



ARCANE FATE

8
COST

EMISSARY

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 \ddagger actions from this model. These actions receive a \oplus .

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 \blacklozenge . If it does so, deal 4 irreducible damage to this model, then the friendly master heals 4.



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ARCANE FATE

Emissary

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Raging Gore	¶ 2"	6	Df	-	3
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This action receives a + if it was generated by the Charge action.

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

₩ **Stagger:** Target gains a **Staggered** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Arcane Rush	(X) 2"	0	-	6	-
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Once per activation. 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.