent and finds them. One of the anti-heroes is lost in the depths of time and does not return (see Breaking space-time continuum)

4
1st SQUAD
LEADER
1nd

2nd SQUAD
S SQUADRON
2nd

3rd SQUAD
X SQUADRON
3rd



1 4 REINFORCEMENT POINTS

COLLECTING A FRAGMENT OF FORMULA VIA COMPUTER DATA:

an anti-hero in the same area as a computer miniature can retrieve a fragment of formula. To do so, they perform a complex thought of difficulty 4. The hacking skill is taken into account. If successful, the anti-hero places the computer miniature next to their board. A fragment of formula has been retrieved.

COLLECTING A FRAGMENT OF FORMULA FROM THE CHEST:

an anti-hero in the same area as the chest miniature can retrieve a fragment of formula. To do so, they perform a complex manipulation of difficulty 4. The lock picking skill is taken into account. If successful, the anti-hero places the chest miniature next to their board. A fragment of formula has been retrieved.

UNSTOPPABLE:

the first time Mr. Bloom is neutralized, his miniature is not removed from the board. The villain removes one of Mr. Bloom's tiles from the river. Then the other tile is put in the last position of their river with its un-neutralized side face up. Finally, the life point counter is replaced to its starting value.

BLOOM:

at the beginning of every villain turn, if they have Bloom's Gang miniature(s) in their character pool, they can replace one of their henchmen or elite characters in play with a Bloom's Gang miniature.

BREAKING SPACE-TIME CONTINUUM:

if the anti-heroes are unable to retrieve the 4 fragments of formula within the

allocated time dictated by the limitations of their time travel tech, one of the anti-heroes is lost forever in time.

To represent this, the anti-heroes choose one of their anti-heroes who has been played during this mission and this anti-hero can no longer be played for the remainder of the campaign.

TIME HAS BEEN CHANGED:

if you later play the "A Series of Mutations" mission from the core box with the same players, apply the following changes:

- If the anti-heroes have won this mission, the activation cost of the villain's first tile during the first turn is increased by 1.
- If the villain has won this mission, they start the game with 10 energy cubes in their reserve zone and 1 energy cube in their fatigue zone.





DUKE ALMIGHTY

Bane and Dr. Death are working together and have managed to capture Duke. He's being held in a shipping container, where he'll become the subject of grim experiments. They intend to create a mutagen by combining his cells, Bane's venom and Dr. Death's research. We must shut this down. Secure and return Duke to Belle Reve... and destroy the lab. Time to mobilize; the clock is ticking.



END-GAME CONDITIONS

- at the end of anti-hero turn 8, the game ends - the current step is Check End-game Conditions 1 of turn 8
- the anti-heroes have destroyed the warehouse and freed Duke - Duke is free and 3 bombs (including the one in the laboratory) have been primed OR Duke is free and 4 bombs have been primed

VICTORY CONDITIONS

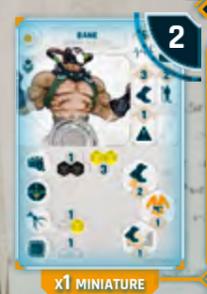
- Anti-heroes: the anti-heroes have freed Duke and the warehouse has been destroyed - Duke is free and 3 bombs (including the one in the laboratory) have been primed OR Duke is free and 4 bombs have been primed
- Villain: Duke has not been freed AND/OR the warehouse has not been destroyed - Duke has not been freed AND/OR
 - less than 3 bombs have been primed OR
 - the laboratory has not been destroyed and fewer than 4 bombs have been primed



5
1st SQUAD
LEADER
1nd
2nd SQUAD
S SQUADRON
2nd
3rd SQUAD
X SQUADRON
3rd



1 4 REINFORCEMENT POINTS



2 4 REINFORCEMENT POINTS + VENOM INJECTION: Bane injects himself with a massive dose of venom. The first time the villain uses this event, they replace Bane's tile, miniature and life point marker with those of Bane (Venom injected). With each subsequent use of this event, the villain immediately performs a character activation with Bane (Venom injected). Then, at the end of this character activation, he loses 2 life points.

LABORATORY: during setup, the villain places the laboratory board next to the game board. And on the laboratory board the villain places 1 Hazmat Thug mini, the Doctor Death mini, and the 6 Mutagen tokens.

ENTERING AND LEAVING THE LABORATORY: a miniature in the area marked "laboratory entrance" on the map can enter the laboratory by performing a simple move. A miniature in the laboratory can exit to the area marked "laboratory entrance" by performing a simple move.

