



KILL THEM TWICE

♣/♠/♦/♥ • A friendly model with a friendly Suspect within 4" inflicts KO or removes an enemy model as a Casualty.

⚡ **Burn 1** • Search your Objective deck and Reveal a **Coin** card. Shuffle your deck and play that **Coin** card.

"I'm looking at a dead man."

Two-Face

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TWO MAKE THIS BETTER

♣/♠/♦/♥ • A friendly model Sets a Suspect within 4" of an enemy model and another friendly Suspect is within 4" of an enemy model.

⚡ **Burn 1** • Search your Objective deck and Reveal a **Coin** card. Shuffle your deck and play that **Coin** card.

"We are now two faces. One good, the other bad. Half-and-half."

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THE GAMBLE

♣/♠/♦/♥ **Limited** • Set 2 Gamble Event markers on Ground Level outside of any DZ and more than 5" away from the edge of the Gaming Area and at least 10" away between them. Place a **Timer 106** on this card. When it is reduced to 0:

- Score if each Gamble marker has a friendly Suspect within 4".
- Score if there are no enemy Suspects within 4" of either Gamble marker.

⚡ **Burn 1** • Active model gains 1 Extra Special Action. Cannot repeat the same Special Action.

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♣/♠/♦/♥ **Limited** • Set 2 Gamble Event markers on Ground Level outside of any DZ and more than 5" away from the edge of the Gaming Area and at least 10" away between them. Place a **Timer 106** on this card. When it is reduced to 0:

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2 **3**

HEADS OR HEADS


▲/■/◆ • A friendly model inflicts 4 Damage targeting a model that has Audacity.

⚡1 ○ • The active model may place or reveal a Suspect marker within 3" and LoS instead of in contact this activation.

☉ • A model within 4" of a friendly Suspect counts as having waited 1 round for the purpose of the Reload trait.

"Two faces - both as perfect as mine once was."
Two-Face

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2 **2**

THE BALANCE OF JUSTICE


⚡/■/☉ • An even number of models (not 0) are removed from the game as Casualties this round.

○ • There is an even number of enemy Suspects in Play.

⚡1 ○ • Move a marker 4".

☉ • Cancel an Objective card used as a Resource.

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2 **2**

THE BALANCE OF JUSTICE

⚡/■/☉ • An even number of models (not 0) are removed from the game as Casualties this round.

○ • There is an even number of enemy Suspects in Play.

⚡1 ○ • Move a marker 4".

☉ • Cancel an Objective card used as a Resource.

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3 **3**

TIME BOMB

▲/■/◆ • When a friendly model Reveals an enemy Suspect, place an Explosive template on a Suspect and another on a friendly Suspect. Affected models suffer ♠.

Score if both templates inflict Damage on enemy models.

⚡1 After you make a dice roll, change the result of one of the dice to match another die in the same roll.

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TIME BOMB

▲/■/◆ • When a friendly model Reveals an enemy Suspect, place an Explosive template on a Suspect and another on a friendly Suspect. Affected models suffer ♠.

Score if both templates inflict Damage on enemy models.

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3 **3**

CLOSING ARGUMENT

⚙/■/◆ • Play when a friendly model Sets a Suspect. Place a **Timer 106** on 2 friendly Suspects that are within 4" of a Sewer or Lamppost. (Roll only once).

Score if both Numeric counters are reduced to 0.

⚡1 A model with a friendly Suspect within 4" adds 1 die to a Ranged Attack dice roll.

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3 **3**

CLOSING ARGUMENT

♣/♠/♦/♥ • Play when a friendly model Sets a Suspect. Place a **Timer 106** on 2 friendly Suspects that are within 4" of a Sewer or Lamppost. (Roll only once).
Score if both Numeric counters are reduced to 0.

⚡1 A model with a friendly Suspect within 4" adds 1 die to a Ranged Attack dice roll.

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Score if both Numeric counters are reduced to 0.

⚡1 A model with a friendly Suspect within 4" adds 1 die to a Ranged Attack dice roll.

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2 **2**

TWO FACES OF THE COIN

♣/♠/♦/♥ • Have an even number of friendly Suspects in play.

⚡1 **Burn 1** • Set a Coin Event marker in contact with a model and place this card aside. Models within 4" of the marker gain:
 ○ • Friendly models roll 2 additional dice while Defending.
 ☹ • Enemy models roll 2 fewer dice while Defending.

When an enemy model Sets a Suspect in contact with this Event remove it and discard this card.

"I wish you luck. But I can't untoss the coin."
Two-Face

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2 **2**

TWO FACES OF THE COIN

♣/♠/♦/♥ • Have an even number of friendly Suspects in play.

