



# M 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.



1

2

3

4

5

# HUCKSTER

## Attack Actions      Rg Skl Rst TN Dmg

<b>Sales Pitch</b>	†12"	5	<b>Wp</b>	-	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

<b>Inflated Worth</b>	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.