



COST

HAROLD TULL

ARTILLERIST

5

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Cavalier

Heavy
Salvo

Walking
Cannon (2)

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Rain Hellfire: During the start phase, make an Assault marker within 12".

☛ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).



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HAROLD TULL

Artillerist

Attack Actions

	Rg	Skl	Rst	TN	Dmg
The MFGL	*	6	Df	-	3

When this action is declared, choose if it has a range of //1" or 12". Deal 1 damage to enemy models within (X)2" of the target.

☛ **Guns Blazing:** Once per activation. Gain an **Impact** token.

☛ **Shrapnel:** When resolving, increase the (X) of this action by +2".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
↓ Artillery Strike	12"	0	-	6	-

Make an Assault marker within range. Enemy models within (X)2" of the made marker must pass a TN 13 **Sp** duel or be dealt 2 damage.

☛ **Stand and Burn:** A model within 4" of the made marker gains an **Aura (Hazardous)** token.

📖 **Tactical Retreat:** Allies within (X)2" of the made marker may move up to 2".

☛ **Gertrude and Ethel:** Once per activation.

A friendly Walking Cannon may declare an action, ignoring the once per turn restriction.

	Rg	Skl	Rst	TN	Dmg
Launch into Space	6"	0	-	6	-

Once per turn. Remove target marker. During the start phase of the next turn, make a friendly copy of the removed marker anywhere in this model's LoS.

♦ **Strategic Deployment:** Once per turn. Make two Scheme markers within 4" of this model.