



# OPERATIVE

5  
COST

5  
DF

5  
SP

5  
WP

2  
SZ



Minion (2), Living, Loyal • Syndicate

**Don't Turn Your Back:** Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

**Remove Evidence:** When this model activates, it may remove a Scheme or Remains marker within 4" to draw a card.


# OPERATIVE


## Attack Actions



Rg Skl Rst TN Dmg

### Cloaked Shiv

//1" 5 Df - 1

*This attack ignores  abilities.*

 **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

### Firebomb

10" 0 - 6 -

*Target a Scheme marker. Models within (X)2" of the target must pass a TN 12 **Sp** duel or be dealt 2 damage.*

 **"I Meant to Do That!":** After failing, the next action this model declares this activation receives +2 **Skl**.

### ↓ Ambush

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*If this model is not in concealing terrain, it must discard a card. This model moves up to its **Sp**, unaffected by severe terrain.*