



-
COST

MECHANICAL DOVE

6

DF

8

SP

3

WP

1

SZ



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.


MECHANICAL DOVE


Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Talons // 1" 4  Df - 1

 **Ember:** Target gains a **Burning** token.

 **Reposition:** Move this model up to 3".


 **Overheat:** Enemy models within (X)2" are dealt 1 damage. Then, kill this model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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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.

Suddenly Doves 2" 0 - 7 -

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