



COST

COLETTE DU BOIS

SMUGGLER

5

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Performer

Smuggler's
Path

Angelica
Durand

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

Smuggler's Secret: When this model activates, it may remove a Scheme marker within 6" to draw a card.

Vanishing Act: After resolving an enemy attack targeting this model, this model may drain a ♦ to place the attacker within 5" of its current location.

COLETTE DU BOIS

Smuggler

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Double Whammy	⌘ 2"	6	Df	-	1
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This attack has a raise value of 3. If the target is within 2" of a friendly marker, this action deals its damage twice.

🕒 **Staged:** This model gains a **Backtrack** token.

🐉 **"It's Go Time!":** Friendly models within (X)2" of the target may move up to 3".

📖 **Black Market Manipulation:** This model chooses: both players drain a ⬛ or both players infuse a ⬛.

🦋 **Disorient:** The target gains an **Entranced** token.

Phantasmal Prism	✦ 6"	6	Wp	-	X
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X is equal to the number of ⬛ in the target's pool (to a minimum of 2 and maximum of 6).

🕒 **Thief's Pocket:** Make a Scheme marker in base contact with this model.

🦋 **Disorient:** The target gains an **Entranced** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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⚔ The French Drop	6"	0	-	5	-
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Ally only. Place the target into base contact with a friendly marker within 6" of itself.

⬛ **Baffled:** Enemy models in (X)2" of the target gain an **Entranced** token.

🕒 **Take a Bow:** Target declares the **Interact** action.

🐉 **Vanish:** Place this model within 4".