

# TRIPPLICATE GIRL

LUORNU DURGO

**THREE ARE ONE**

Start the game with only one Tripplicate Girl figure on the battlefield. At the start of each round, before you place Order Markers, you may choose one of the following:

- Place one or two Tripplicate Girl figures from this card that have not been destroyed on any empty spaces adjacent to a Tripplicate Girl figure you control.
- Remove one or two Tripplicate Girl figures that are adjacent to another Tripplicate Girl you control from the battlefield and put them on this card. They will not take any leaving engagement attacks. At least one Tripplicate Girl figure you control must remain on the battlefield.

**COMBINED STRENGTH**

When a Tripplicate Girl figure you control attacks with a normal attack, you may roll 2 additional attack dice for each Tripplicate Girl figure on this card that has not been destroyed.

**MULTIPLE DEFENSE**

If an opponent's figure attacks a Legionnaire you control with a normal attack and at least one skull is rolled, you may choose 2 Tripplicate Girl figures you control within 2 spaces of the defending figure. The defending figure may be one of the chosen Tripplicate Girl figures. Place one of the chosen figures that is not the defending figure on this card and roll 4 additional defense dice. Figures moved with Multiple Defense will not take any leaving engagement attacks.

**1 LIFE**

MOVE	6
RANGE	1
ATTACK	3
DEFENSE	4

**190 POINTS**

**CARGGITE**

**UNIQUE SQUAD**

**LEGIONNAIRE**

**TRICKY**

**MEDIUM 5**