



LAZARUS

8

COST

5

DF

6

SP

5+

WP

2

SZ



Unique, Construct ♦ Freikorps

☞ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

Pursue: This model receives +1 **Skl** when targeting a model that has already activated this turn.

Unyielding: When this model would be moved or controlled by another model, its owner may drain a ☞ to ignore that effect.

LAZARUS

Attack Actions

Rg Skl Rst TN Dmg

Mechanical Punch

// 1" 6 Df - 1

This action deals +2 damage for each raise instead of +1.

☛ **Knock Aside:** Move the target up to 3".

Grenade Launcher

☛ 12" 6 Df - 3

This action may suffer -1 Skl to ignore LoS. Deal 1 damage to enemy models within (X)2" of the target.

📖 **Collateral Damage:** Remove a marker or a destructible terrain piece within 2" of the target.

📖 **Big Boom:** When resolving, increase the (X) of this action by 1".

Tactical Actions

Rg Skl Rst TN Dmg

☠️ Ghost in the Shell

6" - - - -

Target a Remains marker. Friendly models within (X)3" of the target heal 2. Draw a card, then remove the target.