



TWO-FACE HARVEY DENT

FLIP OF THE COIN

Before attacking with a normal attack, you must first roll the 20-sided die. If you roll 1-10, Two-Face's turn immediately ends. If you roll 11 or higher, attack normally and roll the 20-sided die again. You may use Flip of the Coin to continue attacking until you fail to roll 11 or higher. Two-Face cannot attack more than four times in a single turn.

HEADS YOU LIVE, HEADS YOU DIE

Instead of using Two-Face's normal attack this turn, roll the 20-sided die for all figures adjacent to Two-Face, one at a time. Then roll for Two-Face. If you roll 11 or higher, the figure receives one wound.



HUMAN

UNIQUE HERO

CRIME LORD

CONFLICTED

MEDIUM

5



4

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

130

POINTS

