

5
COST

FREIKORPSMANN

5
DF6
SP5
WP2
SZ

Minion (3), Living • Freikorps

Covered Advance: After resolving an action in which a friendly model in LoS discarded a friendly upgrade, this model may move up to 3".

Promotion: After receiving a raise in an opposed duel, this model may drain a ♦ to replace itself with a non-unique Freikorps model after resolving the action.

Upgrade Aptitude: This model may treat actions on its attached upgrades as ♦ actions.

FREIKORPSMANN

Attack Actions Rg Skl Rst TN Dmg

Combat Knife	1"	5	Df	-	2
---------------------	----	---	----	---	---

¶ **Bond of Blood:** Once per turn. If there is an ally within 3", draw a card.

Clockwork Revolver	12"	5	Df	-	2
---------------------------	-----	---	----	---	---

¶ **Puncture:** When resolving, this attack receives one additional raise.

■ **Buddy System:** Once per turn. Another ally with the same name as this model within range may make a Scheme marker within 3" of itself.

Tactical Actions Rg Skl Rst TN Dmg

Camaraderie	6"	0	-	6	-
--------------------	----	---	---	---	---

Ally only. Target gains a **Bolstered** token.