

Single Out



Attack ⚔ 3

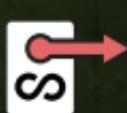
Add +2 Attack ⚔ and gain ⚡ when the target is adjacent to any of your allies.

⚔ 2

⚡ 2

86

On your next four attacks targeting enemies adjacent to none of their allies, add +2 Attack ⚔.



Scoundrel



Flanking Strike

1

Attack  3

Add +2 Attack  and gain  when the target is adjacent to any of your allies.

 2

 2

04

Move  5

089

Scoundrel



Smoke Bomb



INVISIBLE



Self



On your next attack while you have
INVISIBLE

$\frac{?}{2}$



2

2

12

PULL 2

Range 3

090

Scoundrel



Backstab



Attack  3

Add +2 Attack  and gain  when the target is adjacent to any of your allies.

Add +2 Attack  and gain  when the target is adjacent to none of its allies.

 2 2 6

Move  6

Scoundrel



Thief's Knack



Disarm one adjacent trap.



★ 2

▼ 2



Attack ★ 3



092

Scoundrel



Venom Shiv



Attack 3 •

POISON



60

2

2

Move 5 •

093

Scoundrel



Throwing Knives



Attack 2

Range 3

Target 2



2

2



Loot 2



094

Scoundrel



Quick Hands



Move 2 •

Attack 2 •

64

2

2

Loot 1

095

Scoundrel



Special Mixture



Heal 3 •

Self

2

2

33

Move 3 •

POISON

Target one adjacent enemy

Scoundrel



Sinister Opportunity



Attack $\star\star 3$

Add +1 Attack \star for each of your allies adjacent to the target.



: Add +2 Attack \star instead,

$\star\star 2$

$\blacktriangleleft 2$

93

Move $\blacktriangleleft 3$

Force one adjacent enemy to perform

Move $\blacktriangleleft 1$

with you controlling the action,
and ending in a hex adjacent to you.

Scoundrel



Trickster's Reversal



Attack  2 • •

Add +X Attack  where X is equal to double the Shield  value of the target.

 2

 X

 2

 2

 09

Negate the next source of damage to you this round.



Scoundrel



Swift Bow



Attack 3

Range 4

2

2

36

Move 4

Loot every hex you enter.

099

Scoundrel



Open Wound



Attack 4

Add WOUND and gain when the target is adjacent to any of your allies.

2

2



Move 5

100

Scoundrel



Flintlock



Loot 1

2

2

90

Attack 5

Range 4

2



101

Scoundrel



Hidden Daggers



Attack 4 •

Range 3 •

Target 2 •



2

2

INVISIBLE

Self

102

Scoundrel



Duelist's Advance



Move \blacktriangleleft 3 •

Attack \star 3 •

\star 2

\blacktriangleleft 2

16

Add +2 Attack \star to attacks this round targeting enemies adjacent to none of their allies.



Scoundrel



flurry of Blades



Attack 2

Range 3

Target 3



2

2



Move 4

Gain Advantage on all
your attacks this round.



Scoundrel



Gruesome Advantage



Attack  3 • •

Add +3 Attack  and gain  when the target is adjacent to any of your allies.

Add +3 Attack  and gain  when the target is adjacent to none of its allies.

 2

 2

62



Move  7

105

Scoundrel



Cull the Weak

5

Attack $\star\star\star\star$

Add +2 Attack $\star\star$ and gain $\downarrow\downarrow$ when the target is adjacent to any of your allies

$\star\star$ 2

$\vee\vee$ 2

16

On your next six attacks targeting enemies with
DISARM , IMMOBILIZE  or STUN ,
add +2 Attack $\star\star$.



Scoundrel



Visage of the Inevitable



Kill one adjacent normal enemy that is adjacent to none of its allies and also adjacent to any of your allies.



Move 2

POISON

Target all adjacent enemies

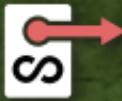
Scoundrel



Crippling Poison

6

Add +2 Attack  to all your attacks targeting poisoned enemies.



 2

 2

30



Attack  2

POISON 

IMMOBILIZE 

1

108

Scoundrel



Burning Oil



Attack 4

Range 3

WOUND



2

2

95

Loot 2



109

Scoundrel



Stick to the Shadows

7

Attack $\star\star\star\star$



Add +4 Attack $\star\star\star\star$ and gain $\star\star$
when the target is adjacent
to any of your allies

$\star\star$ 2

$\star\star$ 2

26

Move $\star\star$ 2

INVISIBLE



Self

110

Scoundrel



Spring the Trap



Disarm one adjacent trap.

Target an enemy within Range 3 to suffer the effects of the disarmed trap.

2

2

On your next attack targeting an enemy adjacent to none of its allies and adjacent to any of your allies, double the value of the attack.



Scoundrel



Stiletto Storm



Attack 2

Range 3

Target 4



2

2



Move 4

Retaliate 1

Self



Scoundrel



Pain's End



Heal ♦ 8

Self

2

2

2

38



Move ✕ 3

Kill one adjacent enemy whose current hit point value is equal to or less than 3.

Scoundrel



Long Con



Attack 4

Target all adjacent enemies

DISARM

2

2

2

Force one adjacent normal or elite enemy to perform its turn this round as if its allies were enemies and its enemies were allies, with you controlling its actions.

To signify this, place one of your class tokens on this enemy for the round.



Scoundrel



Watch It Burn



Add POISON  and WOUND  to all your attacks.

2

8



2

2

98

Move  5

WOUND 

Target all adjacent enemies

Scoundrel

