

8  
COST

## WINSTON FINNIGAN

5  
DF6  
SP6  
WP2  
SZ

Unique, Henchman, Loyal, Living • Syndicate

**Celebrity:** After this model resolves the **Interact** action, it may choose an enemy model within 6" to gain an **Entranced** token.

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

**Luck Thief:** When performing opposed duels against this model, enemy models treat all **+** as if they were **-**.



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# WINSTON FINNIGAN

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### Sharp Wit

¶ 1"	6	Wp	-	1
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Target gains a **Slow** token.

¶ **Red and Black:** Once per activation. Non-master enemy only. Choose two suits. The target must discard a card of either chosen suit or declare an action controlled and chosen by this model.

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

### Dirigible Ride

‡ 6"	6	Sp	12	-
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This action may target friendly models. Place the target anywhere within 4" of its current location.

♦ **Ride Along:** Target must be within 2" of this model. Place this model into base contact with the target.

♦ **Won Over:** Enemy only. Target gains a **Shame** token.

■ **Glory of Ridley:** Draw a card of value 1-3 from your discard pile.

## Tactical Actions

Rg	Skl	Rst	TN	Dmg
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### Fortune's Favor

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Look at the top three cards of your fate deck and discard any number of them. Place the remaining cards on top of your fate deck in any order. This model may move up to 2" for each card discarded this way.

♦ **Disperse the Crowd:** An ally within 2" moves up to 4" and gains an **Aura (Hazardous)** token.