

9

COST

ARIK SCHÖTTEMER

5

DF

7

SP

6

WP

2

SZ

Henchman, Unique, Construct, Living • Freikorps

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Honorable: Models ignore all and during opposed duels with this model.

Kinetic Amplifier: Once per activation. When this model is dealt damage, it may drain a ♦ to reduce that damage by 2 and then move up to 2".



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ARIK SCHÖTTEMER

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Crater Impact

6"	6	Df	-	3
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If this model is at a higher elevation than the target, it may place into base contact with the target to deal +1 damage.

• **Get in There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

• **Draw Their Attention:** A friendly model in this model's LoS may discard a card to declare the **Interact** action.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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Heroic Intervention

6"	0	-	6	-
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Enemy engaged with another friendly model only.

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a # targeting the target.

• **Inspire Valor:** Instead of this model declaring an action, an ally moved by this action may declare any action.

• **Feather Drop:** When resolving, models moved by this action are not dealt falling damage.

To the Rooftops

2"	0	-	4	-
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Target blocking terrain. Place this model within 4" of its current location on top of the chosen piece of terrain.