

8
COST

DOPPELGANGER

5
DF7
SP5
WP2
SZ

Unique, Living, Versatile • Elite

Disguised: This model may not be the target of actions generated by the **Charge** action.

Don't Mind Me: The following do not restrict this model from taking the **Interact** action: being engaged, leaving engagement with a **Walk**, and targeting a marker with an enemy in base contact.

Regeneration: When this model activates, it heals 1.



1

2

3

4

5

6

7

8

9

10

11

DOPPELGANGER

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

Daggerlike Claw	≤ 1"	6	Df	-	2
------------------------	------	---	----	---	---

This attack has a raise value of 3.

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

Lure	≥ 12"	6	Wp	12	-
-------------	-------	---	----	----	---

This action may target friendly models. Move the target its Sp toward this model.

• **Blow Your Mind:** Deal 2 damage to the target.

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

• **Assume Form:** Remove an **Adaptable** token from this model. Non-leader only. This model declares an action printed on the target's stat card.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

Blend In	6"	0	-	7	-
-----------------	----	---	---	---	---

Place this model into base contact with the target.

• **Forethought:** This model gains an **Adaptable** token.