


**DIVISION 6 BADGE**



**EQUIPMENT, LIMITED**

THE FIRST TIME EACH TURN TUCKER DESTROYS A TARGET, ONE PLAYER MAY DRAW A CARD.

AT THE START OF EACH HERO TURN, YOU MAY INCREASE DAMAGE DEALT BY THAT HERO BY 1 UNTIL THE START OF THE NEXT TURN. IF YOU DO, DESTROY THIS CARD.


"HANNAH TUCKER, DIVISION 6. I'M HERE ABOUT A DOVER DEMON SIGHTING."  
- TUCKER, CASE FILES #1

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

**CASE FILES**

**DIVISION 6 BADGE**



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**TUCKER**  
**DIVISION 6**

**CASE FILES**

**FIELD EXPERIENCE**



**ONGOING, LIMITED**

REDUCE DAMAGE DEALT TO TUCKER BY ENVIRONMENT TARGETS BY 1.

**POWER:** SELECT AN ENVIRONMENT TARGET. THAT TARGET LOSES ANY END OF TURN EFFECTS UNTIL THE START OF YOUR NEXT TURN.


MR. FLOPPERS: "I'M TIRED OF YOU DOLL."  
TUCKER: "THAT MAKES TWO OF US."  
- BIRCHWOOD CITY STORIES #21

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

**CASE FILES**

**FIELD EXPERIENCE**



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**TUCKER**  
**DIVISION 6**

**CASE FILES**

Case Files – Tucker Hero Deck



**MARSHAL**



**ONGOING, LIMITED**

AT THE START OF YOUR TURN, YOU MAY USE A POWER ON A HANDGUN CARD. IF YOU DO, SKIP YOUR PLAY PHASE.

**POWER:** ONE PLAYER PLAYS AN EQUIPMENT CARD.

"LOCK AND LOAD, LADIES."  
- TUCKER, GUN CLUB LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER  
DIVISION 6**

**CASE FILES**

**MARSHAL**



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**TUCKER  
DIVISION 6**

**CASE FILES**

**BANK**



**ONE-SHOT, TRICK-SHOT**

TUCKER DEALS UP TO 3 TARGETS 1 IRREDUCIBLE PROJECTILE DAMAGE EACH.

IF THIS CARD WAS PLAYED BY ONE OF YOUR POWERS, ONE PLAYER MAY DRAW A CARD.

"YOU'RE DEAD ONCE THE RINGIN' STOPS, MISSY. . ."  
- COPPERHEAD, CATCHWATER BLUES LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER  
DIVISION 6**

**CASE FILES**

**BANK**



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**TUCKER  
DIVISION 6**

**CASE FILES**



CUE



**ONE-SHOT, TRICK-SHOT**

SELECT A TARGET. INCREASE THE NEXT DAMAGE DEALT TO THAT TARGET BY 2.

IF THIS CARD WAS PLAYED BY ONE OF YOUR POWERS, ONE HERO MAY USE A POWER.

JASON GUILL: "WHO FIRED THAT SHOT?"  
CHARADE: "THAT'S THE FRIEND FROM WORK I TOLD YOU ABOUT."  
- MENAGERIE ANNUAL #4

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

CASE FILES

CUE



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**TUCKER**  
**DIVISION 6**

CASE FILES

KISS



**ONE-SHOT, TRICK-SHOT**

REVEAL THE TOP 3 CARDS OF YOUR DECK. REPLACE THEM IN ANY ORDER.

IF THIS CARD WAS PLAYED BY ONE OF YOUR POWERS, TUCKER MAY DEAL HERSELF 2 PSYCHIC DAMAGE AND ANOTHER TARGET 5 ENERGY DAMAGE.

"CHARLIE, THAT THING'S POISONING YOUR MIND. TAKE IT OFF, OR I WILL."  
- TUCKER, ROOK'S GAMBIT #3

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

CASE FILES

KISS



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**TUCKER**  
**DIVISION 6**

CASE FILES



**POCKET**



**ONE-SHOT, TRICK-SHOT**

TUCKER DEALS A TARGET 2 LIGHTNING DAMAGE.

IF THIS CARD WAS PLAYED BY ONE OF YOUR POWERS, REDUCE DAMAGE DEALT BY THAT TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

"HOW IS THAT ONLY THE THIRD UGLIEST THING I'VE SEEN TODAY?"  
- FLOPSY, CASE FILES #37

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

**CASE FILES**

**POCKET**



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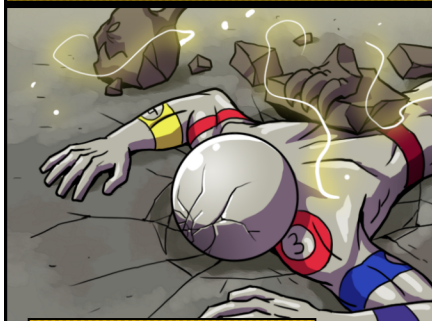
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**TUCKER**  
**DIVISION 6**

**CASE FILES**

**SCRATCH**



**ONE-SHOT, TRICK-SHOT**

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

IF THIS CARD WAS PLAYED BY ONE OF YOUR POWERS, THE ENVIRONMENT DEALS A TARGET 2 PROJECTILE DAMAGE.

