



HUCKSTER

4
COST5
DF5
SP5
WP2
SZ*Minion (3), Living • Wastrel*

"Everything Must Go!": When this model declares an action printed on its stat card, it may discard an Artifact upgrade from itself. If it does so, the action receives a .

Manipulative: If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

HUCKSTER

Attack Actions Rg Skl Rst TN Dmg

Sales Pitch	†12"	5	Wp	-	2
Deal +1 damage to the target for each ally within 2" of the target (to a maximum of +2).					

¶ **Hard Bargain:** This model and the target both discard the top card of their fate deck. If this model's discarded card is higher, draw that card.

❖ **Imitated Art:** An ally within 3" of this model gains a **Replica** token.

Tactical Actions Rg Skl Rst TN Dmg

Inflated Worth	3"	0	-	6	-
Once per activation. Make either two Scheme markers, or a Scheme and a Remains marker within range.					

❖ **Imitated Art:** An ally within 3" of this model gains a **Replica** token.