



2 **3**

WHO WATCHES THE WATCHMEN?

⚙️/III/◆ Target the active friendly model and place a **Timer 2D6-X** (to a minimum of 1) on this card, where X is equal to the number of of friendly scored ☺ cards.

Score if the counter is reduced to 0 and the target is still in Play.

⚡1 The opponent chooses to either spend a Resource point or cancel a trait targeting a friendly model.

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2 **3**


WHO WATCHES THE WATCHMEN?

⚙️/III/◆ Target the active friendly model and place a **Timer 2D6-X** (to a minimum of 1) on this card, where X is equal to the number of of friendly scored ☺ cards.

Score if the counter is reduced to 0 and the target is still in Play.

⚡1 The opponent chooses to either spend a Resource point or cancel a trait targeting a friendly model.

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2 **3**

WHO WATCHES THE WATCHMEN?

⚙️/III/◆ Target the active friendly model and place a **Timer 2D6-X** (to a minimum of 1) on this card, where X is equal to the number of of friendly scored ☺ cards.

Score if the counter is reduced to 0 and the target is still in Play.

⚡1 The opponent chooses to either spend a Resource point or cancel a trait targeting a friendly model.

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2 **3** **2Sc**

UNNECESSARY BRUTALITY

KERAN

⚙️/III/◆ An enemy model within 4" of a Suspect suffers KO.

⚡1 **Burn 1** • When Defending within 4" of a Suspect, gain 2 Free Efforts.

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2 **3** **2Sc**

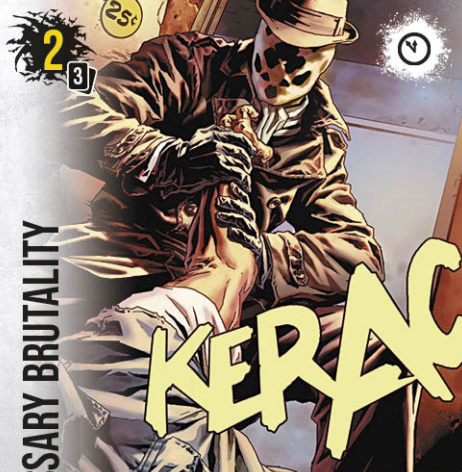
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2 **3** **2Sc**


UNNECESSARY BRUTALITY

KERAN

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⚡1 **Burn 1** • When Defending within 4" of a Suspect, gain 2 Free Efforts.

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2 **4**

THE BIG PLAN

⚠️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model.

⚡0 Target an enemy model within 6" of a friendly model and 6" away from a friendly Suspect to it. The opponent chooses; That model Sets a Suspect in contact. **OR** That model loses its Audacity marker.

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2 **4**

THE BIG PLAN

⚠️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model.

⚡0 Target an enemy model within 6" of a friendly model and 6" away from a friendly Suspect to it. The opponent chooses; That model Sets a Suspect in contact. **OR** That model loses its Audacity marker.

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2 **4**

THE BIG PLAN

⚠️/III/◆ A friendly model Sets a Suspect within 4" of an enemy model.

⚡0 Target an enemy model within 6" of a friendly model and 6" away from a friendly Suspect to it. The opponent chooses; That model Sets a Suspect in contact. **OR** That model loses its Audacity marker.

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2 **4** **4**

THE BIG PLAN

▲/■/◆ A friendly model Sets a Suspect within 4" of an enemy model.

⚡0 Target an enemy model within 6" of a friendly model and 6" away from a friendly Suspect to it. The opponent chooses; That model Sets a Suspect in contact. **OR** That model loses its Audacity marker.

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2 **2** **4**

RETRIBUTION

⚙️/■/◆ A friendly model Reveals an enemy Suspect.

⚡1 When declaring an Attack action gain 2 Free Efforts.

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2 **2** **4**

RETRIBUTION

⚙️/■/◆ A friendly model Reveals an enemy Suspect.

⚡1 When declaring an Attack action gain 2 Free Efforts.

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2 **3** **4**

RORSCHACH'S JOURNAL

⚙️/■/◆ **Limited • Ticking •** Target the active friendly model. When that model Reveals an enemy Suspect, place 2 ☹️ on this card.

