





↑ / III / → | ③ • A friendly model inflicts 4 Damage targeting a model that has Audacity.

• 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.

HEADS OR HEADS

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

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I 🕒 🕲 • An even number of models (not 0) are removed from the game as Casualties this round. • There is an even number of enemy

₹1 ○ • Move a marker 4".

Suspects in Play.

Cancel an Objective card used as a Resource.



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

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● Cancel an Objective card used as a Resource.



↑ III | ♦ | ③ • 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.

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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III 🔷 🔘 • Play when a friendly model Sets a Suspect. Place a Timer 1D6 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.

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

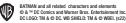
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Burn 1 • Set a Coin Event marker in contact with a model and place this card aside. Models within 4" of the marker gain:

• 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."

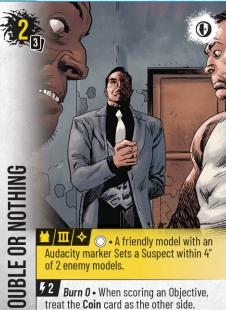
WO FACES OF THE COIN

Two-Face



Audacity marker Sets a Suspect within 4" of 2 enemy models.

F2 Burn 0 • When scoring an Objective, treat the Coin card as the other side.



Audacity marker Sets a Suspect within 4" of 2 enemy models.

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



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.

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



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Burn 0 • When scoring an Objective,

treat the Coin card as the other side. TFG014 - v02



