

DALE "THE DUKE" MCALLISTER



COMPETITIVE

If, at the end of the round, your total is within two of the player who would win this round you may challenge them to a roll-off. If you win the roll-off, win the round. During all roll-offs, you win in case of a tie.

SAM "BULLDOG" JONES



INSUBORDINATE

At the beginning of the game, remove one of your dice and set it aside. This die may not be used for the duration of the game. You may re-roll one of your own die once per round.

JACOB "ACE" COOPER



LUCKY

When you bust, roll a die. If the result is even, gain one clue instead of losing clues. If odd, do not lose clues.

GERRY "THE GENT" SAUNDERS



PROFESSIONAL

Before you begin questioning, set one of your dice to a 1 or 6. This counts towards your investigation. Then decide how many more you want to roll.

RUSSELL "GRIM" SULLIVAN



TWO-FACED

At the beginning of the game gain an unused questioning die. This die counts as negative when you roll it. You may add it to your investigation without paying a clue. If you win this round and have used your negative die, gain one less clue.

HANK "EAGLE-EYE" MALONE



ANALYTICAL

Once per round you may roll an additional die without spending a clue.

THE CROOKED COP

Any time you bust, add one clue from the center to this card. If this card has 15 or more clues at the beginning of any round, the game is automatically lost. When you match the witness value, you may take the bonus clue from this card instead of the bank.

SERIAL ARSONIST

Setup: Each player places their starting clue to the right of their detective card. Each round on your turn, you may choose to question or research evidence. If you choose to question, your turn continues as normal, rolling as many questioning dice as you desire. If you choose to research evidence you may move half of your clues, rounded down, to the left side of your detective card. These clues may not be used to add additional dice to your questioning or be lost in any other way (by busting or taken by other players).

WITNESS PROTECTION

Any time you win a round, gain the round's witness card. These witnesses count as clues towards solving the case. However, they may not be spent to roll additional dice, discarded, or taken by other players.

PRIVATE  
DIE 

PRIVATE  
DIE 

PRIVATE  
DIE 

PRIVATE  
DIE 

PRIVATE  
DIE 

PRIVATE  
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PRIVATE  
  
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PRIVATE  
  
DIE

PRIVATE  
  
DIE

WALLACE THOMPSON

HOT-HEADED

Once you have finished your investigation, discard your die with the lowest positive value.

Can't ask two questions without him throwing a punch. He'll answer, though. If you hit back.

6+



MAURY EMERSON

PARANOID

Roll the witness die twice and use the higher of the two values for this round.

He's asked to see my badge so many times he knows my number by heart. Keeps asking if he's being detained or if he's free to go.

12+



CHRISTINA LOCKHEART

GOSSIP

Any detectives that would have a roll-off this round instead gain the rewarded clues. If a roll-off would occur, the current first player will be first player next round.

Sometimes you don't even need to talk. You just need to listen.

8+



CHRISTOPHER RICHARDSON

STOIC

Ones are doubled for this round.

He's got a stone face, this one. Could be he doesn't know anything at all. Could be he's the guy I'm looking for.

8+



ANDREA NOELKER

FEMME FATALE

All detective abilities are negated for this round.

This dame just walks on in to my office. Says she wants to talk and pours herself a drink. She sure is something.

9+



TED KEATING, ESQUIRE

LAWYER

Detectives may not spend a clue to roll additional dice.

Can hardly get a word in with him. It's always "due process" this and "fifth amendment" that.

7+



KATELIN VIRGINA

TIGHT-LIPPED

Sixes count as zero for this round.

What's got her so scared? Her lips are sealed tighter than Fort Knox.

10+



SULLY WALTON

SMITCH

Detectives that bust this round do not lose clues.

He's a somewhat of a regular around here. Always has something to say, and a dwindling circle of associates.

