

8
COST

COPPELIUS

5
DF6
SP6
WP2
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 \ominus to their duel.



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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.