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COSTM  
**BECKONER**5  
DF6  
SP5  
WP2  
SZ  
Minion (2), Living • Honeypot

**Demise (Expendable):** After this model is killed, either draw a card or make a Scheme marker in base contact with this model.

**¶ Don't Bite The Hand:** When attacking this model, enemies with a friendly **Brilliance** token may not cheat.

# BECKONER

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### † Deceiving Touch

1"	5	Df	-	1
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If the target has a friendly **Brilliance** token, it may not cheat fate during this action. If the duel total is tied, this attack deals +1 damage instead of -1 damage.

• Reposition: Move this model up to 3".

• Chill: Models damaged by this action gain a **Slow** token.

### Lure

12"	5	Wp	12	-
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This action may target friendly models. Move the target its **Sp** toward this model.

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

• Desperate Need: When resolving, move the target up to its **Sp** toward an ally in its LoS instead of toward this model.

• Hopeless Revelation: The target gains an **Insight** token.