8+



FRANCIS ANTONORA

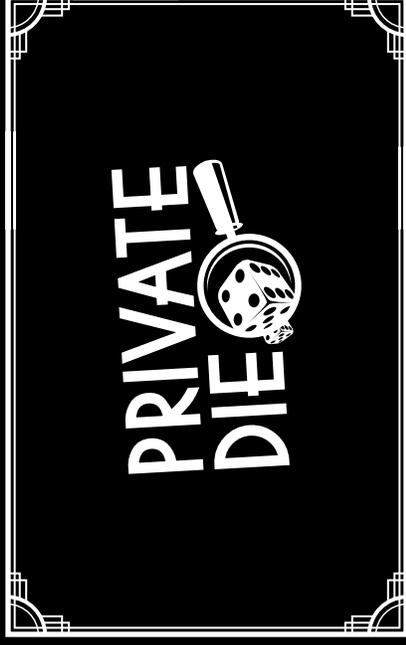
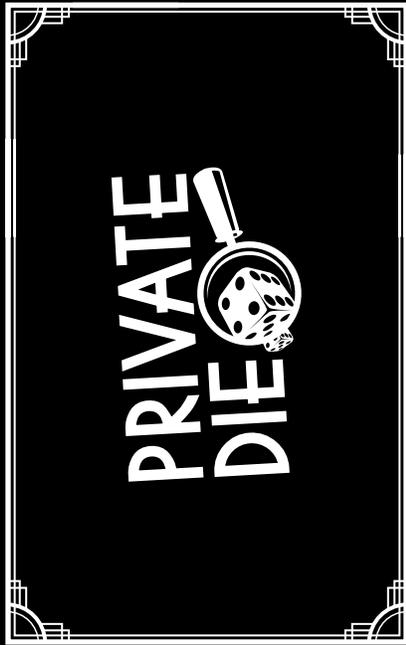
MOB BOSS

Detectives that bust this round lose an additional clue.

He knows who he is. I know who he is. We both know. But this isn't about him. Not right now, at least.

6+





JANE BAKER

EAVESDROPPER

The detective that wins this round may gain one of the rewarded clues from any other detective.

*This gal knows much more than anyone would expect. She probably knew who I was before she walked in.*

9

+



GAVIN HUNT

LIAR

All detectives immediately lose one clue.

*It's refreshing to get an honest face. Someone just wanting to make the world a better place.*

9

+



LUTHER WEST

UNDERCOVER COP

The detective who wins this round must give one clue from the bank to any other detective. This clue is not subtracted from the rewarded clues.

*Knew he was undercover as soon as he sat down. Let's hope his buddies aren't as perceptive.*

7

+



FREDRICK WHITE

LOSER

The detective(s) with the lowest amount of clues at the end of the round gains one clue.

*Poor mook. Does everything right, and just can't catch a break.*

8

+



TERRY GRAHAM

SHRINK

Once you have finished your investigation, you must re-roll one of your dice (this may prevent you from busting).

*I can't stand these mind games. I'm trying to get information, and he's just trying to get in my head.*

7

+



STEVE PARKER

IRON WILL

The winner of this round will be rewarded 3 clues, instead of clues equal to the number of their dice used in the investigation.

*I'll be talking all night before he even thinks of answering. Going to have to play every angle.*

20

+



ROBERT CLARK

LOGICAL

If any detective rolls three or more sequential numbers (ex: 2, 3 and 4), they automatically gain one clue.

*He seems just as interesting in solving this case as I am. It's all pieces of a puzzle to him.*

10

+



PAULIE SMITH

FORGETFUL

Only odd numbered die values count towards your investigation total for this round. The winner of the round only gets clues equal to the odd numbered dice.

*It seems like this guy is only picking up every other thing I say.*

6

+



RANDAL PATTERSON

BUSY

Detectives may not use more than three dice.

*He just barely penciled me into his schedule. Says I have 15 minutes. Very generous. I could hold him here all night if I wanted.*

7

+



