



8
COST

CARRION FATE

EMISSARY

5
DF

6
SP

6
WP

3
SZ



Unique, Living, Versatile

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

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.

☐ **Terrifying Presence:** Enemy attack actions that target friendly models within 2" suffer a ☐ to their duels.

CARRION FATE

Emissary

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Carrion Crow

//2"	7	Df	-	2
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This action deals +1 damage for each Remains marker within 2" of the target. Then, remove a Remains marker within 2" of the target.

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

☛ **Infect:** Target gains a **Poison** token.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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↓ Fly With Me

4"	0	-	5	-
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This model may target a friendly model within 2". Place this model within range. If this action received a raise, place the target (if any) in base contact with this model.

☞ **Puncturing Talons:** When resolving, this action receives one additional raise.