



# HUCKSTER

4  
COST

5  
DF


5  
SP

5  
WP

2  
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

### Sales Pitch

Rg Skl Rst TN Dmg

‡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

### Inflated Worth

Rg Skl Rst TN Dmg

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.