

DETECTIVE
SIGNATURE
SERIES

02

PETTY OFFICERS

BY THE LONE SHARK GAMES TEAM

Investigating can wear you down. Day after day—faced with the worst the world has to offer—it helps when you have someone to return to when the work is done. And if that someone happens to have a wet nose, fluffy paws, and a love for cuddles, then all the better. It's Bring Your Pet to Work Week at Antares HQ, and Richard Delaware's morale booster is working so far. But even a day surrounded by furry friends can have complications...

This is an expansion to *Detective: A Modern Crime Board Game* created by the team at Lone Shark Games, the people behind the *Pathfinder Adventure Card Game*, *Betrayal at House on the Hill: Widow's Walk*, *Thornwatch*, and *Apocrypha*. You will use all the characters and pieces from the *Detective* base set and will not need content from any of the expansions.

This expansion uses most of the basic rules, and all the exceptions are listed in this rulebook. The Investigative Team still works together and shares all Stress, Authority, and Skill tokens. You won't be able to reveal all the cards, and your task is to deduce the answers from available information. The Case consists of 36 cards: 1 cover and 35 Lead cards.

Petty Officers introduces a new element to *Detective*—the officers' **Pets**. You will be given a set of trained animals that can help you with all sorts of Case Tasks, including intimidation, scentwork, and getting into tight spaces. You will have to keep track of more resources than usual, but your Pets are powerful boons, without which you cannot solve the Case.

So sit back, pet your local four-footed friend, and get to work. There's exotic doings afoot.

COMPONENTS

- 1 Lead card deck (1 Cover card and 35 Lead cards)
- 1 Pet Badge
- 1 Rulebook

SETUP

Prepare the game following the base game setup: place the game board (1), choose Investigators (2), and gain Skill tokens as normal (3).

Open and place the *Petty Officers Lead cards deck* nearby (4).

IMPORTANT: Do not view any of the Lead cards until instructed to do so.

Take the **Pet Badge** that shows the five Pets on it (5). These Pets accompany you during your Case.

The team is accompanied by all 5 Pets, regardless of the size of your team.

Place the 5 tokens from the base game numbered 01 to 05 on the Pet Badge (6). These are your **Pet tokens**.

Place the Day marker on Day 1 and the Time marker at 11:00 am (7). Start with 3 in the Token pool (8).

When instructed to place cards into the Inspection pile, place them in a pile to the right of the Time track.



GAMEPLAY

During the game you follow available Lead cards and use the Antares database. You begin the investigation at 11:00 am on the first Day, and conclude it when the Time marker reaches 12 pm of the fifth Day.

TIME

Examining the front of Lead cards costs 1 to 3 hours (there are a few exceptions that cost 0 hours). If you Dig Deeper (↔), the back of the card may indicate that you must spend more Time (never more than 1 hour).

SPECIAL RULES

During the game, any Officer may spend a Pet token at any time. This may be used in two ways:

A Pet token may be used to **remove 1 Stress** (🔴). Animals are cute and calming, so they relieve Stress when the Officers play with them.

A Pet token may be used to perform a **Pet Task** (🐾). These animals are useful to the Officers. Each Pet shows a particular Talent: scenting out clues, intimidating and charming witnesses, snatching small objects the Officers can't reach, repeating back things they hear. These Pet Tasks are shown with a pawprint symbol on the fronts of some Lead cards. Some

cards allow you to use your normal Skill tokens, but others require the use of Pet tokens to perform Pet Tasks (or Wild tokens used as Pet tokens). Any Officer may perform Pet Tasks, unless otherwise instructed, and it is not necessary to choose a specific Pet.

CHOOSE NOW!

This action will always have at least two options to choose from. When you must Choose Now!, choose **one** option immediately before continuing to any other actions on the card. Some options generate Further Leads, so if you choose an option that does so, write the Further Lead down in order to remember that you may follow it later, as with any typical Further Lead.

ANTARES

Similar to the base game, you use the Antares database to gain information. To begin the game, choose the Petty Officers Case on the Antares website (antaresdatabase.com) and **read the Introduction**.

To conclude the investigation, you must submit the Final Report (answering the questions concerning the Case), to see your results.

IMPORTANT: This expansion doesn't provide a Case Book. The Introduction to the Case is available on the Antares website.

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Dedicated to: Asher, Bobbin, Bucky, Cap, Desdemona, Echo, Guybrush, Harley, Hawthorn, Inara, Kabr, Kerfuffle, Moon Lord, Oliver, Penny, Quinn, Remus, Roxy, Rumpus, Sadie, Sean, Soulen, Trillium, Turbo, and Watson, who keep us Sharks from ending up in case files like these.

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