

-  
COSTREVA CORTINAS  
LUMINARY

6

DF

6

SP

6

WP

2

SZ

Master, Unique, Living • Revenant

Flickering  
Grasp

Temperance

🏹 **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
--	----	-----	-----	----	-----

**Willed Flame**      †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
--	----	-----	-----	----	-----

**Call on the Faithful**      6"    0    -    7    -

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

† **Rally**      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 (X)2" of the target.

♦ **Open the Door**      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.