

-  
COST

# HAROLD TULL

## DEAD SILENT

6

DF

6

SP

6

WP

2

SZ

Master, Unique, Living • Cavalier

Hand Signals

Smokestack

☛ **Natural Skeptic:** Enemy ☛ actions that target allies within 2" suffer ☐ to opposed duels.

**Reconnaissance:** When this model ends its activation, it may make a Scheme marker in base contact with a friendly Assault marker within 6".

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.



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# HAROLD TULL

## Dead Silent

### Attack Actions

**Stealthy Takedown**      1"    6    **Df**    -    3

If this action receives a raise, this model gains an **Insight** token.

**Fine Tune:** Draw a card, then discard a card.

**Draw Out Secrets:** Make a Scheme marker in base contact with the target.

**Foxhole:** This model gains a **Hidden** token.

**Asset Acquired**      8"    6    **Wp**    12    -

*This action may target allies. Choose an ally or Assault marker within 8" of both this model and the target.*

Place the target into base contact with the chosen model or marker.

**Blow Your Mind:** Deal 2 damage to the target.

**Silenced Shot**      10"    6    **Df**    -    2

*If this model has a **Hidden** token, this action may be declared while engaged.*

### Tactical Actions

**Behind Enemy Lines**    6"    0    -    6    -

Place this model within range. Then, make an Assault marker in base contact with this model.

**Fog of War:** Remove all enemy markers within (X)2" of this model.

**Switcheroo**      6"    0    -    5    -

*Target a non-Scheme marker. Make a Scheme marker in base contact with the target. Then, remove the target.*