⚡1 **Burn 1** • Set a Coin Event marker in contact with a model and place this card aside. Models within 4" of the marker gain:
 ○ • Friendly models roll 2 additional dice while Defending.
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When an enemy model Sets a Suspect in contact with this Event remove it and discard this card.

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2 **3**

DOUBLE OR NOTHING

♣/♠/♦/♥ • A friendly model with an Audacity marker Sets a Suspect within 4" of 2 enemy models.

⚡2 **Burn 0** • When scoring an Objective, treat the Coin card as the other side.

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2 **3**

DOUBLE OR NOTHING

♣/♠/♦/♥ • A friendly model with an Audacity marker Sets a Suspect within 4" of 2 enemy models.

⚡2 **Burn 0** • When scoring an Objective, treat the Coin card as the other side.

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2 **3**

DOUBLE OR NOTHING

♣/♠/♦/♥ • A friendly model with an Audacity marker Sets a Suspect within 4" of 2 enemy models.

⚡2 **Burn 0** • When scoring an Objective, treat the Coin card as the other side.

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2 **4**

FAST ALLEGATION

♣/♠/♦/♥ • The active friendly model Sets a Suspect more than 4" from its original position.
 ☹ • The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

⚡1 Search your Objective deck and Reveal a Coin card. Shuffle your deck and play that Coin card.

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2 **4**

FAST ALLEGATION

♣/♠/♦/♥ • The active friendly model Sets a Suspect more than 4" from its original position.
 ☹ • The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

⚡1 Search your Objective deck and Reveal a Coin card. Shuffle your deck and play that Coin card.

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FAST ALLEGATION

2 4

▲/III/◆ ● The active friendly model Sets a Suspect more than 4" from its original position.

☉ The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

⚡1 Search your Objective deck and Reveal a Coin card. Shuffle your deck and play that Coin card.

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FAST ALLEGATION

2 4

▲/III/◆ ● The active friendly model Sets a Suspect more than 4" from its original position.

☉ The active friendly model Moves, then scores at least 1 successful hit with a Ranged attack.

⚡1 Search your Objective deck and Reveal a Coin card. Shuffle your deck and play that Coin card.

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PUNISHMENT

2 2

▲/III/◆ ☉ Limited • Place a ☉ on this card for each enemy model removed as Casualty from the game (Max of 4). When a friendly model Reveals an enemy Suspect or removes an enemy model as a Casualty, add 1 ☉.

Score when this card has 6 ☉.

⚡0 Target a non active model. Target may play a Resource in his next activation without paying its Resource Cost.

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▲/III/◆ ☉ Limited • Place a ☉ on this card for each enemy model removed as Casualty from the game (Max of 4). When a friendly model Reveals an enemy Suspect or removes an enemy model as a Casualty, add 1 ☉.

Score when this card has 6 ☉.

⚡0 Target a non active model. Target may play a Resource in his next activation without paying its Resource Cost.

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THE ODDS

2 3

☉/III/◆ Limited • When you play a Side card, place a ☉ if it is the ☉ or a ☉ if it is the ☉.

☉ Score if this card has at least 3 ☉.

☉ Score if this card has at least 3 ☉.

⚡1 Reveal and Discard the top card of your Objective deck. If it has ☉ on it the active model gains 1 ☉. If it has ☉ on it the active model gains +1 ☉ this activation.

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☉/III/◆ Limited • When you play a Side card, place a ☉ if it is the ☉ or a ☉ if it is the ☉.

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THE COIN GOOD SIDE

☉

If your Boss has Affiliation: ☉ you must keep this card aside, and after you draw your initial hand of Objective cards, choose 1 Side card and place it somewhere visible. Then shuffle the other Side card into your Objective deck.

A card that has a ☉ or ☉ on its requirement can only be scored if it matches the active The Coin Side card. If a card has both ☉ and ☉ requirements, you can complete only those matching The Coin side in play. The Resource effect applied is the one that matches The Coin Side in play. You may play a The Coin card as any other Objective card, discarding the other in play (it doesn't count as an Objective being played).

If your Boss has Affiliation: ☉ your deck must include at least 7 Objective cards with either ☉ or ☉ (not both).

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THE COIN TWISTED SIDE

☉

If your Boss has Affiliation: ☉ you must keep this card aside, and after you draw your initial hand of Objective cards, choose 1 Side card and place it somewhere visible. Then shuffle the other Side card into your Objective deck.

A card that has a ☉ or ☉ on its requirement can only be scored if it matches the active The Coin Side card. If a card has both ☉ and ☉ requirements, you can complete only those matching The Coin side in play. The Resource effect applied is the one that matches The Coin Side in play. You may play a The Coin card as any other Objective card, discarding the other in play (it doesn't count as an Objective being played).

If your Boss has Affiliation: ☉ your deck must include at least 7 Objective cards with either ☉ or ☉ (not both).

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