

11
COST

MECHANICAL RIDER

6
DF8
SP7
WP3
SZ

Unique, Horseman, Construct, Versatile



Chasing Fate: When this model is dealt damage, it may drain a ♦ to reduce an amount of damage equal to the turn number.

Cumbersome: This model may not scale terrain.

Lone Rider: This model may not be targeted by the actions of friendly models.

Nemesis (♦): The ♦ abilities of enemy models within 3" are blank.



MECHANICAL RIDER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Chain Spear	*	6	Df	-	3
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When this action is declared, choose if it has a range of 1" or 8".

- **Arcane Ritual:** Once per activation. Draw a number of cards equal to the turn number, then discard a number of cards equal to the turn number -1.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Revel in Creation	(1) 4"	0	-	6	-
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Once per activation. Each enemy model within range may discard a card. This model may make one Scheme marker into base contact with every enemy model within range that does not discard a card.

- ♦ ♦ **Clockwork Revelation:** Once per game. Select a Strategy marker within range and place it within 6" of its location, not in base contact with any model(s).

† Ride With Me	2"	0	-	6	-
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This model may target another friendly model of lower Sz. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.

- **Twist Fate:** Once per activation. Select up to five non-joker cards across any discard piles; they are shuffled back into the appropriate deck(s).