



¶ 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).

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".