



# INTREPID FATE

8  
COST

EMISSARY

6  
DF7  
SP5  
WP3  
SZ

*Unique, Construct, Versatile*

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

**Stalwart Protector:** Reduce damage dealt to friendly models within 2" by 1.

**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.



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# INTREPID FATE

## Emissary

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Stone Spear</b>	2"	6	Df	-	2

*This model may remove a friendly token from a model within 2" to receive a +.*

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

■ **Hardened Stone:** Once per activation. This model heals 3.

■ **Mark Soul:** Target gains an **Adversary** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Phalanx</b>	6"	0	-	6	-

*Once per activation. Friendly only. Place this model into base contact with the target. Then, the target gains a **Shielded** token.*

■ **Under the Shield:** A friendly model within 3" of this model gains a **Shielded** token.