



- COST

# MECHANICAL DOVE

6  
DF8  
SP3  
WP1  
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

<b>Talons</b>	1"	4	4	Df	-	1
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¶ **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

<b>Brief Interlude</b>	6"	0	-	5	-
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*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.

<b>Suddenly Doves</b>	2"	0	-	7	-
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*Target an enemy Scheme marker.* Summon a Mechanical Dove in base contact with the target. Then, remove the target.