



- COST

WALKING CANNON

5
DF5
SP4
WP2
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
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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	-
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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"	-	-	-	-
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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.