



6
COST

FREIKORPS SCOUT

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.



FREIKORPS SCOUT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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.

📖 **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
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.