



HAROLD TULL

DEAD SILENT

6
DF

6
SP

6
WP

2
SZ

Master, Unique, Living • Cavalier

Hand Signals

Smokestack

Natural Skeptic: Enemy $\hat{+}$ actions that target allies within 2" suffer \square to opposed duels.

Reconnaissance: When this model ends its activation, it may make a Scheme marker in base contact with a friendly Assault marker within 6".

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

HAROLD TULL

Dead Silent

Attack Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Stealthy Takedown ⚡ 1" 6 Df - 3

If this action receives a raise, this model gains an **Insight** token.

❖ **Fine Tune:** Draw a card, then discard a card.

✉ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

✉ **Foxhole:** This model gains a **Hidden** token.

Asset Acquired ✦ 8" 6 Wp 12 -

This action may target allies. Choose an ally or Assault marker within 8" of both this model and the target.

Place the target into base contact with the chosen model or marker.

❖ **Blow Your Mind:** Deal 2 damage to the target.

Silenced Shot ✕ 10" 6 Df - 2

*If this model has a **Hidden** token, this action may be declared while engaged.*

Tactical Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Behind Enemy Lines 6" 0 - 6 -

Place this model within range. Then, make an Assault marker in base contact with this model.

♦ **Fog of War:** Remove all enemy markers within (1) 2" of this model.

Switcheroo

6"	0	-	5	-
----	---	---	---	---

Target a non-Scheme marker. Make a Scheme marker in base contact with the target. Then, remove the target.