

2 ²

THE RIDDLE OF THE NIGHT

⚙️/IV/⊙ At least 3 friendly Suspects have a Numeric counter with an even value.

⚡1 During a friendly model's activation, it may Set a **Riddle** marker within 4".

What has a head, a tail, is brown, and has no legs?

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What has a head, a tail, is brown, and has no legs?

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2 ²

RIDDLE ME SOFTLY

⚙️/IV/⊙ At least 3 friendly Suspects have a Numeric counter with an odd value.

⚡1 During a friendly model's activation, it may Set a **Riddle** marker within 4".

How many seconds are there in one year?

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2 ²

RIDDLE ME SOFTLY

⚙️/IV/⊙ At least 3 friendly Suspects have a Numeric counter with an odd value.

⚡1 During a friendly model's activation, it may Set a **Riddle** marker within 4".

How many seconds are there in one year?

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3 ³

RIDDLE ME THAT

⚙️/III/? The Revealed Suspect had a Numeric counter with a value of 1, 2, or 3.

⚡1 Play at the start of an activation. Move a friendly marker 4".

I have no feet, no hands, no wings, but I climb to the sky. What am I?

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3 ³

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⚙️/III/? The Revealed Suspect had a Numeric counter with a value of 1, 2, or 3.

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3 ³

RIDDLE ME THIS

⚙️/III/? The Revealed Suspect had a Numeric counter with a value of 4, 5, or 6.

⚡1 Play at the start of an activation. Move an enemy marker 4".

I am full of holes but I can still hold water. What am I?

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3 ³

RIDDLE ME THIS

⚙️/III/? The Revealed Suspect had a Numeric counter with a value of 4, 5, or 6.

⚡1 Play at the start of an activation. Move an enemy marker 4".

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3 **3** ?

RIDDLE ME THIS

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I am full of holes but I can still hold water. What am I?

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2 **4** ?

RIDDLE OF NOWHERE

⚠️/III/◇ At the end of the next enemy model's activation you have at least 1 of every different Numeric counter on friendly Suspects.

Can only be played during a friendly model's activation.

⚡1 Play immediately after an enemy model Reveals a friendly Suspect. Change the value of a Numeric counter on a friendly Suspect.

What belongs to you, but other people use it more than you?

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2 **4** ?

RIDDLE OF NOWHERE

⚠️/III/◇ At the end of the next enemy model's activation you have at least 1 of every different Numeric counter on friendly Suspects.

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What belongs to you, but other people use it more than you?

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2 **3** ?

RIDDLES ON THE STORM

⚠️/I/⊙ Each time a friendly model Reveals a Suspect, place a ☀️ on this card. Each time an enemy model Reveals a Suspect, place a ⊙ on this card. There are more ☀️ than ⊙ on this card.

⚡1 **Burn 1** • Reduce a number of Damage markers inflicted by an attack equal to the number of friendly Suspects within 8" of the target model.

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2 **3** ?

RIDDLES ON THE STORM

⚠️/I/⊙ Each time a friendly model Reveals a Suspect, place a ☀️ on this card. Each time an enemy model Reveals a Suspect, place a ⊙ on this card. There are more ☀️ than ⊙ on this card.

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2 **3** ?

RIDDLES ON THE STORM

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2 **2** ?

EASY RIDDLE

⚙️/III/? A friendly model Reveals an enemy Suspect before an enemy model Reveals a friendly Suspect.

⚡* **Burn 1** • **Trap** • After this action is resolved, look at the opponent's hand and you may discard 1 card from it.

What comes once in a minute, twice in a moment, but never in a thousand years?

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2 **2** **?**


EASY RIDDLE

⚙️/III/? A friendly model Reveals an enemy Suspect before an enemy model Reveals a friendly Suspect.

⚡* **Burn 1 • Trap** • After this action is resolved, look at the opponent's hand and you may discard 1 card from it.

What comes once in a minute, twice in a moment, but never in a thousand years?

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2 **3** **?**


YOU ACTIVATE THE RIDDLE

⚠️/III/♦ Remove 2 friendly Suspects within 6" of an enemy model.
Can only be played when a model completes an action.

⚡1 An enemy model within 4" of a friendly Suspect and a friendly Riddle marker suffers the Enervating (3) Status. Then remove both markers.

What has many keys, but can't even open a single door?

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2 **3** **?**


YOU ACTIVATE THE RIDDLE

⚠️/III/♦ Remove 2 friendly Suspects within 6" of an enemy model.
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What has many keys, but can't even open a single door?

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What has many keys, but can't even open a single door?

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2 **3** **?**

BORN TO RIDDLE

⚙️/III/♦ **Gut Feeling** • A friendly model Sets a Riddle marker within 4" of an Enemy model.

⚡0 Replace a friendly facedown ? card in play with one from you hand. Discarding the original card.

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2 **3** **?**

BORN TO RIDDLE

⚙️/III/♦ **Gut Feeling** • A friendly model Sets a Riddle marker within 4" of an Enemy model.

⚡0 Replace a friendly facedown ? card in play with one from you hand. Discarding the original card.

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2 **3** **?**

BORN TO RIDDLE

⚙️/III/♦ **Gut Feeling** • A friendly model Sets a Riddle marker within 4" of an Enemy model.

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2 **3** **?**

RIDDLES OF THE WORLD

⚠️/III/? There are more friendly Suspects than enemy Suspects in play.

⚡* **Burn 1 • Trap** • After this action is resolved, Move the model that triggered this card 4".

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2 **3** **?**

RIDDLES OF THE WORLD

⚠️/III/? There are more friendly Suspects than enemy Suspects in play.

⚡* **Burn 1 • Trap** • After this action is resolved, Move the model that triggered this card 4".

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2 **3** **?**

RIDDLES OF THE WORLD

III / ? There are more friendly Suspects than enemy Suspects in play.

1* **Burn 1 • Trap** • After this action is resolved, Move the model that triggered this card 4".

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2 **2** **?**

RIDDLE BOX HERO

IV / C There are 2 or less enemy Suspects in or within 4" of an enemy DZ.

1 You may play an additional ? card, place this card aside. When you would reveal a ? card, the opponent chooses which to reveal.

When ? a card was revealed, discard this card.

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2 **2** **?**

RIDDLE BOX HERO

IV / C There are 2 or less enemy Suspects in or within 4" of an enemy DZ.

1 You may play an additional ? card, place this card aside. When you would reveal a ? card, the opponent chooses which to reveal.

When ? a card was revealed, discard this card.

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2 **4** **?**

PSYCHO RIDDLE

III / ? There is a friendly Riddle marker in play.

1* **Burn 1 • Trap** • Draw 2 cards.

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2 **4** **?**

PSYCHO RIDDLE

III / ? There is a friendly Riddle marker in play.

1* **Burn 1 • Trap** • Draw 2 cards.

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2 **4** **?**

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Riddle Markers

When an enemy model within 8" of a **Riddle** marker performs a Manipulate action, and that action does not Reveal a friendly Suspect, the opponent must target and remove a friendly Suspect in Play. It counts as Revealed by that enemy model.

Then remove that **Riddle** marker.

You cannot have more than 3 **Riddle** markers in play at the same time.

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Riddler Face Down Cards

A When to Score ? card can only be played as an Objective during a friendly model's activation. Without revealing, play it face down.

Only 1 ? card may be in Play at a time.

When an enemy model Reveals a friendly Suspect, flip the ? card face up and check scoring condition.

Trap

This Recourse is not played as usual. When this card is flipped face up, resolve the Trap effect. This does not count as a Resource played this Round.