

2
COST

LUCKY FATE

EFFIGY

4
DF6
SP4
WP1
SZ*Unique, Effigy, Versatile*

Insignificant: This model cannot declare the **Interact** action and is ignored for strategies and schemes.

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

LUCKY FATE

Effigy

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Terrible Luck	+8"	4	Df	-	1
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If this attack received a raise, make a Scheme marker within 2" of the target.

• Delay: Target gains a **Slow** token.

• Lucky Fate: This model must be engaging an enemy model and cannot have a **Summon** token. Replace this model with the Lucky Fate, Emissary, then this model heals 6.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Team Effort	8"	0	-	6	-
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Target gains an **Impact** token.