



JIN BACCARA

7
COST

5
DF

5
SP

5
WP

2
SZ



Henchman, Unique, Living - DUA

Elusive: Enemy attack actions that target this model suffer a \square to their duel.

Sinister Whisper: When this model activates, it may drain a ♦ and choose a Shadow Door within 6" of itself. If it does so, enemy models within (X)1" of the chosen marker gain an **Entranced** token.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Shade Bet	6"	6	Df	-	2
<i>If the target has an Entranced token, this action receives a ♦. This model may look at the top card of the target's fate deck and may choose to discard it.</i>					
P Critical Strike: When resolving, this action deals +1 damage to the target. W Watch the Hand: Immediately, increase this action's duel total by +2.					

Keeping Tabs

	48"	7	Wp	-	-
Randomly reveal three cards from the target's hand. For each raise this action receives, discard one of the revealed cards.					
P Blow Your Mind: Deal 2 damage to the target. W Lingering Shadow: Make a Shadow Door marker in base contact with the target. W Fall into Darkness: Place the target in base contact with a Shadow Door marker within 6".					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
W Shadow Stride	6"	0	-	6	-
<i>Once per turn. Remove a Scheme or Shadow Door marker within range. This model moves up to 6", ignoring models.</i>					
W Reposition: Move this model up to 3".					