



DRACHEN TROOPER

7
COST

5
DF

6
SP

5
WP

2
SZ



Minion (2), Living • Freikorps

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

Clear the Chaff: This model receives +1 Skl when targeting a non-unique model.

Demise (Explosive): After this model is killed, deal 2 damage to models within (X)2".

DRACHEN TROOPER

| Attack Actions | Rg | Skl | Rst | TN | Dmg |
|----------------|----|-----|-----|----|-----|
|----------------|----|-----|-----|----|-----|

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|---------------------------|-----|---|----|---|---|
| Type-7 Incinerator | 10" | 6 | Df | - | 2 |
|---------------------------|-----|---|----|---|---|

Deal 1 damage to enemy models within (X)2" of the target. Models damaged by this action gain a **Burning** token.

- **Mass Hysteria:** Move models damaged by this action up to 3".
- **Big Boom:** When resolving, increase the (X) of this action by 1".
- **Decimate:** Declare this action again, targeting a non-unique model.

| Tactical Actions | Rg | Skl | Rst | TN | Dmg |
|------------------|----|-----|-----|----|-----|
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|---------------------|----|---|---|---|---|
| Burn it Down | 6" | 0 | - | 6 | - |
|---------------------|----|---|---|---|---|

*Once per activation. Target a marker. Enemy models within (X)2" of the target must pass a TN 14 Sp duel or be dealt 1 damage and gain a **Burning** token. If they already have a **Burning** token, they are dealt +2 damage. Then, remove the target.*