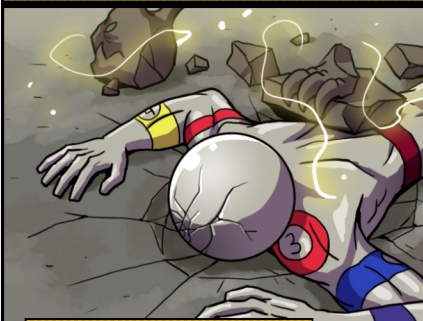
"SHAKE MY MAGIC EIGHT-BALL SAYS WE SHOULD ASK AGAIN LATER."  
- GUISE, ROOK CITY NOIR LIMITED SERIES

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER**  
**DIVISION 6**

**CASE FILES**

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**TUCKER**  
**DIVISION 6**

**CASE FILES**



**MARSHAL**



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**TUCKER  
DIVISION 6**

**CASE FILES**

**PISTOL-WHIP**



**ONE-SHOT**

TUCKER DEALS A TARGET 2 MELEE DAMAGE.

YOU MAY USE A POWER ON A HANDGUN CARD.

"THIS ISN'T MY FIRST RODEO WITH  
SHAPE-SHIFTERS, YA KNOW."  
- TUCKER, MANY FACES OF #29

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

**TUCKER  
DIVISION 6**

**CASE FILES**

**PISTOL-WHIP**



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DIVISION 6**

**CASE FILES**

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**TUCKER  
DIVISION 6**

**CASE FILES**



## TWIN PISTOLS



EQUIPMENT, HANDGUN, LIMITED

POWER: TUCKER DEALS UP TO 2 TARGETS  
2 PROJECTILE DAMAGE EACH.

POWER: PLAY UP TO 2 TRICK-SHOT CARDS.

"BETWEEN THE SHAPE-SHIFTER  
AND HER GUNS, WE'VE GOT TWO LOOSE  
CANNONS. PROCEED WITH CAUTION."  
- GABRIEL THORNE, WEAR AND TEAR #4

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

# TUCKER

## DIVISION 6

CASE FILES

## TWIN PISTOLS



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CASE FILES

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# TUCKER

## DIVISION 6

CASE FILES

## DEPPINGER



EQUIPMENT, HANDGUN, LIMITED

POWER: TUCKER DEALS A TARGET  
3 PROJECTILE DAMAGE. YOU  
MAY PLAY A TRICK-SHOT CARD  
OR DISCARD A CARD TO MAKE  
THIS DAMAGE IRREDUCIBLE.

"IT'S NOT A REAL PARTY UNTIL  
SOMEONE STARTS SHOOTING AT US."  
- CHARLIE, MOONDANCER ONE-SHOT

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

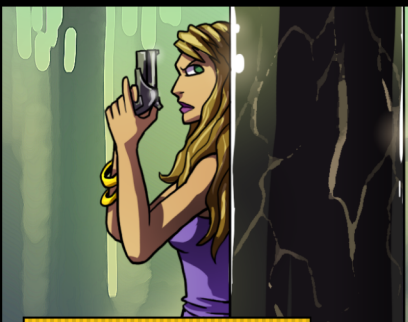
# TUCKER

## DIVISION 6

CASE FILES



# DEPPINGER



EQUIPMENT, HANDGUN, LIMITED

**POWER:** TUCKER DEALS A TARGET 3 PROJECTILE DAMAGE. YOU MAY PLAY A TRICK-SHOT CARD OR DISCARD A CARD TO MAKE THIS DAMAGE IRREDUCIBLE.

"IT'S NOT A REAL PARTY UNTIL SOMEONE STARTS SHOOTING AT US."

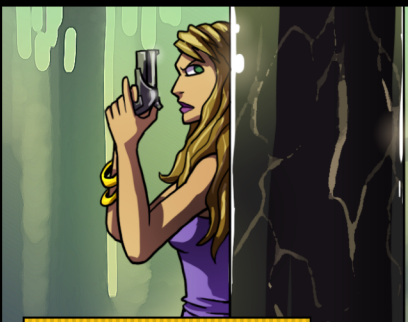
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# TUCKER DIVISION 6

CASE FILES

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# TUCKER DIVISION 6

CASE FILES

# REVOLVER



EQUIPMENT, HANDGUN, LIMITED

**POWER:** TUCKER DEALS A TARGET 2 PROJECTILE DAMAGE. YOU MAY PLAY A TRICK-SHOT CARD OR DRAW A CARD.

"YER PRETTY GOOD."