Score when this card has more ☹️ than enemy Suspects in play.

⚡1 The active friendly model gains a Free Manipulate action.

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2 **3** **4**

RORSCHACH'S JOURNAL

⚙️/■/◆ **Limited • Ticking •** Target the active friendly model. When that model Reveals an enemy Suspect, place 2 ☹️ on this card.

Score when this card has more ☹️ than enemy Suspects in play.

⚡1 The active friendly model gains a Free Manipulate action.

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2 **3** **4**

RORSCHACH'S JOURNAL

⚙️/■/◆ **Limited • Ticking •** Target the active friendly model. When that model Reveals an enemy Suspect, place 2 ☹️ on this card.

Score when this card has more ☹️ than enemy Suspects in play.

⚡1 The active friendly model gains a Free Manipulate action.

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2 **3** **4**

SEALED AREA

⚙️/■/◆ **☹️ • Limited • Ticking •** When a friendly model Sets a Suspect within 4" of an edge of the Gaming Area, place a ☹️ on this card.

Score when this card has 3 ☹️.

⚡1 **Burn 0 •** Move a friendly model 4".
Play only when an enemy model Reveals a Suspect.

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2 **3** **4**

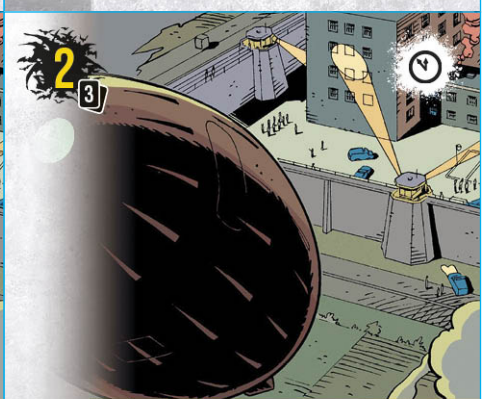
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Score when this card has 3 ☹️.

⚡1 **Burn 0 •** Move a friendly model 4".
Play only when an enemy model Reveals a Suspect.

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2 **3** **4**

SEALED AREA

⚙️/■/◆ **☹️ • Limited • Ticking •** When a friendly model Sets a Suspect within 4" of an edge of the Gaming Area, place a ☹️ on this card.

Score when this card has 3 ☹️.

⚡1 **Burn 0 •** Move a friendly model 4".
Play only when an enemy model Reveals a Suspect.

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DAY'S WORK

☠️/III/◆ ☉ • An enemy model is removed as a Casualty.

⚡️1 **Burn 1** • The active model removes 3 Damage.

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DAY'S WORK

☠️/III/◆ ☉ • An enemy model is removed as a Casualty.

⚡️1 **Burn 1** • The active model removes 3 Damage.

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DAY'S WORK

☠️/III/◆ ☉ • An enemy model is removed as a Casualty.

⚡️1 **Burn 1** • The active model removes 3 Damage.

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A COMEDIAN DIED

⚠️/III/◆ ☉ • A friendly model Sets a Suspect in the enemy DZ.

⚡️2 **Burn 1** • Place another friendly model in contact with the active friendly model.

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A COMEDIAN DIED

⚠️/III/◆ ☉ • A friendly model Sets a Suspect in the enemy DZ.

⚡️2 **Burn 1** • Place another friendly model in contact with the active friendly model.

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A COMEDIAN DIED

⚠️/III/◆ ☉ • A friendly model Sets a Suspect in the enemy DZ.

⚡️2 **Burn 1** • Place another friendly model in contact with the active friendly model.

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NUCLEAR MENACE

⚠️/I/☾ ☉ • Set a Nuclear Event marker on Ground Level outside of any DZ and more than 5" away from the edge of the Gaming Area. The opponent places another. Both Nuclear Events have a friendly Suspect within 4".

⚡️1 **Burn 0** • Move 1 Enemy Suspect 2D6".

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NUCLEAR MENACE

⚠️/I/☾ ☉ • Set a Nuclear Event marker on Ground Level outside of any DZ and more than 5" away from the edge of the Gaming Area. The opponent places another. Both Nuclear Events have a friendly Suspect within 4".

