



# REVA CORTINAS

- COST

LUMINARY

6  
DF6  
SP6  
WP2  
SZFlickering  
Grasp

Temperance

Master, Unique, Living • Revenant



**Ghost Lanterns:** When this model is dealt damage, it may remove a friendly Pyre marker within 6" to reduce that damage by 4.

**Into the Garden:** When another non-peon ally is killed, place it on this crew's crew card.

**Tear Back the Veil:** When this model ends its activation, allies within (X)3" gain a **Shielded** token.



1

2

3

4

5

6

7

8

9

10

11

12

# REVA CORTINAS

## Luminary

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

<b>Willed Flame</b>	†8"	6	Wp	-	2
---------------------	-----	---	----	---	---

Target gains a **Burning** token. An ally within 2" of the target may gain a **Shielded** token.

• **Knock Aside:** Move the target up to 3".

• **Loss for Words:** Target gains a **Stunned** token.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

<b>Call on the Faithful</b>	6"	0	-	7	-
-----------------------------	----	---	---	---	---

Remove a **Convert** token from target enemy. The target declares an action chosen and controlled by this model.

<b>• Rally</b>	6"	0	-	6	-
----------------	----	---	---	---	---

Target non-unique ally. Move the target up to its **Sp**.

• **Called to the Garden:** Once per activation. Target gains a **Flicker** token. If the target has already activated this turn, it no longer counts as having activated.

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

• **Erase Their Legacy:** Remove all enemy Scheme markers within (Y)2" of the target.

<b>• Open the Door</b>	6"	0	-	3	-
------------------------	----	---	---	---	---

Remove a model from this crew's crew card. Summon the removed model within range. Set its health to 3, +3 for each raise this action receives.