



# FREIKORPS SCOUT

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living • Freikorps

**Advanced Sights:** This model receives a + when targeting models at a lower elevation.

**From Shadow:** This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.

**Sniper:** While this model is at elevation 2 or higher, it increases the Rg of its **🔫** actions by +6"

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

◆ 1 2 3 4 5 6 7 8

# FREIKORPS SCOUT

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Combat Knife** ⚔ 1" 5 Df - 2

**Clockwork Rifle** ⚡ 12" 5 Df - 2

¶ **Strip Defenses:** This model may remove a token from the target.

₩ **Coordinated Attack:** Another friendly model may declare a ⚔ action targeting the same model.

BOOK **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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**Forage** 2" - - - -

*Once per turn. Remove target enemy Scheme marker. Draw the top card of this model's discard pile.*

₩ **Scout the Path** 10" - - - -

*Friendly only. Move the target up to 3" toward this model, ignoring severe terrain.*