MECHANICAL DOVE

COST: -

DF: 6
SP: 8
WP: 3
SZ: 1

Totem, Minion (3), Construct, Performer

Arcane Reservoir: Crews containing one or more models with this ability increase their maximum hand size by one.

Flight: This model ignores terrain and other models while moving.

Insignificant: This model cannot declare the **Interact** action and is ignored for strategies and schemes.

1 2

MECHANICAL DOVE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Talons	〜1"	4✣	**Df**	-	1

- ⚑ *Ember:* Target gains a **Burning** token.
- ⚑ *Reposition:* Move this model up to 3".
- ✣ *Overheat:* Enemy models within (Y)2" are dealt 1 damage. Then, kill this model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Brief Interlude	6"	0	-	5	-

Ally only. Target heals 1. For each raise this action receives, the target heals an additional +1. Then, kill this model.

- 📖 *Choreographed:* The target gains a **Backtrack** token.

	Rg	Skl	Rst	TN	Dmg
Suddenly Doves	2"	0	-	7	-

Target an enemy Scheme marker. Summon a Mechanical Dove in base contact with the target. Then, remove the target.

30 mm