



- 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

Talons	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

Brief Interlude	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.

Suddenly Doves	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.