



COST

WALKING CANNON

5

DF

5

SP

4

WP

2

SZ



Totem, Minion (2), Construct • Cavalier

Arcane Reservoir: Crews containing one or more models with this ability increase their maximum hand size by one.

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

Bullseye: This model receives a ☐ when targeting a model within 1" of an Assault marker.




WALKING CANNON


Attack Actions


Rg **Skl** **Rst** **TN** **Dmg**

Howitzer

 12" 4 **Df** - 3

Once per turn. Deal +1 damage if the target is within 2" of an Assault marker.

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

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


Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

Ready with Tea

6" 0 - 8 -

Once per activation. Ally only. Target heals 2. If this action receives a raise, the target gains an **Insight** token.

 **Advance:** Move this model 4" toward the target.

Recalibrating

12" - - - -

Target a friendly Scheme or Assault marker, ignoring LoS. Make a friendly copy of the target within 2" of the target, then remove the target.