



DOPPELGANGER

8
COST

5
DF

7
SP

5
WP

2
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.

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.