



SWEET KITTY



Place an event marker up to 4" from the enemy Boss. You have a Suspect in contact with that event marker.



Remove all ★ markers from one of your models.



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COME ON SHORT ROUND!



One of your models is within 4" of an enemy Suspect but not within 8" of an enemy model.



Move one of your models up to 6".



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One of your models is within 4" of an enemy Suspect but not within 8" of an enemy model.



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Play this card when an enemy model places a Suspect marker. Roll 1D3+2. The result is the value of a Numeric Counter you must place on a friendly model's character card. At the end of each model activation after the current one, reduce the value of the number counter by -1. When the Numeric Counter reaches 0, if this model is not KO or removed as a Casualty, score this Objective.



Perform a free ranged attack from one of your friendly Suspects. The attack has ROF 2, Firearm, Short Range, and deals ♠★.

KITES HO!



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Perform a free ranged attack from one of your friendly Suspects. The attack has ROF 2, Firearm, Short Range, and deals ♠★.

KITES HO!



When a friendly model places a Suspect marker you may change it to a Killer Robot marker. It is still a Suspect marker. Roll 1D6 and place a Numeric Counter on the Killer Robot with a value equal to the roll. At the end of every model's activation after the current one, reduce the value of the Numeric Counter by -1, then roll 1D6 and move all Killer Robot markers that distance directly towards the activated model. When the Numeric Counter reaches 0, or this marker is Revealed, center the Explosive template on the marker. If any Suspect markers are under the template, score this card.



Place a friendly Suspect marker within 4" of one of your models.

ROBOT FIGHT!



When a friendly model places a Suspect marker you may change it to a Killer Robot marker. It is still a Suspect marker. Roll 1D6 and place a Numeric Counter on the Killer Robot with a value equal to the roll. At the end of every model's activation after the current one, reduce the value of the Numeric Counter by -1, then roll 1D6 and move all Killer Robot markers that distance directly towards the activated model. When the Numeric Counter reaches 0, or this marker is Revealed, center the Explosive template on the marker. If any Suspect markers are under the template, score this card.



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ROBOT FIGHT!



$t \rightarrow W^+ b$
 $BR(t \rightarrow Wb) = \frac{\Gamma(t \rightarrow Wb)}{\Gamma(t)}$
 $= \frac{|V_{tb}|^2}{|V_{td}|^2 + |V_{ts}|^2 + |V_{tb}|^2}$
 $\approx \frac{(0.9745)^2}{(0.0094)^2 + (0.040)^2 + (0.9745)^2}$
 $= 99.82\%$

$b \rightarrow t$ F.C.N.C...

$t \rightarrow Zc$
 $t \rightarrow Zn$

$t \rightarrow Yc$
 $t \rightarrow Yn$

$U_{CKM} = \begin{pmatrix} c_{12}c_{13} & s_{12}c_{13} & s_{13}e^{-i\delta} \\ -s_{12}c_{23} - c_{12}s_{23}s_{13}e^{i\delta} & c_{12}c_{23} - s_{12}s_{23}s_{13}e^{i\delta} & s_{23}c_{13} \\ s_{12}s_{23} - c_{12}c_{23}s_{13}e^{i\delta} & c_{12}s_{23} + s_{12}c_{23}s_{13}e^{i\delta} & c_{23}c_{13} \end{pmatrix}$

EUREKA!



Reveal an enemy Suspect within 6" of two of your Suspects.



You gain a Resource point.



$t \rightarrow W^+ b$
 $BR(t \rightarrow Wb) = \frac{\Gamma(t \rightarrow Wb)}{\Gamma(t)}$
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Reveal an enemy Suspect within 6" of two of your Suspects.



You gain a Resource point.



ZARNECKI INCURSION



Inflict a Casualty or a K.O.
with a model with the Scientific trait.



1 Choose an enemy model. That enemy
model gains 4.



QUANTUM VORTEX



Center the Explosive template on a friendly Suspect, remove the Suspect, and roll 1D3. The result is the number of inches all Suspects within 8" must be pushed directly towards the center of the template. Any Suspect that finishes in contact with the template is removed. If you remove one or more Suspects with this card, score this card.



Choose an enemy model. That enemy model gains **4**.



You have more models in play than enemy Suspects.



Remove up to 3 friendly or enemy Suspects (in any combination) within 6" of one of your models. For each marker you remove, your opponent does the same. For each marker you removed in this way, choose an enemy model to gain Enervating 2. For each marker your opponent removed in this way, they may choose one of your models to gain Enervating 2. No model may be chosen to gain Enervating 2 more than once per time you play this card.

LOGIC



You have more models in play than enemy Suspects.



Remove up to 3 friendly or enemy Suspects (in any combination) within 6" of one of your models. For each marker you remove, your opponent does the same. For each marker you removed in this way, choose an enemy model to gain Enervating 2. For each marker your opponent removed in this way, they may choose one of your models to gain Enervating 2. No model may be chosen to gain Enervating 2 more than once per time you play this card.

LOGIC

3

1

The BIG BANG THEORY

TIME TRAVEL MACHINE



III



Reveal a Suspect marker that is more than 10" away from any other Suspects.

⚡ 2

Place an Event marker in one of your models' current position, then place that model in contact with a friendly Suspect anywhere on the board. When the model's activation ends, place it on top of the Event marker, then remove the Event marker.

SMART AND BEAUTIFUL

LEONARD HOFSTADTER



A friendly model with name Zach Johnson is removed as a Casualty or suffers K.O.

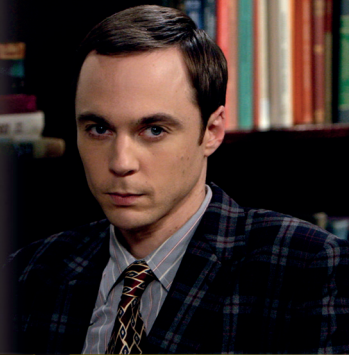


2

If a model with name Penny is within 4" of a model with name Leonard Hofstadter then it gains a free New Laser special action that is resolve immediately.

YOU'RE IN MY SPOT

SHELDON COOPER



Place an event marker up to 2" from board edge and inside opponent Deployment Zone. One of your models with Sidekick rank is in contact with that marker.



1 You can move immediately any models up to 4" away from a friendly model with Name: Sheldon Cooper.



EXPERIMENTAL MEDICATION PENNY



I



There are 6 or more Suspects in one of your model's LoS.

1

A friendly active model gains a Venom Dose that must use immediately.

I WAS IN SPACE

HOWARD WOLOWITZ



⚠️/III/✦ You have two models without the Scientific trait within opponent Deployment Zone.

⚡2 If a model with Name: Howard Wolowitz is within 4" of a friendly Suspect you can play immediately a card as a resource without spending resource points.



Each time you score an Objective card, after you draw a new card, draw 1 additional Objective card and place it face down without looking at it. Only 1 card can be in play in this manner at a time. You may play this card as a Resource following the usual rules without paying the cost. If the Resource cannot be played when you choose to play it, the effect is ignored.