

8
COST

HODGEPODGE FATE

EMISSARY

5
DF6
SP6
WP3
SZ

Unique, Living, Versatile

🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

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.



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HODGEPODGE FATE

Emissary

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Junk Strike	6"	6	Df	-	2
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This model may remove a non-Scheme marker within 2". If it does so, this action receives a +.

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

• **Survival Skills:** This model heals 1.

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

• **Expose:** Target gains an **Adversary** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Plenty of Wares	6"	0	+/-	-	6	-
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Once per activation. Other friendly only. Target heals 2.

• **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

• **"Take This, Sonny":** The target attaches a Trinket upgrade.