



8
COST

HODGEPODGE FATE

EMISSARY

5
DF

6
SP

6
WP

3
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.

☛ 1 2 3 4 5 6 7 8 9 10 11


HODGEPODGE FATE


Emissary


Attack Actions


	Rg	Skl	Rst	TN	Dmg
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Junk Strike	//2"	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.