



COPPELIUS

8
COST

5
DF


6
SP

6
WP

2
SZ

Henchman, Unique ♦ Nightmare

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

♣ **Terrifying:** Enemy attack actions that target this model suffer a  to their duel.

COPPELIUS

Attack Actions

Rg Skl Rst TN Dmg

Deadly Claws

⚔ 1" 6 Df - 2

If this action was generated by the **Charge** action, it deals +1 damage.

🦋 **Like the Wind:** Move this model up to 5", ignoring enemy models.

📖 **Frighten:** Target gains a **Fright** token.

🦋 **"AHHH, MY EYE!":** When resolving, deal +1 damage and move the target up to 3".

Unhinge

⚔ 6" 6 Wp - 1

For each raise this action receives, an ally engaged with the target may declare an attack action.

🦋 **Shrug Off:** Remove one token from this model.

🦋 **Blank Stare:** Discard a card. Target gains a **Slow** token and must discard a card.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tactical Actions

Rg Skl Rst TN Dmg

Onward

- 0 - 7 -

This model may declare the **Walk** action.

♦ **Stalk Through Dreams:** When resolving the generated action, this model may move through models. Enemy models moved through this way gain a **Fright** token.