

2
COST

MYSTERIOUS 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.

MYSTERIOUS FATE

Effigy

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Tattered Remains

+8" 4 Df - 1

For each raise this action receives, it deals +2 damage.

• Delay: Target gains a Slow token.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Know the Land

8" 0 - 6 -

Friendly only. Target gains a Hastened token.