PREPARING THE UNSTABLE MUTAGEN: a villain's character in the laboratory can produce an unstable mutagen. To do so, they perform a complex manipulation of difficulty 3. If successful, the villain obtains a Mutagen token.

INJECTING THE MUTAGEN: once per turn, the villain can inject their troops with the unstable mutagen if they have at least one Mutagen token in their possession. To do so, they place the token Activated side face up on a

henchman or an elite tile that does not already have a Mutagen token on it. All characters this tile represents gain +1 automatic defense success as well as the level 2 counterattack skill.

During the Upkeep villain phase, the token is flipped over to After-effect side face up. A tile with an After-effect Mutagen token has its activation cost increased by 1. This token is removed, if it is After-effect side face up, as soon as the tile is activated.

PRIMING A BOMB: an anti-hero in the same area as a bomb token can place a bomb and prime it. To do so, they perform a complex manipulation of difficulty 5. The munitions specialist skill is taken into account. If successful, the bomb is primed. The anti-hero flips the Bomb token over, Primed side face up.

DESTROYING THE LABORATORY: an anti-hero in the laboratory can destroy it by priming a bomb. To do so, they perform a complex manipulation of difficulty 5. The munitions specialist skill is taken into account. If successful, the bomb is primed and the anti-hero places the bomb miniature in their area.

RELEASING DUKE: an anti-hero in an area marked hacking area can free Duke from his container. To do so, they perform a complex thought of difficulty 5. The hacking skill is taken into account. If successful, Duke is released. The anti-hero places the Duke miniature next to their board.





AMANDA WALLER

SUPPORT PROTOCOL

Amanda Waller never wears velvet gloves. She only knows how to lead with an iron fist.

SPECIAL EVENT

The hero activates all the characters of a henchmen or elite tile that they control.



BLACK MANTA

LASER

Black Manta spreads destruction with his helmet lasers.

SPECIAL EVENT

The villain can cause a level 2 explosion in an area that Black Manta has a clear line of sight to, up to 2 areas distance from Black Manta.

OR Black Manta immediately performs a movement.

OR SPECIAL EVENT

The villain immediately performs a character activation with Black Manta. They only carry out their First Movement Step.



BRONZE TIGER

TIGER BY NATURE

Agile, the tiger moves quickly and silently.

SPECIAL EVENT

The hero immediately performs a character activation with Bronze Tiger. They only carry out their First Movement Step. His move points bonus for the first movement is 4 and he benefits from the elusive skill level 2.



CAPTAIN BOOMERANG

THE KANGAROO BLOW

No one throws a boomerang quite like the Captain!

SPECIAL EVENT

Captain Boomerang carries out a ranged attack on a target up to 3 areas away that doesn't require line of sight with 2 orange dice with reroll + 1 white die with reroll.

OR Captain Boomerang immediately performs a movement.

OR SPECIAL EVENT

The villain immediately performs a character activation with Captain Boomerang. They only carry out their First Movement Step.



DEADSHOT

+



DEATHSTROKE

See Versus Mode booklet (page 17).



EL DIABLO

SPONTANEOUS COMBUSTION

El Diablo cannot contain his own power and releases a torrent of flames.

SPECIAL EVENT

The villain places 2 flame tokens in El Diablo's area and 2 flame tokens in a single adjacent area.

OR El Diablo immediately performs a movement.

OR SPECIAL EVENT

The villain immediately performs a character activation with El Diablo. They only carry out their First Movement Step.



DUELA DENT

JUST LIKE DADDY

She moves and releases a strangely familiar toxic gas.

SPECIAL EVENT

The villain immediately performs a character activation with The Joker's Daughter. They only carry out their First Movement Step. At the end of this movement, the villain places a venom token in the area of The Joker's Daughter.

VENOM TOKEN

This token follows the same rules as gas tokens and adds 1 to the level of "dangerous terrain" of the area in which it is placed. The Joker's Daughter is not affected by the venom token.



KING SHARK

A TASTE OF BLOOD

There's blood in the water.

SPECIAL EVENT

The villain immediately performs a character activation with King Shark. They only carry out a melee attack with 2 red dice. For this attack, King Shark benefits from the circular strike skill level 2.

OR King Shark immediately performs a movement.

OR SPECIAL EVENT

The villain immediately performs a character activation with King Shark. They only carry out their First Movement Step.



RICK FLAG

MILITARY TACTICS

Of military descent, he always knew how to lead his men into battle.

SPECIAL EVENT

The hero activates all the characters of a henchmen tile that they control.