



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 ☐ 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

⌘1" 6 Df - 2

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.

♠ **Critical Strike:** When resolving, this action deals +1 damage to the target.

♥ **Watch the Hand:** Immediately, increase this action's duel total by +2.

Keeping Tabs

✦8" 7 Wp - -

Randomly reveal three cards from the target's hand. For each raise this action receives, discard one of the revealed cards.

♠ **Blow Your Mind:** Deal 2 damage to the target.

📖 **Lingering Shadow:** Make a Shadow Door marker in base contact with the target.

🦋 **Fall into Darkness:** Place the target in base contact with a Shadow Door marker within 6".

Tactical Actions

Rg Skl Rst TN Dmg

Shadow Stride

6" 0 - 6 -

Once per turn. Remove a Scheme or Shadow Door marker within range. This model moves up to 6", ignoring models.

♥ **Reposition:** Move this model up to 3".