



HEAVY SALVO

Harold Tull, Artillerist



Friendly Cavalier models gain the following abilities:

Combat Distinction: After this model kills an enemy model, replace this crew card with Boosted Heavy Salvo.

Supply Crate: When this model ends its activation, if it is within 2" of a friendly Assault marker, it may remove the marker to heal 1.

Friendly Cavalier models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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💣 Bombardment

10"

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Make an Assault marker within range. Enemy models within 2" of the made marker must pass a TN 12 Sp or be dealt 2 damage.



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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.