



# INTREPID FATE

## EMISSARY

8  
COST

6  
DF

7  
SP

5  
WP

3  
SZ



*Unique, Construct, Versatile*

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

**Stalwart Protector:** Reduce damage dealt to friendly models within 2" by 1.

**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.

# INTREPID FATE

## Emissary

### Attack Actions

#### Stone Spear

Rg 6 Skl Df - TN 2 Dmg

This model may remove a friendly token from a model within 2" to receive a **+**.

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

**📖 Hardened Stone:** Once per activation. This model heals 3.

**📖 Mark Soul:** Target gains an **Adversary** token.

### Tactical Actions

#### ⚔ Phalanx

Rg 6" Skl 0 Rst - TN 6 Dmg -

Once per activation. Friendly only. Place this model into base contact with the target. Then, the target gains a **Shielded** token.

**🦋 Under the Shield:** A friendly model within 3" of this model gains a **Shielded** token.