



- 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
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### 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
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### 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.