



# EVA HAVENHAND

7  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Unique, Living ♦ DUA

**Don't Mind Me:** The following do not restrict this model from taking the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

☛ **Elusive:** Enemy attack actions that target this model suffer a ☞ to their duel.

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## Attack Actions

Rg Skl Rst TN Dmg

**Electric Whip** ⚡ 4" 6 Df - 2

If the target has an **Entranced** token, move the target up to 2".

📖 **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

🦋 **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

**Veiled Derringer** 🎯 8" 5 Df - 2

*This model may remove a friendly **Entranced** token from the target. When resolving, if a token was removed, this model adds a suit of its choice to the final duel total.*

🕒 **Foiled Plans:** Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

🦋 **Coordinated Attack:** Another friendly model may declare a ⚡ action targeting the same model.

## Tactical Actions

Rg Skl Rst TN Dmg

🔪 **Secret Passage** 12" 0 - 8 -

*This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.*

♦ **Scoundrel:** Once per turn. Look at the top three cards of the opposing player's fate deck and place them back in any order.