



INTREPID FATE

2
COST

EFFIGY

4
DF

6
SP

4
WP

1
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.

INTREPID FATE

Effigy

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Laid Bare	+8"	4	Df	-	1

If this attack receives a raise, remove up to one token from the target.

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

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
The Rocky Path	8"	0	-	6	-

Target gains an **Aura (Hazardous)** token.