



COST

MOLLY SQUIDPIDGE

CHAOTIC CONDUCTOR

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Undead • Forgotten

Parade
of the Dead

Noxious
Nephilim

☛ **Fall in Step:** After resolving an enemy attack action that damaged this model, this model may move the attacking model up to 3" and the attacking model gains a **Distracted** token.

Fun Prizes: After this model resolves a general action, it may make a Remains marker within 3".

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

1 2 3 4 5 6 7 8 9 10 11 12 13 14

MOLLY SQUIDPIDDGE

Chaotic Conductor

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Leading Baton

⌘ 2" 7 Df - 2

Move the target up to 3". If this action was generated by the **Charge** action, an ally in LoS may move up to 3" toward the target.

⚔ **Coordinated Attack:** Another friendly model may declare a ⌘ action targeting the same model.

⚔ **Delay:** Target gains a **Slow** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Parade Route

8" 0 - 5 -

Ally only. Move the target up to 5". Enemy models within (X)2" of the target must pass a TN 13 **Sp** duel or be dealt 2 damage and gain a **Distracted** token.

🌀 **Marching in Time:** Enemy models who failed to resist this duel gain an **Abandoned** token.

⚔ **Advance:** Move this model 4" toward the target.

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

Maniacal Laughter

8" 0 - 6 -

Enemy only. Once per turn. The target gains an **Abandoned** token.

💎 **The Gorgon's Cry:** Another ally within 3" of the target declares an attack action, which receives a 🗡.

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