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- COST

ENGLISH IVAN

DOUBLE AGENT

6
DF**6**
SP**6**
WP**2**
SZ*Master, Unique, Living • DUA***Shadow
of Doubt****Mr. Mordrake,
Bump in the Night**

Melt Into Gloom: When this model suffers damage, it may drain a ♦. If it does so, place this model into base contact with blocking terrain within 6".

Thorough and Meticulous: When this model ends its activation, it may choose a Shadow Door marker within 6". Make either a Scheme or Shadow Door marker in base contact with the chosen marker.

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Double Agent

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Gloom Strike	† 8"	7	Sp	-	3
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If the target has an **Entranced** token, this action receives a .

Delay: Target gains a **Slow** token.

Covert Agent	† 8"	6	Wp	-	-
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Target gains an **Entranced** token. Then, make a Scheme marker within 3" the target.

Displacing Shot: Once per activation. Place the target anywhere within 6" of its current location

Foiled Plans: Target must remove an enemy Scheme marker from anywhere in play. If it cannot, it is dealt 2 damage.

Mental Trauma: Target must either discard a card or be dealt 3 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Shade Step	8"	0	-	6	-
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Ally only. Make a Shadow Door marker in base contact with this model and place this model in base contact with the target. Then, place the target in base contact with the made marker.

Stick to the Plan	-	-	-	-	-
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Once per activation. Another ally only. This action ignores range and LoS. Target declares a † action.