



FREIKORPS TACTICS

Von Schill, The Veteran



Friendly Freikorps models gain the following ability:

Freikorps Suit: Once per activation. This model may reduce the raises of an attack targeting it by 1 (to a minimum of 0).

Friendly Freikorps models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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Adaptive Tactics 6" - - - - -

Ally only. This model declares one of the target's tactical actions as if it were printed on this model's stat card.



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Tokens

Adaptable: Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

Bolstered: This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Impact: When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Summon: This model may not declare the **Interact** action. This model does not infuse a ♦ for its crew when it is killed. This token cannot be removed.