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- COST

# SMOKESTACK

5  
DF6  
SP5  
WP3  
SZ*Totem, Unique, Construct • Cavalier*

**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**Sputtering Exhaust:** The area within 2" of this model is concealing terrain. Friendly models may choose to be unaffected by this terrain.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

# SMOKESTACK

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Brazen Assault**      ⚔ 1"    6    Df    -    2

If this action was generated by the **Charge** action, it deals +1 damage.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

■ **Surgical Strike:** Make an Assault marker in base contact with the target.

₩ **Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 Sp duel or be dealt 1 damage.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† **Ride with Me**      2"    0    -    6    -

*This model may target another friendly model of lower Sz. Move this model up to 5". Then, if this action targeted another friendly model, place the friendly model into base contact with this model.*

♦ **Resupply**      -    -    -    -    -

*Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.*