

8  
COST

# BRUTAL FATE

EMISSARY

6  
DF6  
SP5  
WP3  
SZ

*Unique, Undead, Versatile*

**Crowd Control:** Enemy models within 6" may not declare enemy-controlled actions unless it is their activation.

**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.



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# BRUTAL FATE

## Emissary

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Brutal Blade**       3"    6    Df    -    3

*If the target is not within 1", this action receives a +.*

¶ **Heave:** Place the target anywhere within 3" of this model.

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

₩ **Maim:** Target gains an **Injured** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† **A Cage for All**       3"    0    -    6    -

*Once per activation.* Enemy models within range must pass a TN 14 **Sp** duel or gain a **Slow** token.

¶ **Powerful Visage:** A friendly model within 3" of this model gains a **Focused** token.

₩ **Into the Cage:** *Once per activation.* Choose an enemy model within range. Deal 2 damage to the chosen model, then this model heals 2.