

Anarea *Forty Factions* Plot Information Sheet

Tarot Card	VIII Justice
Alleyman's Tarot Card:	XI Justice (Page No. 14)
No. & Name of Plot:	8. On Trial
Expansion	Base Game
Description	A Faction faces a criminal trial or a civil case.
Specify	Specify (i) an Activated Faction (which may not be held by you) and Character (or one you specify) on trial, (ii) the charge or issue to be determined and (iii) in a civil case the Plaintiff Activated Faction (which may be held by you) and/or Character bringing the case.
Notes	The trial may be criminal or civil and may be determined by the Courts of Tehmor or the appropriate dispute-resolution mechanism of the Faction (as may be specified on its Information Sheet). The Council is the highest Court of Appeal. Some Factions may invoke a right to trial by combat in response. The Plot is triggered by the start of the trial. You play the Prosecutor or Counsel for the Plaintiff. Justice in Tehmor can be determined by means other than the merits of the case. This Plot may not be played as a mob lynching (which is a separate Plot in an Expansion).