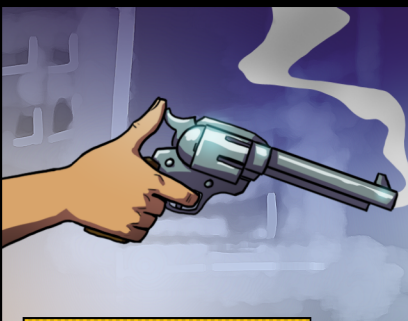
- CHRONO-RANGER, DAUGHTERS OF SOVEREIGNTY #2

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

# TUCKER DIVISION 6

CASE FILES

# REVOLVER



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DECK BY ROB BROWN, ART BY MATTHEW BISHOP

# TUCKER DIVISION 6

CASE FILES



## REVOLVER



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OF SOVEREIGNTY #2

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

## TUCKER DIVISION 6

CASE FILES

## TRICK UP HER SLEEVE



ONGOING, LIMITED

AT THE END OF YOUR TURN, REVEAL THE TOP CARD OF YOUR DECK. IF IT IS A TRICK-SHOT CARD, YOU MAY PUT IT IN YOUR HAND. OTHERWISE, REPLACE OR DISCARD IT.

**POWER:** PUT UP TO 3 TRICK-SHOT CARDS FROM YOUR TRASH INTO YOUR HAND. DISCARD THAT MANY CARDS OR DESTROY THIS CARD.

AIM WITH PRECISION.  
BREATHE WITH TRANQUILITY.  
SHOOT WITH YOUR HEART.

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

## TUCKER DIVISION 6

CASE FILES

## TRICK UP HER SLEEVE



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CASE FILES

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## TUCKER DIVISION 6

CASE FILES



## EVIDENCE STORAGE



### ONE-SHOT

UP TO TWO PLAYERS MAY PUT AN EQUIPMENT CARD FROM THEIR TRASH INTO THEIR HAND.

YOU MAY SEARCH YOUR DECK FOR AN EQUIPMENT CARD AND PUT IT INTO YOUR HAND OR INTO PLAY. IF YOU DO, SHUFFLE YOUR DECK.

"OOH! I BET I COULD USE THIS IN MY NEXT SHOW. . ."  
- TSUKIKO TANNER, CASE FILES #21

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

## TUCKER DIVISION 6

CASE FILES

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## TUCKER DIVISION 6

CASE FILES

## HOLSTER



### ONE-SHOT

MOVE A HANDGUN CARD FROM PLAY TO YOUR HAND. IF YOU DO, TUCKER REGAINS  $\frac{3}{4}$  HP.

ONE HERO OTHER THAN TUCKER MAY USE A POWER.

"WE GOT THIS CHUMP, MISS TUCKER!"  
- PRINCESS SPARKLEMUFFIN, LOST IN MASSACHUSETTS ONE-SHOT

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

## TUCKER DIVISION 6

CASE FILES

## HOLSTER



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## TUCKER DIVISION 6

CASE FILES



# HOLSTER



## ONE-SHOT

MOVE A HANDGUN CARD FROM PLAY TO YOUR HAND. IF YOU DO, TUCKER REGAINS 3 HP.

ONE HERO OTHER THAN TUCKER MAY USE A POWER.

"WE GOT THIS CHUMP MISS TUCKER!"  
- PRINCESS SPARKLEMUFFIN, LOST IN MASSACHUSETTS ONE-SHOT

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

# TUCKER DIVISION 6

CASE FILES

# SHARP TONGUE



## ONE-SHOT

TUCKER DEALS A TARGET 1 SONIC DAMAGE. THAT TARGET DEALS ITSELF 2 IRREDUCIBLE PSYCHIC DAMAGE. DAMAGE DEALT THIS WAY CANNOT BE REDIRECTED.

IF A HERO TAKES DAMAGE THIS WAY, THAT HERO MAY DRAW A CARD, PLAY A CARD, OR USE A POWER.

"DO YOU HAVE ANY CLUE HOW MUCH DAMAGE AND PAPERWORK YOU JUST CAUSED?!"  
- TUCKER, BIRCHWOOD CITY STORIES #17

DECK BY ROB BROWN, ART BY MATTHEW BISHOP

# TUCKER DIVISION 6

CASE FILES

# SHARP TONGUE



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