


**C**harge of Severity **6**

Court  
\$150



Wickedness

-2: Annabelle Sharpe,  
Nice Tall Annie

**E**vidence +6  
Prosecution  
Defense  
0



Confession

**E**vidence +5  
Prosecution  
Defense  
-1



Turned Lester into Newt

**E**vidence +4  
Prosecution  
Defense  
-2




Predicts the Weather

**E**vidence +4  
Prosecution  
Defense  
-2



Tells Fortunes

**E**vidence +4  
Prosecution  
Defense  
-2




Eyewitness

**E**vidence +4  
Prosecution  
Defense  
-1



Hypnotic Gaze

**E**vidence +4  
Prosecution  
Defense  
-1



Casts No Shadow

**E**vidence +3  
Prosecution  
Defense  
-2



Faithful Pet

**E**vidence +3  
*Prosecution*  
*Defense* -2



Bad Company

**E**vidence +3  
*Prosecution*  
*Defense* -3



Neighborhood Celebrity

**E**vidence +3  
*Prosecution*  
*Defense* -2



Gifted Artist

**E**vidence +3  
*Prosecution*  
*Defense* -3



Reads Without Moving Lips

**E**vidence +3  
*Prosecution*  
*Defense* -3



Quick Sketch Artist

**E**vidence +2  
*Prosecution*  
*Defense* -3



Character Witness

**E**vidence +2  
*Prosecution*  
*Defense* -3



Loving Family

**E**vidence +2  
*Prosecution*  
*Defense* -3



Avid Reader

**E**vidence +2  
*Prosecution*  
*Defense* -3



Doesn't Float


**E**vidence <sup>+2</sup>  
Prosecution  
Defense <sup>-3</sup>

Friends



**E**vidence <sup>+2</sup>  
Prosecution  
Defense <sup>-4</sup>

Works with Children



**E**vidence <sup>+2</sup>  
Prosecution  
Defense <sup>-4</sup>

Prays Often




**E**vidence <sup>0</sup>  
Prosecution  
Defense <sup>-6</sup>


Alibi



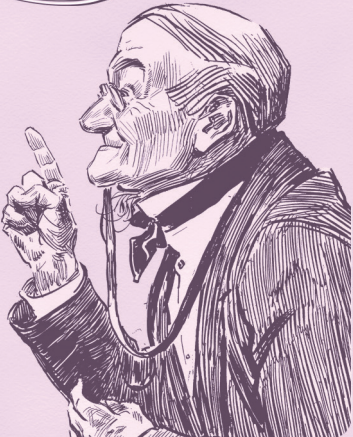
**Objection!**





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**Objection!**




**M**otion   
Surprise Witness



Choose a number between 1 and 6. Treat this card as a witness of that value, and roll for it as you would for that witness.

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Surprise Witness



Choose a number between 1 and 6. Treat this card as a witness of that value, and roll for it as you would for that witness.

# Motion

## Drama



Roll two dice. This number becomes the new Jury Value. You must rest immediately after playing this card.

# Motion

## Drama



Roll two dice. This number becomes the new Jury Value. You must rest immediately after playing this card.

# Motion

## Hung Jury



Throw this case out. Split the Legal Fees with your opponent. If there is an odd \$5, leave it in the Court.

# Motion

## Research



Draw two cards.

# Motion

## Research



Draw two cards.

# Motion

## Hail Mary



Do this twice: draw a random card from any player's hand, except your opponent's. Unless it is one of the following list of cards, you must play this card immediately. You keep: Objection, Dismiss, Drama, Hangin' Judge, Hung Jury, and Get Out.

# Motion

## Cross Examination



Choose any Evidence or Witness card played by your opponent on this trial. Play that card again, but for yourself.

# Motion

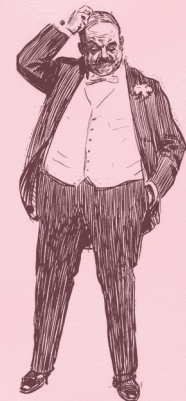
## Cross Examination



Choose any Evidence or Witness card played by your opponent on this trial. Play that card again, but for yourself.

# Motion

## Short Memory



Take a card of your choice out of the discard pile.

# Motion Appeal



When the Prosecution rolls the dice, they must roll them twice and take the roll that is more favorable to you. (Overrides any previous Appeal)

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When the Prosecution rolls the dice, they must roll them twice and take the roll that is more favorable to you. (Overrides any previous Appeal)

# Motion Get Out



Recuse yourself and choose another player to take over this case. If you choose a new Defender, you still keep the Defense Fee. If you are the Prosecutor and play this card as your final argument, your replacement is entitled to one more final argument.

# Motion Bribery



Pay the Court \$50. Change the Jury Value up to 4 points in either direction.

# Motion Bribery



Pay the Court \$50. Change the Jury Value up to 4 points in either direction.

# Motion Dismiss



Throw this case out. The money in the Court remains.

# Motion Discovery



Look at your opponent's hand.

# Motion Discovery



Look at your opponent's hand.

# Motion Hangin' Judge



Play this card only as your first card. No more Motion cards can be played (by either player) on this case.