



# HEAVY SALVO

Harold Tull, Artillerist



Friendly Cavalier models gain the following abilities:

**Combat Distinction:** After this model kills an enemy model, replace this crew card with Boosted Heavy Salvo.

**Supply Crate:** When this model ends its activation, if it is within 2" of a friendly Assault marker, it may remove the marker to heal 1.

Friendly Cavalier models gain the following action:

<b>Tactical Action</b>	<b>Rg</b>	<b>Skl</b>	<b>Rst</b>	<b>TN</b>	<b>Dmg</b>
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<b>⚔ Bombardment</b>	10"	-	-	-	-
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Make an Assault marker within range. Enemy models within (X)2" of the made marker must pass a TN 12 **Sp** or be dealt 2 damage.



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## Markers

**Assault:** When a friendly Cavalier model declares an attack targeting an enemy within 1" of this marker, it may remove this marker. If it does, the attack ignores cover and concealment.

## 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.

**Challenged:** This model must discard a card to target any model other than the one that applied this token. During the end phase, remove this token.

**Hidden:** This model gains cover. During the end phase, remove this token. Canceled by **Exposed**.

**Impact:** When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

**Insight:** Before performing a duel, this model may remove this token to look at the top card of its fate deck and may discard it.