



HAND SIGNALS

Harold Tull, *Dead Silent*



Friendly Cavalier models gain the following abilities:

Battlefield Awareness: When this model activates, if there are three or more friendly Assault markers in play, replace this crew card with Boosted Hand Signals.

Improvised Attack: *Once per activation.* When this model declares an action, if it is within 2" of a friendly Assault marker, it may remove the marker to add any one suit to its duel.

Friendly Cavalier models gain the following action:

Tactical Action	Rg	SkI	Rst	TN	Dmg
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⚔ Battlefront	6"	-	-	-	-
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Make an Assault marker within range. Then, place this model in 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.