



8  
COST

# GIBSON DeWALT

5  
DF

6  
SP

6  
WP

2  
SZ



Henchman, Unique, Living • DUA

🛡️ **Aegis:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Blinded by the Light:** After this model suffers damage, it may drain a ♦ to make a Scheme marker in base contact with a friendly model within 8".

## Attack Actions

**Rg**   **Skl**   **Rst**   **TN**   **Dmg**

**Artefactor's Wrench**   //1"   5   **Df**   -   3

*This action may target allies. If the target is an ally, instead of being dealt damage, the target heals 2.*

♦ **Chromatic Aberration:** Target gains a **Fast** token.

✦ **MacGyvered:** Once per activation. Enemy only. This model may remove a friendly Shadow Door marker within 1" of itself. If a marker was removed, draw a card from the top three cards of your discard pile. Otherwise, draw the top card of your discard pile.

## Tactical Actions

**Rg**   **Skl**   **Rst**   **TN**   **Dmg**

⚔ **Gloom Burst**   6"   0   -   6   -

Make a Shadow Door marker within range. Enemy models within (X)2" of the made marker must pass a TN 14 **Sp** duel or gain an **Entranced** token.

☢ **Nuclear Shadow:** An ally within 2" of the made marker may declare a // action.

📖 **Antiluminal Bridge:** Once per activation. Choose another ally within 2" of this model. Place the chosen model in base contact with the made marker.

✦ **Mechanical Firefly:** Make a Scheme marker in base contact with the made marker.