

4
COST

HUCKSTER

5
DF5
SP5
WP2
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.



1

2

3

4

5

HUCKSTER

Attack Actions Rg Skl Rst TN Dmg

Sales Pitch	†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 Rg Skl Rst TN Dmg

Inflated Worth	3"	0	-	6	-
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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.