



ARCANE FATE

EMISSARY

8
COST

6
DF

7
SP

5
WP

3
SZ



Unique, Construct, Versatile

Arcane Conflux: *Once per activation.* Friendly models within 6" may draw range and LoS for ✦ actions from this model. These actions receive a ✦.

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.

ARCANE FATE

Emissary

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Raging Gore	//2"	6	Df	-	3
<i>This action receives a ♠ if it was generated by the Charge action.</i>					
♠ Heave: Place the target anywhere within 3" of this model.					
♣ Stagger: Target gains a Staggered token.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
♣ Arcane Rush	(X)2"	0	-	6	-
<i>Once per activation.</i> Enemy models within range must discard a card or be moved 3" directly away. Models moved by this action must pass a TN 12 Df duel or be dealt 2 damage.					
♠ Overwhelming Energy: Another friendly model within range gains a Hastened token.					
📖 Seeing Red: This model declares the Charge action, ignoring restrictions.					