

-
COST

MOLLY SQUIDPIDGE

HARBINGER OF HAVOC

5

DF

6

SP

6

WP

2

SZ

Master, Unique, Undead • Forgotten

Take Back
the NightNecrotic
Machine

♣ **Serene Countenance:** Enemy attack actions that target this model cannot cheat their duel.

The Lost Speak: This model may draw range and LoS for its ♣ actions from models with an **Abandoned** token within 8".

Thorough Investigation: *Once per activation.* After an enemy model within 8" empowers a duel or drains a ♦, this model may make a Scheme marker within 1" of that enemy.

♦ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

MOLLY SQUIDPIDDGE

Harbinger of Havoc

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Disturbing Story	✦ 8"	6	Wp	-	3
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This action receives a 🗡 if an ally is within 2" of the target.

♦ **All the Pieces Come Together:** Once per turn.

When resolving, the target is dealt +1 damage for each scheme its crew has revealed this game.

📖 **Muwahahaha:** An enemy model within 2" of the target gains an **Abandoned** token.

✦ Misfit Press	✦ 8"	6	Wp	-	-
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*This action receives an additional raise if the target has an **Abandoned** token. Choose and apply one of the following effects, plus an additional effect for each raise, in an order of your choosing:*

The Creeping Dread: Target gains a **Distracted** and a **Slow** token.

The Mind Unravels: Target declares the **Interact** action controlled by this model.

The Thing in the Fog: Move the target up to 4".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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"Jinkies! A Clue!"	8"	0	-	6	-
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Once per activation. Make a Scheme marker within range.

♦ **Lost and Found:** An ally within range may move 2" and declare the **Interact** action.

📖 **On the Case:** Allies within (X)2" of the made marker gain a **Focused** token.