



BRUTAL FATE

EMISSARY

8
COST

6
DF

6
SP

5
WP

3
SZ



Unique, Undead, Versatile

Crowd Control: Enemy models within 6" may not declare enemy-controlled actions unless it is their activation.

Quick Study: This model gains the keywords of the friendly leader.

Tempting Fate: *Once per game.* When a friendly master is killed, this model may drain two ☠. If it does so, deal 4 irreducible damage to this model, then the friendly master heals 4.

1 2 3 4 5 6 7 8 9 10 11

BRUTAL FATE

Emissary

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Brutal Blade

⚔ 3" 6 **Df** - 3

If the target is not within 1", this action receives a **+**.

☞ **Heave:** Place the target anywhere within 3" of this model.

📖 **Piercing:** When resolving, this action ignores **☐** abilities.

🦋 **Maim:** Target gains an **Injured** token.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

⚔ A Cage for All

(X) 3" 0 - 6 -

Once per activation. Enemy models within range must pass a TN 14 **Sp** duel or gain a **Slow** token.

☞ **Powerful Visage:** A friendly model within 3" of this model gains a **Focused** token.

🦋 **Into the Cage:** Once per activation. Choose an enemy model within range. Deal 2 damage to the chosen model, then this model heals 2.