



AGENT 46

9
COST

6
DF

6
SP

6
WP

2
SZ



Henchman, Unique, Living • Elite

Disguised: This model may not be the target of actions generated by the **Charge** action.

Regeneration: When this model activates, it heals 1.

Ruthless: This model ignores the **U** abilities of other models.



1

2

3

4

5

6

7

8

9

10

11

12

AGENT 46

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Whispering Blades //1" 6 **Df** - 3

If this action receives a raise, this model may move 2".

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

☞ **Cruelty:** *Once per turn.* Declare this action again.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

☞ **Execute:** The target may either discard a card or drain a ☛. If it does neither, it is killed.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

↘ **Blend In** 6" 0 - 7 -

Place this model into base contact with the target.

☛ **Blade in the Dark:** *Once per activation.* This model may declare a // action, which receives a ☛.

📖 **Overlooked:** This model gains an **Aura (Concealment)** token.