

2
COST

HODGEPODGE FATE

EFFIGY

4
DF6
SP4
WP1
SZ*Unique, Effigy, Versatile*

Insignificant: This model cannot declare the **Interact** action and is ignored for strategies and schemes.

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

HODGEPODGE FATE

Effigy

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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All Jumbled Up

† 8" 4 Df - 1

If this attack received a raise, an ally within 2" of the target heals 1.

• Delay: Target gains a Slow token.

• Hodgepodge Fate: This model must be engaging an enemy model and cannot have a Summon token. Replace this model with the Hodgepodge Fate, Emissary, then this model heals 6.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Endure It

6" 0 - 6 -

Ally only. Target heals 2. For each raise this action receives, the target heals an additional +1.