



LAZARUS

8
COST

5
DF

6
SP

5+
WP

2
SZ



Unique, Construct • Freikorps

Armor: Once per activation. This model may reduce damage dealt to it by 1.

Pursue: This model receives +1 Skl when targeting a model that has already activated this turn.

Unyielding: When this model would be moved or controlled by another model, its owner may drain a ♦ to ignore that effect.



1

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11

LAZARUS

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Mechanical Punch

¶ 1" 6 Df - 1

This action deals +2 damage for each raise instead of +1.

• Knock Aside: Move the target up to 3".

Grenade Launcher

¶ 12" 6 Df - 3

This action may suffer -1 Skl to ignore LoS. Deal 1 damage to enemy models within (X)2" of the target.

• Collateral Damage: Remove a marker or a destructible terrain piece within 2" of the target.

• Big Boom: When resolving, increase the (X) of this action by 1".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Ghost in the Shell

6" - - - - -

Target a Remains marker. Friendly models within (X)3" of the target heal 2. Draw a card, then remove the target.