



BOOSTED HAND SIGNALS

Harold Tull, Dead Silent



Friendly Cavalier models gain the following abilities:

Communication Breakdown: When an enemy model removes a friendly Assault marker, if there are two or fewer friendly Assault markers in play, a model with this ability may drain a ♦. If it does not, replace this crew card with Hand Signals. At the end of the turn, if there are 0 friendly Assault markers in play, this card must be replaced with Hand Signals.

Planned Attack: *Once per activation.* When this model declares an action, if it is within 2" of a friendly Assault marker, it may 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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♦ A New Front

6" - - - -

This model may select an ally within 2". Make an Assault marker within range and then place this model and the selected ally into 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.