⚡️1 **Burn 0** • Move 1 Enemy Suspect 2D6".

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SOON IT WILL BE DARK

♣️/III/☾ ☉ • **Limited** • Target up to 6 friendly Suspects without Numeric Counters and place a Numeric Counter on each. During Recount roll 1D6. The result matches any of the counters on friendly Suspects in play.

⚡️1 Target a friendly Suspect within 4" of the active friendly model. Move it 4".

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2 **2**


SOON IT WILL BE DARK

☠️ **Limited** • Target up to 6 friendly Suspects without Numeric Counters and place a Numeric Counter on each. During Recount roll 1D6.

The result matches any of the counters on friendly Suspects in play.

☠️ **1** Target a friendly Suspect within 4" of the active friendly model. Move it 4".

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2 **2**


LOCKED IN HERE WITH ME!

☠️ **Limited** • During a friendly model's activation, Set a Locked In Event marker within 8" of an enemy model. At the end of each enemy model's activation, add 1 ☠️ on this card if there are no enemy models within 4".

Score when this card has 4 ☠️.

☠️ **1** Play when a Melee Attack is declared. No models can make Efforts.

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2 **2**

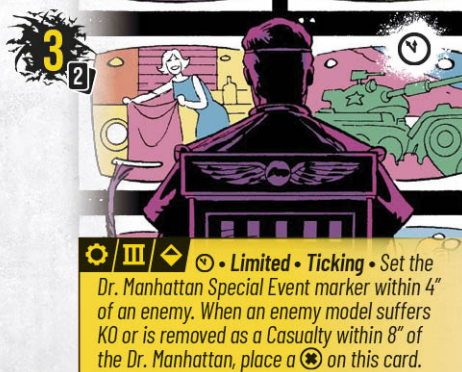
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☠️ **1** Play when a Melee Attack is declared. No models can make Efforts.

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3 **2**

DECEIVING A GOD


☠️ **Limited** • Ticking • Set the Dr. Manhattan Special Event marker within 4" of an enemy. When an enemy model suffers KO or is removed as a Casualty within 8" of the Dr. Manhattan, place a ☠️ on this card.

Score when this card has 3 ☠️ and there is a Suspect within 4" of the Dr. Manhattan.

The Dr. Manhattan marker is on a 30mm base and cannot be interacted with by enemy models or opponent Resources.

☠️ **1** **Exception (In Play)** • Choose one: Move 4" the Dr. Manhattan OR perform a Ranged Attack (★♠/☠️ 1 / Beam) against an enemy model within 4" of it.

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3 **2**

DECEIVING A GOD


☠️ **Limited** • Ticking • Set the Dr. Manhattan Special Event marker within 4" of an enemy. When an enemy model suffers KO or is removed as a Casualty within 8" of the Dr. Manhattan, place a ☠️ on this card.

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☠️ **1** **Exception (In Play)** • Choose one: Move 4" the Dr. Manhattan OR perform a Ranged Attack (★♠/☠️ 1 / Beam) against an enemy model within 4" of it.

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2 **2**

PRETENDING NORMALITY

☠️ **Limited** • A friendly model Sets a Suspect within 4" of a Lamppost that is within 8" of an enemy Suspect.

☠️ **1** Discard the top card of the ☠️ deck.

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2 **2**

PRETENDING NORMALITY

☠️ **Limited** • A friendly model Sets a Suspect within 4" of a Lamppost that is within 8" of an enemy Suspect.

☠️ **1** Discard the top card of the ☠️ deck.

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WATCHMEN SPECIAL RULES

THE CLOCK DECK ☠️ AND TIME CARDS

Your deck must contain at least 15 Time Cards. Indicated by the ☠️ in its Objective. Place 15 Time Cards aside forming your Clock deck, shuffled and face up. The opponent cannot interact with this deck in any way. At the start of each Round (including Round 1), discard 3 Time Cards from the top of the Clock deck into your Objective deck and shuffle your Objective deck.

TICKING

When scored, instead of drawing from your Objective deck, draw up to 5 cards from the Clock deck and add 1 to your hand. Discarding the other 4 Time Cards back to the Clock deck.

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