



- COST

HAROLD TULL

ARTILLERIST

5
DF6
SP6
WP2
SZHeavy
SalvoWalking
Cavalier

Master, Unique, Living • Cavalier



🛡 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).

HAROLD TULL

Artillerist

Attack Actions

Rg	Skl	Rst	TN	Dmg
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The MFGL

*	6	Df	-	3
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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
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Artillery Strike

12"	0	-	6	-
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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.

Launch into Space

6"	0	-	6	-
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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.