



GREED

8
COST

6
DF

7
SP

5
WP

2
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 ♦.



GREED

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Guitar Bash

⌘1" 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.

↓ Unchecked Avarice

⚡6" 6 Wp - *

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 Always Get Mine":** This model draws a number of cards equal to the cards the target drew.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↓ Turn a Profit

6" 0 - 6 -

Target an enemy marker. Once per activation. Place this model in base contact with the target, remove the target, and draw a card.

♣ **Protect My Own:** This model and friendly models with (X)3" gain a **Shielded** token.