



COST

# JAKOB LYNCH

## DARK BET

6

DF

6

SP

5

WP

2

SZ



Master, Unique, Living • Honey Pot

House  
Always Wins

Hungering  
Darkness, Eclipse

**Crazy Eights:** Once per activation. When this model flips (not cheats) an 8, it infuses a ♦.

**Brilliant Guide:** Once per activation. After a model within 6" gains a friendly **Brilliance** token, this model may move it up to 2". Then, this model may remove the **Brilliance** token to move it an additional 2".

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14

# JAKOB LYNCH

## Dark Bet

### Attack Actions

Rg Skl Rst TN Dmg

**Dark Deal** //1" 6 Df - 3

*This action receives a ☠ if the target has a friendly **Brilliance** token.*

☠ **All In:** *This model may deal up to 2 irreducible damage to itself. When resolving, deal +1 damage to the target per damage suffered when declaring this trigger.*

📖 **Cashing Out:** *Deal 1 damage to enemy models within (X)1" of the target.*

☘ **Inner Glow:** *Allies within 4" of this model heal 1 and may gain a **Brilliance** token.*

⚡ **Chasing Losses** ⚡8" 7☠ Wp - -  
*Move the target up to 5".*

♦ **What's Due:** *This model is dealt 1 damage. Summon **Hungry Darkness**, **Eclipse** with 3 health anywhere within 2" of the target. It does not gain a **Summon** token.*

☠ **The Light Inside:** *This model or the target gains a **Brilliance** token.*

📖 **Consume Brilliance:** *Remove a friendly **Brilliance** token from the target. This model heals 2.*

### Tactical Actions

Rg Skl Rst TN Dmg

**Looming Eclipse** 8" 0 - 6 -

*Remove a friendly **Brilliance** token from the target.*

*Place this model in base contact with the target.*