



CORYPHEE

3
COST

5
DF

6
SP

4
WP

2
SZ

Minion (2), Puppet, Construct • Performer



Armor: Once per activation. This model may reduce damage dealt to it by 1.

Take the Hit: Once per activation. After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.

CORYPHEE

Attack Actions Rg Skl Rst TN Dmg

Bladed Hands	1"	4	Df	-	1
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■ **Beautiful Clothes:** Target gains an **Entranced** token.

■ **Reposition:** Move this model up to 3".

Eye-Catching Display	6"	5	Df	-	-
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Target gains a **Slow** token. If this action receives a raise, make a Decoy marker in base contact with the target.

■ **On Your Heels:** Place this model into base contact with the target.

Tactical Actions Rg Skl Rst TN Dmg

Backup Dancer	6"	0	-	5	-
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Another ally only. Place this model within 2" of the target.

■ **Purification:** Remove a token from the target.