



VON SCHILL

THE VETERAN

6
DF

5
SP

6
WP

2
SZ



Master, Unique, Construct, Living • Freikorps

Freikorps
Tactics

Steam
Trunk

A Fistful of Scrip: After this model kills an enemy model, it may make a Scheme marker in base contact with the killed model.

Survivalist: During the end phase, this model may drain a ♦ to heal 5.

"That Just Made Me Mad, Kid": When this model activates, it may remove an enemy token from itself to draw a card.



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VON SCHILL

The Veteran

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Clockwork Arm

1" 6 Df - 2

This attack has a raise value of 3.

Quick Shot: Declare a **F** action, even if engaged.

Heavy Firearm

12" 6 Df - 3

Critical Strike: When resolving, this action deals +1 damage to the target.

Get in There: A non-unique friendly model in LoS of the target may move up to 3" toward the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Load Up

8" 0 - 5 -

Ally only. Attach an Equipment upgrade to the target.

Give 'Em Hell: Once per activation. Target declares an action on one of its attached upgrades.

I've Got Your Back!: Engaged ally only. Target is placed in base contact with this model.

Bolster: Target gains a **Bolstered** token.

Firing Position

6" 0 - 6 -

Once per turn. Make a Scheme marker within range.

Another friendly model within 1" of the made marker may declare a **F** action.

Move Up!

6" 0 - 6 -

Once per turn. Make a Scheme marker within range.

Another friendly model within 6" of the made marker may be placed into base contact with it, ignoring LoS.