

7  
COST

## EVA HAVENHAND

5  
DF6  
SP5  
WP2  
SZ

Unique, Living • DUA

**Don't Mind Me:** The following do not restrict this model from taking the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

• **Elusive:** Enemy attack actions that target this model suffer a - to their duel.

# EVA HAVENHAND

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Electric Whip</b>	4"	6	Df	-	2
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If the target has an **Entranced** token, move the target up to 2".

• **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

• **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

<b>Veiled Derringer</b>	8"	5	Df	-	2
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*This model may remove a friendly **Entranced** token from the target. When resolving, if a token was removed, this model adds a suit of its choice to the final duel total.*

• **Foiled Plans:** Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

• **Coordinated Attack:** Another friendly model may declare a // action targeting the same model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Secret Passage</b>	12"	0	-	8	-
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*This action may only be declared if this model is within 1" of blocking terrain. Place this model anywhere within range within 1" of blocking terrain.*

• **Scoundrel:** Once per turn. Look at the top three cards of the opposing player's fate deck and place them back in any order.