



# CARRION FATE

2  
COST

EFFIGY

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.

# CARRION FATE

## Effigy

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Carrion Curse</b>	+8"	4	Df	-	1
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If this attack receives a raise, the target gains a **Craven** token.

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

• Carrion Fate: This model must be engaging an enemy model and cannot have a **Summon** token. Replace this model with the Carrion Fate, Emissary, then this model heals 6.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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<b>Graveyard Ambiance</b>	8"	0	-	6	-
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Friendly only. Remove up to one token from the target. Then, if the target has a **Summon** token, move the target up to 4".