



# GIBSON DeWALT

8  
COST5  
DF6  
SP6  
WP2  
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".



1

2

3

4

5

6

7

8

9

10

11

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

<b>Artefactor's Wrench</b>	6"	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
------------------	----	-----	-----	----	-----

<b>Gloom Burst</b>	6"	0	-	6	-
--------------------	----	---	---	---	---

Make a Shadow Door marker within range. Enemy models within (1)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.