



2
COST

INTREPID FATE

EFFIGY

4
DF

6
SP

4
WP

1
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.

INTREPID FATE

Effigy

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Laid Bare

✦ 8" 4 Df - 1

If this attack receives a raise, remove up to one token from the target.

✦ **Delay:** Target gains a **Slow** token.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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The Rocky Path

8" 0 - 6 -

Target gains an **Aura (Hazardous)** token.