



# AMINA NAIDU

9  
COST

5  
DF

6  
SP

6  
WP

2  
SZ

*Unique, Living, Loyal • M&SU*



**"Excuse Me..."**: Once per turn. After a friendly Scheme marker within 8" is removed by an enemy model, this model may infuse one ♦.

**"I Believe That Legislation Forbids..."**: After an enemy model within 8" declares an attack action generated by a trigger or the **Charge** action, this model may drain a ♦ to cause that action to fail.

**"...Such Activity Near Injured Workers"**: After an ally within 8" suffers 3 or more damage, it gains a **Shielded** token.



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# AMINA NAIDU

Attack Actions	Rg	Skl	Rst	TN	Dmg
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"Objection!"	†6"	7	Wp	-	2
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Target gains a **Slow** token.

¶ **Foiled Plans:** Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

■ **Maneuver:** Another ally within LoS may move up to 3".

Obey	†12"	7	Wp	13	-
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*This action cannot target the same model more than once per activation. This action may target friendly models.* Target declares an action, chosen and controlled by this model.

◆ **That Mine's Mine:** Make a Scheme marker in base contact with terrain that is within 2" of the target.

¶ **Strip Defenses:** This model may remove a token from the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Walk the Line	8"	0	-	5	-
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*Ally only.* Move the target up to 6" toward a marker in its LoS.

■ **Preparations:** Target gains a **Focused** token.