



# TAKE BACK THE NIGHT

Molly Squidpiddge, Harbinger of Havoc



Friendly Forgotten models gain the following ability:

**Each Flaw Tells a Story:** After resolving an attack action that damaged this model, the attacking model gains an **Abandoned** token.

Friendly unique Forgotten models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
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<b>† Lost and Alone</b>	+6"	7	Wp	-	-
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If the target has an **Abandoned** token, this attack has a raise value of 3 and the target may not cheat this duel. Move the target up to 3". If the target has an **Abandoned** token, increase this move by +3".

- ◆ **Pulled Into the Story:** Make a number of Scheme markers within 1" of the target up to the number of raises this attack received.



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## Tokens

**Abandoned:** During the end phase, if this model does not have more models (other than itself) it considers friendly within 3" of it than models it considers enemy, this model is dealt 2 irreducible damage. Then, if this token did not damage this model, remove this token.

**Craven:** This model cannot declare the **Interact** action and is ignored for strategies and schemes. When this model ends its activation, remove this token.

**Distracted:** When this model targets a friendly model, it must remove this token and suffer a  $\square$  to that action's duel. Canceled by **Focused**.

**Entranced:** This model's actions that target a friendly model cannot be cheated. After this model resolves an action targeting a friendly model, remove this token.

**Focused:** Before performing a duel, this model may remove this token to receive a  $\checkmark$  to the duel. Canceled by **Distracted**.

**Slow:** Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.