

 5  
COSTM  
**FREIKORPSMANN**5  
DF6  
SP5  
WP2  
SZ*Minion (3), Living • Freikorps*

**Covered Advance:** After resolving an action in which a friendly model in LoS discarded a friendly upgrade, this model may move up to 3".

**Promotion:** After receiving a raise in an opposed duel, this model may drain a ♦ to replace itself with a non-unique Freikorps model after resolving the action.

**Upgrade Aptitude:** This model may treat actions on its attached upgrades as ♦ actions.

# FREIKORPSMANN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Combat Knife</b>	1"	5	Df	-	2

¶ **Bond of Blood:** Once per turn. If there is an ally within 3", draw a card.

<b>Clockwork Revolver</b>	12"	5	Df	-	2
---------------------------	-----	---	----	---	---

¶ **Puncture:** When resolving, this attack receives one additional raise.

■ **Buddy System:** Once per turn. Another ally with the same name as this model within range may make a Scheme marker within 3" of itself.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Camaraderie</b>	6"	0	-	6	-

Ally only. Target gains a **Bolstered** token.