



## Coleman Trebor

## **NEGOTIATION**

Play when Coleman is attacking.

\*The defending player may reveal their hand. If they do, Coleman and his allies each draw a card. If not the attack value is 8.



#### Coleman Trebor

# **NEGOTIATION**

Play when Coleman is attacking.

\*The defending player may reveal their hand. If they do, Coleman and his allies each draw a card. If not the attack value is 8.



### Coleman Trebor

# **NEGOTIATION**

Play when Coleman is attacking.

\*The defending player may reveal their hand. If they do, Coleman and his allies each draw a card. If not the attack value is 8.



# Coleman Trebor

# **NEGOTIATION**

Play when Coleman is attacking.

\*The defending player may reveal their hand. If they do, Coleman and his allies each draw a card. If not the attack value is 8.



# Coleman Trebor

## FORMAL DEFENSE

Play when Coleman is defending.

\*If the attacker is not a ranged character then the defense value is





# Coleman Trebor

# FORMAL DEFENSE

Play when Coleman is defending.

\*If the attacker is not a ranged character then the defense value is





#### Coleman Trebor

## DIPLOMACY

May play when anyone is attacked

The attacking player takes their attack card back into their hand. The attacking and defending players both draw a card.





#### Coleman Trebor

## DIPLOMACY

May play when anyone is attacked.

The attacking player takes their attack card back into their hand. The attacking and defending players both draw a card.





#### Coleman Trebor

# HEROIC SACRIFICE

Play when Coleman is defending.

For each point of the value of the attack card, draw a card up to 5. Coleman is destroyed. Restore both minors to full health, even if they were destroyed, and place them anywhere on the board.







