

EMISSARY



AP	BS	CS	ST	AG	TO	WP	DEF
1/2	2	2	2	2	2	1	6/6

TYPE: CORE **COST: 28+** **EXP:**

SKILLS


-  Cultist of the Merge
-  Spy
- 





Emissary can buy skills from Survival and Combat groups.

EQUIPMENT (max 12 pts)

Troop size: 1-7

AFTERGLOW



-  **Cultist of the Merge** - Emissary is not subject to the Half-Dead Cyborg Faction Trait. In case of the Artificial Intelligence Faction Trait, the Emissary is treated like a Mercenary.
-  **Spy** - Emissary is not placed on the battlefield with all the other characters during deployment. After both players have deployed all their characters, but before Scouts deployment, Emissary can be placed in the enemy deployment zone but not closer than 10 inches from any enemy character.
If there is no place in enemy deployment zone that allows to place the Emissary character, Emissary is treated as it has the Sout skill.
-  **Half-Dead Cyborg** - Emissary is not subject to this Faction Trait.
-  **Artificial Intelligence** - Warband Leader does not use the Leader Aura rule and cannot perform the Order action. At the beginning of the Activation phase, the player may freely distribute Order markers remaining after the Initiative phase among characters and troops from his warband within 20 inches of the Warband Leader.
No characters or troops may be assigned more than two Order markers.