

CAUGHT IN THE ACT

ONGOING, LIMITED

PLAY THIS CARD NEXT TO A NON-CHARACTER TARGET. THAT TARGET CANNOT DEAL DAMAGE TO TARGETS OTHER THAN CHARLIE.

AT THE START OF YOUR TURN, CHARLIE DEALS THAT TARGET 2 MELEE DAMAGE. THEN, DESTROY THIS CARD.

"GET 'EM, GUMBALL!"
- FLOPSY, BIRCHWOOD ZOO TRIP ONE-SHOT

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

Charlie
EDSALL, P.I.

CASE FILES

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DENOUEMENT

ONGOING

POWER: THE NEXT TIME CHARLIE WOULD REDIRECT DAMAGE TO HIMSELF, YOU MAY SELECT A DIFFERENT TARGET.

POWER: CHARLIE MAY USE A POWER. ANOTHER HERO MAY USE A POWER. DESTROY THIS CARD.

CHARLIE: "NEED A DRINK?"
TUCKER: "AFTER THIS, >SIGH< I JUST MIGHT. . ."
- WEAR AND TEAR #4

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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ELEMENT OF SURPRISE



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WHENEVER CHARLIE WOULD DEAL MELEE DAMAGE, YOU MAY EITHER INCREASE THAT DAMAGE BY 1 OR CHANGE THE DAMAGE TYPE TO PROJECTILE OR TOXIC.

POWER: CHARLIE DEALS A TARGET 2 MELEE DAMAGE.

"SOME HEROES WORK FROM THE SHADOWS. I PREFER HIDING IN PLAIN SIGHT."
- CHARLIE, MANY FACES OF #1

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CASE FILES

LENDING A HAND



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PLAY THIS CARD NEXT TO ANOTHER HERO. THE HERO NEXT TO THIS CARD GAINS THE FOLLOWING POWERS:

POWER: CHARLIE DEALS A TARGET 2 MELEE DAMAGE. YOU MAY MOVE THIS CARD NEXT TO A HERO OTHER THAN CHARLIE.

POWER: UNTIL THE START OF YOUR NEXT TURN, REDUCE DAMAGE DEALT TO THIS HERO BY 2. DESTROY THIS CARD.

"NOT WHAT I EXPECTED...
BUT THAT WORKS."
- THE HARPY, DARK WATCH #7

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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CASE FILES

RED HERRING



ONGOING, LIMITED

PLAY THIS CARD NEXT TO ANOTHER HERO. REDIRECT DAMAGE DEALT TO THAT HERO TO CHARLIE.

IF CHARLIE REDIRECTS 4 OR MORE DAMAGE FROM THIS HERO IN ONE TURN, THAT HERO MAY PLAY A CARD AND USE A POWER IN ANY ORDER. THEN, DESTROY THIS CARD.

"ZUT ALORS! COVER YOUR
SCARS, S'IL VOUT PLAII!"
- STUNTMAN, ROOK CITY NOIR LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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CASE FILES

ROUGH AROUND THE EDGES



ONGOING, LIMITED

THE FIRST TIME CHARLIE IS DEALT DAMAGE BY ANOTHER TARGET EACH TURN, THAT TARGET THEN DEALS ITSELF 2 TOXIC DAMAGE.

"DUNNO WHAT'S WEIRDER: YOUR FACE, OR THAT THE PAYPHONE STILL WORKS."
- UNITY, WEIRD MASSACHUSETTS ONE-SHOT

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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STRETCHED TOO THIN



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AT THE END OF YOUR TURN, YOU MAY PLAY A CARD OR USE A POWER.

AT THE START OF YOUR TURN, CHARLIE MAY DEAL HIMSELF 2 PSYCHIC DAMAGE. IF HE TAKES NO DAMAGE THIS WAY, DESTROY THIS CARD.

CRICKET: "HOW DO YOU THINK HE'S THAT FLEXIBLE?"
ECHELON: "PROBABLY TAI CHI."
- CATCHWATER BLUES LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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CASE FILES

GUNSHOE COAT



EQUIPMENT, LIMITED

REDUCE DAMAGE DEALT TO CHARLIE BY 1.

