



# HAND SIGNALS

Harold Tull, Dead Silent



Friendly Cavalier models gain the following abilities:

**Battlefield Awareness:** When this model activates, if there are three or more friendly Assault markers in play, replace this crew card with Boosted Hand Signals.

**Improvised Attack:** *Once per activation.* When this model declares an action, if it is within 2" of a friendly Assault marker, it may remove the marker to add any one suit to its duel.

Friendly Cavalier models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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• ♦ Battlefront	6"	-	-	-	-
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Make an Assault marker within range. Then, place this model in base contact with the made marker.



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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.