

10
COST

CORYPHEE DUET

7
DF7
SP7
WP3
SZ

Unique, Puppet, Construct • Performer



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

Blade Rush: While resolving the **Charge** action, this model may move through enemy models. Deal 1 damage to enemy models moved through this way.

Demise (Dance Apart): When this model is killed, it is instead replaced with two Coryphee models, then each new model heals 3.

CORYPHEE DUET

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Blade Dance ⚔ 3" 6+ Df - 1

This action deals damage twice.

- ◆ **Whirlwind Attack:** Deal 1 damage to enemy models within (X)2" of this model.
- **Visions of Glamour:** Enemy models within (X)2" of this model gain an **Entranced** token.
- ❖ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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The Power of Dance (X)3" 0 - 5 -

Once per activation. Friendly models within range heal 2.

- **Survival Skills:** This model heals 1.
- ◆ **Dance Partner** 6" 0 - 5 -
Another ally only. Place this model within 2" of the target. Then move all enemy models engaged with the target up to 3".
- ♦ **Swept Up In the Moment:** When resolving, increase the distance enemy models are moved by +5".
- **Visions of Glamour:** Enemy models within (X)2" of this model gain an **Entranced** token.