WHEN THIS CARD IS DESTROYED, YOU MAY PUT AN ONGOING CARD FROM YOUR HAND OR TRASH INTO PLAY.

POWER: DESTROY THIS CARD.

CHARLIE: "I FEEL NAKED WITHOUT IT."
SCOUT: "TECHNICALLY, YOU ARE."
- BIRCHWOOD CITY STORIES #12

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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Charlie
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CASE FILES

THE LOCAL GOSSIP



EQUIPMENT, LIMITED

WHEN THIS CARD ENTERS PLAY, CHARLIE MAY IMMEDIATELY USE ITS POWER.

POWER: UP TO 2 PLAYERS REVEAL THE TOP CARD OF THEIR DECK, THEN REPLACE OR DISCARD IT. ONE PLAYER MAY DRAW A CARD.

TUCKER FURROWED HER BROW, READING ON. "WHAT THE HELL IS LEPUNTHROPY?" "FULL MOON, PETER RABBIT BIT MR. MCGREGOR."

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CASE FILES

MALT-EASE FLASK



EQUIPMENT, LIMITED

AT THE END OF YOUR TURN, CHARLIE REGAINS 1 HP.

POWER: CHARLIE REGAINS 4 HP UNTIL THE START OF YOUR NEXT TURN, CHARLIE CANNOT DEAL DAMAGE. DESTROY THIS CARD.

"BIBLE SAYS LOVE YOUR ENEMY. NO MATTER WHAT FORM THEY TAKE."
- CHARLIE, MANY FACES OF #9

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CASE FILES

BARE-KNUCKLE BRAWL



ONE-SHOT

CHARLIE DEALS A TARGET 1 MELEE DAMAGE.
THAT TARGET DEALS CHARLIE 1 MELEE DAMAGE.
CHARLIE DEALS THAT TARGET 2 MELEE DAMAGE.

"REBEL REBEL, >SWING<
YOUR FACE IS A MESS."
- CHARLIE, WINDMILL CITY #100

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

Charlie
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CASE FILES

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Charlie
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CASE FILES

WALK THE BEAT



ONE-SHOT

CHARLIE REGAINS 2 HP.
REVEAL AND REPLACE THE TOP CARD OF THE VILLAIN OR ENVIRONMENT DECK.
YOU MAY DRAW A CARD.

"AUGUST 7, 4:15. QUIET NIGHT.
TIME TO GET TO WORK."
- CHARLIE, MANY FACES OF #13

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

Charlie
EDSALL, P.I.

CASE FILES

WALK THE BEAT



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CASE FILES

"PLAY IT AGAIN, SAM..."



ONE-SHOT

PUT A ONE-SHOT FROM ANOTHER PLAYER'S TRASH INTO PLAY. YOU MAY TREAT THE HERO'S NAME AND 'YOU' ON THAT CARD AS IF IT WERE CHARLIE AND HIS PLAYER INSTEAD.
SHUFFLE THE ONE-SHOT BACK INTO ITS DECK.

"WHY NOT? DEAL ME IN."
- CHARLIE, CATCHWATER BLUES LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

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CASE FILES

DIAL 'M' FOR MARK



ONE-SHOT

CHARLIE DEALS A TARGET 2 PROJECTILE DAMAGE.

UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT TO THAT TARGET BY 1 AND REDIRECT DAMAGE DEALT BY THAT TARGET TO CHARLIE.

"ALRIGHT! WHO THREW THAT?!"
- BARON BLADE, ROOK CITY NOIR LIMITED SERIES

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PLANS TAKING SHAPE



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CHARLIE MAY DEAL HIMSELF 2 PSYCHIC DAMAGE. IF HE TAKES DAMAGE THIS WAY, YOU MAY PLAY AN ONGOING CARD.

"I GOT A HANGOVER AND A BAD IDEA. GUESS WHICH ONE'S WORSE?"
- CHARLIE, BIRCHWOOD CITY STORIES #17

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