



8  
COST

# LUCKY FATE

## EMISSARY

5  
DF

7  
SP

5  
WP

3  
SZ



Unique, Construct, Versatile

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

**Shared Luck:** *Once per activation.* Friendly models within 2" may cheat fate with the top card of their fate deck.

**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.



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# LUCKY FATE



## Emissary


### Attack Actions

Attack Actions	Rg	Skl	Rst	TN	Dmg
<b>Road Kill</b>	1"	6	Df	-	2

*This model may remove a non-Scheme marker within 1" to receive a .*

 **Bowled Over:** Move the target 4" away, then move this model 4" toward the target.


 **Piercing:** When resolving, this action ignores  abilities.


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

### Tactical Actions

Tactical Actions	Rg	Skl	Rst	TN	Dmg
 <b>Steamroller</b>	-	0	-	6	-

*Once per activation. Move this model 12" in a straight line, ignoring models and vertical distance. Any markers this model moves through in this way are removed.*

 **Squash 'Em Good:** Enemy models moved through this way must pass a TN 13 **Sp** duel or gain a **Slow** token.

 **Four-Leafed Clover:** Make a Scheme marker in base contact with this model.