



FLICKERING GRASP

Reva Cortinas, Luminary



Friendly Revenant models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
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✦ Sympathetic Whisper	6"	6	Wp	-	-
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The target gains a **Convert** token.

☞ **Defensive Reflexes:** This model gains a **Shielded** token.

☞ **Wreathed in Ash:** Make a Pyre marker within 2" of this model.

Friendly unique Revenant models gain the following ability:

The Veil Collapses: When this model activates, it may discard a card to make a Pyre marker within 6", not in base contact with an enemy model.



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Markers

Pyre Marker: 50 mm, hazardous (**Burning**). Before a friendly Revenant model within 1" of this marker performs an opposed duel, it may remove this marker to receive a ♣.

Tokens

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Convert: The **Dmg** stat of this model's attack actions is reduced by 1.

Flicker: During the end phase, kill this model. This token cannot be removed.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Stunned: This model cannot declare triggers, and it counts all ♠ symbols on its card as blank. When this model ends its activation, remove this token.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.

Reference