

CPD



Badge No.52-484

GLORIA ODELL
Sergeant

COMMONVILLE POLICE DEPARTMENT

Resourceful: You may roll two dice and place two Street Punks in the Hood(s) rolled instead of drawing an Event Card.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.

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Gloria Odell
Signature





Badge No.51-441

FRANK ODELL
Captain

COMMONVILLE POLICE DEPARTMENT

Resourceful: You may roll two dice and place two Street Punks in the Hood(s) rolled instead of drawing an Event Card.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.

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Frank Odell
Signature



CPD



Badge No.52-497

HORACE SEARS
Commander

COMMONVILLE POLICE DEPARTMENT

Coordinator: On your turn, you may move one other player's car (or the Support Vehicle) one Street Space.

City Knowledge: When you draw an Event Card that requires the placing of random Street Punks, you may re-roll one die result.



Horace Sears
Signature





CPD



Badge No.51-433

DENISE SEARS
Lieutenant

COMMONVILLE POLICE DEPARTMENT

Coordinator: On your turn, you may move one other player's car (or the Support Vehicle) one Street Space.

City Knowledge: When you draw an Event Card that requires the placing of random Street Punks, you may re-roll one die result.



Denise Sears
Signature





CPD



**START
ON THIS SIDE
LEVEL 1**

Badge No.52-499

**ZUHRA KINNEY
Inspector**

COMMONVILLE POLICE DEPARTMENT

Transfer: Before your movement phase, you may use your solid contacts in other parts of the department to get a permanent transfer by paying the price (one Donut plus one Police Card, or 4 Police Cards).

Then flip this card and complete the rest of your turn (and every future turn) as your new character (Joe).



Zuhra Kinney
Signature





CPD



Badge No.51-437

JOE KINNEY
Detective

COMMONVILLE POLICE DEPARTMENT

Committed: You may discard 1 of your Donuts to cancel the impending effects of the Event Card you just drew (if done, it must happen before die rolls, etc.). Place Event Card in discard pile, and treat as if **NO** Event Card was drawn at all (don't roll for the gas leak, don't move the stolen car, etc.)



Joe Kinney
Signature





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Badge No.52-479

YVONNE PIERCE
Sergeant

COMMONVILLE POLICE DEPARTMENT

Connected: In addition to your normal action, once per game you may discard the Federal Agents Token to successfully handle any Emergency (receive rewards).

Organized: Whenever you are entitled to draw Police Cards, draw double the number; keep half, and put the other half at the bottom of the deck.

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Yvonne Pierce
Signature





CPD



Badge No.51-429

DOUG PIERCE
Detective

COMMONVILLE POLICE DEPARTMENT

Connected: In addition to your normal action, once per game you may discard the Federal Agents Token to successfully handle any Emergency (receive rewards).

Organized: Whenever you are entitled to draw Police Cards, draw double the number; keep half, and put the other half at the bottom of the deck.



Doug Pierce
Signature





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Badge No.52-483

CINDY HARTLEY
Deputy Chief

COMMONVILLE POLICE DEPARTMENT

Gut Feeling: At the beginning of your turn, you may look at the top two cards from any Unobstructed (not covered by an Emergency) Investigation stack. Place one back at the top and the other at the bottom of that same stack.

Rugged: When you're sent to the Hospital, if you discard one Police Card, you can ignore this order and stay on the scene.



Cindy Hartley
Signature





Badge No.51-439

STAN HARTLEY
Sergeant

COMMONVILLE POLICE DEPARTMENT

Gut Feeling: At the beginning of your turn, you may look at the top two cards from any Unobstructed (not covered by an Emergency) Investigation stack. Place one back at the top and the other at the bottom of that same stack.

Tough: You never discard any cards when sent to the Hospital.

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Stan Hartley
Signature





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Badge No.52-491

PABLO COSTELLO
Staff Sergeant

COMMONVILLE POLICE DEPARTMENT

Intuition: Before you draw an Event Card, you may look at the top card and then secretly (others look away) place it back at either the top or the bottom.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.



Pablo Costello
Signature





CPD



Badge No.51-427

LISA COSTELLO
Sergeant

COMMONVILLE POLICE DEPARTMENT

Intuition: Before you draw an Event Card, you may look at the top card and then secretly (others look away) place it back at either the top or the bottom.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.

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Lisa Costello
Signature





Badge No.52-488

REGINA EDWARDS
Sergeant Major

COMMONVILLE POLICE DEPARTMENT

Insightful: On your turn, look at the top two Unknown Circumstances Markers from the stack, then place one at the top and the other at the bottom.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.



Regina Edwards
Signature





CPD

Badge No.51-431

MIKE EDWARDS
Sergeant

COMMONVILLE POLICE DEPARTMENT

Insightful: On your turn, look at the top two Unknown Circumstances Markers from the stack, then place one at the top and the other at the bottom.

Thorough: When drawing Investigation Cards as your action, you may choose to not reshuffle the stack.



Mike Edwards
Signature





CPD



Badge No.52-476

YIN KIRKLAND
Commander

COMMONVILLE POLICE DEPARTMENT

Intuition: Before you draw an Event Card, you may look at the top card and then secretly (others look away) place it back at either the top or the bottom.

SWAT Commander: On your turn, you may play one SWAT Token to roll 2 extra dice on any Emergency.



Yin Kirkland
Signature



CPD



Badge No.51-435

JAMES KIRKLAND
Detective

COMMONVILLE POLICE DEPARTMENT

Intuition: Before you draw an Event Card, you may look at the top card and then secretly (others look away) place it back at either the top or the bottom.

SWAT Commander: On your turn, you may play one SWAT Token to roll 2 extra dice on any Emergency.

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James Kirkland
Signature

