

 8
COSTLUCKY FATE
EMISSARY5
DF7
SP5
WP3
SZ

Unique, Construct, Versatile



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

Shared Luck: Once per activation. Friendly models within 2" may cheat fate with the top card of their fate deck.

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.

LUCKY FATE

Emissary

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Road Kill	1"	6	Df	-	2

This model may remove a non-Scheme marker within 1" to receive a .

• **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.

• **Piercing:** When resolving, this action ignores abilities.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Steamroller	-	0	-	6	-

Once per activation. Move this model 12" in a straight line, ignoring models and vertical distance. Any markers this model moves through in this way are removed.

• **Squash 'Em Good:** Enemy models moved through this way must pass a TN 13 **Sp** duel or gain a **Slow** token.

• **Four-Leaved Clover:** Make a Scheme marker in base contact with this model.