



SINS UNFORGIVEN

Jack Daw, *Spirit of Betrayal*



Friendly Tormented models gain the following ability:

Unfinished Business: When this model declares the **Walk** action, it may leave the engagement range of models with an Injustice upgrade without halving its **Sp**, and is not prevented from declaring the **Interact** action.

Friendly unique Tormented models gain the following ability:

Sins Reflected: When this model ends its activation, it may drain a ♦. If it does so, attach an Injustice upgrade to an enemy model within 4".



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Tokens

Aura (Binding): Enemy models within 6" may not empower duels. During the end phase, remove this token.

Aura (Hazardous): The area within 2" of this model is hazardous terrain. Friendly models may choose to be unaffected by this terrain. During the end phase, remove this token.

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**.

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

Summon: This model cannot declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.