



# SHADOW FATE

EFFIGY

2  
COST

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.

# SHADOW FATE

## Effigy

### Attack Actions

Rg Skl Rst TN Dmg

#### Shadow Pull

✦ 8" 4 Df - 1

If this attack receives a raise, move an ally up to 2" toward the target, ignoring vertical distance.

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

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

### Tactical Actions

Rg Skl Rst TN Dmg

#### Covered in Shadow

8" 0 - 6 -

*Friendly only.* Target gains an **Aura (Concealment)** token.