

8

COST

GREED

6
DF7
SP5
WP2
SZ
Henchman, Unique, Living, Versatile • Crossroads

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.

Take What is Mine: Once per activation. After an enemy model within 6" drains a ♦, this model infuses a ♦.



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GREED

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|--------------------|----|-----|-----|----|-----|
| Guitar Bash | 6" | 6 | Df | - | 2 |

- ◆ **Rest in Peace:** Target must have a **Craven** or **Summon** token. When resolving, this action deals +3 damage.
- ❖ **Siphon Life:** When resolving, this action deals +1 damage and this model heals 1.

Tactical Actions

| | | | | | |
|---|-----|---|----|---|---|
| Unchecked Avarice | †6" | 6 | Wp | - | * |
| <i>Once per activation. The target chooses a number from 1-3. Reveal a number of cards from the target's deck equal to the chosen number. The target is dealt 2 damage for each non-❖ card revealed this way and then draws the revealed cards.</i> | | | | | |
| <ul style="list-style-type: none">◆ "I Always Get Mine": This model draws a number of cards equal to the cards the target drew. | | | | | |

Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|--|----|-----|-----|----|-----|
| Turn a Profit | 6" | 0 | - | 6 | - |
| <i>Target an enemy marker. Once per activation. Place this model in base contact with the target, remove the target, and draw a card.</i> | | | | | |
| <ul style="list-style-type: none">❖ Protect My Own: This model and friendly models with (1)3" gain a Shielded token. | | | | | |