



# FOLLOW TRADITION

Tiri, The Nomad



Friendly Bygone models gain the following abilities:

**Memory Fragments:** When this model declares an action, if it has a **Shielded** token, it may add +1 to its duel total.

**Let Bygones be Bygones:** *Once per activation.* When this model would gain a **Shielded** token (even if it already has one), it may instead heal 2.

Friendly unique Bygone models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
☠☠ <b>Foreboding Wards</b>	6"	-	-	-	-
<i>Ally only.</i> Any number of allies within 2" of the target may gain a <b>Shielded</b> token.					




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## Tokens

**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  to that action's duel. Canceled by **Focused**.

**Insight:** Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.

**Shielded:** When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.