



## TWO-FACE

HARVEY DENT

### LET THE COIN DECIDE

Immediately after revealing a numbered Order Marker on this card, remove any grey Coin Markers on this card and roll the 20-sided die. If you roll 10 or lower, place the Scarred Coin Marker on this card. If you roll 11 or higher, place the Good Coin marker on this card. Then, instead of taking a turn with Two-Face, you may take a turn with one Unique Crime Lord Hero or Unique Criminal Hero you control within 6 clear sight spaces of Two-Face. When rolling the 20-sided die for this special power, the roll cannot be modified by any glyph or any figure's special power.

### FACE OF MERCY

While the Good Coin Marker is on this card, Two-Face and all Unique Crime Lord Heroes and Unique Criminal Heroes you control within 6 clear sight spaces of Two-Face roll 1 additional defense die, and if there is at least one Unique Crime Lord Hero or Unique Criminal Hero you control adjacent to Two-Face, Two-Face cannot be targeted for any attacks.

### FACE OF CRUELTY

While the Scarred Coin Marker is on this card, when Two-Face attacks, he may attack one additional time, and any other figures you control taking a turn with Let the Coin Decide roll 1 additional attack die. Immediately after any other figure you control takes a turn with Let the Coin Decide, you may take an immediate turn with Two-Face, and you may not take any additional turns with any other figures you control.



HUMAN

UNIQUE HERO

CRIME LORD

CONFLICTED

MEDIUM 5



4

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

170

POINTS

