



# DARK THOUGHTS

Pandora, Despair's Desire



Friendly Woe models gain the following ability:

**Opportunist:** *Once per activation.* Before performing an opposed duel, this model may remove a friendly token from the target. If it does so, this model receives a **+** and adds a suit of its choice to its duel total.

Friendly unique Woe models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
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♣♥ <b>Hateful Rumors</b>	♣6"	6	Wp	-	-
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Move the target up to 6" and it gains a **Fragile Ego** token.

📖 **"They're After You...":** If the target has a **Paranoia** token, it gains a **Slow** token. Otherwise, it gains a **Paranoia** token.



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## Tokens

**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.

**Aura (Negligent):** Enemy models within 2" of this model that declare a non-**Walk** action must pass a TN 10 **Wp** duel or the action fails. During the end phase, remove this token.

**Fragile Ego:** After another enemy model is chosen to activate, if this model has not activated this turn, the crew that applied this token may remove it to force this model to activate instead.

**Paranoia:** When this token is removed, the crew that applied it may move this model up to 4" and then make a Scheme marker into base contact with it, after resolving the current action (if any). During the end phase, this model must either discard a card or 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**.

**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.