



5
COST

GUILD LAWYER

4
DF

6
SP

6
WP

2
SZ



Minion (3), Living ♦ Elite

Balancing the Scales: *Once per activation.* When resolving an attack targeting this model, if this model suffers damage, this model may drain a ♦ to deal an equal amount of damage to the attacking model.

♦ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.



GUILD LAWYER

Attack Actions

Rg Skl Rst TN Dmg

Clerical Command

✦ 8" 5 Wp - -

This action cannot target the same model more than once per activation. Target declares an action, chosen and controlled by this model.

⚔ **Overruled and Misled:** Target gains an **Aura (Negligent)** token.

⚔ **Delay:** Target gains a **Slow** token.

Barrister's Barrage

✦ 8" 5 Wp - 2

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

⚔ **Drain Magic:** Target discards a card. This model may draw a card and then discard a card.

Tactical Actions

Rg Skl Rst TN Dmg

Quick Thinking

8" 0 - 5 -

Ally only. Target gains an **Adaptable** token.

⚔ **Swift Action:** Declare this action again.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.