ARCANE 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.

◆ ① ② ③

ARCANE FATE
Effigy

Attack Actions	Rg	Skl	Rst	TN	Dmg
Arcane Fury	✦8"	4	**Df**	-	1

If this attack receives a raise, remove a marker within 2" of the target.

- ❧ *Delay:* Target gains a **Slow** token.
- ◗◗ *Arcane Fate: This model must be engaging an enemy model and cannot have a **Summon** token.* Replace this model with the Arcane Fate, *Emissary*, then this model heals 6.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Supportive Measures	8"	0	-	6	-

Friendly only. Target gains an **Adaptable** token.