



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".

 1 2 3 4 5 6 7 8 9 10 11

# ARIK SCHÖTTEMER

## Attack Actions

Rg Skl Rst TN Dmg

### Crater Impact

// 2" 6 Df - 3

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

### ↓ Heroic Intervention

6" 0 - 6 -

*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 -

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