



COST

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
Clockwork Arm	1"	6	Df	-	2

This attack has a raise value of 3.

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

	Rg	Skl	Rst	TN	Dmg
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
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.

	Rg	Skl	Rst	TN	Dmg
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 ⚔ action.

	Rg	Skl	Rst	TN	Dmg
"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.