



5
COST

FREIKORPSMANN

5
DF

6
SP

5
WP

2
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.


♦ 1 2 3 4 5 6 7

FREIKORPSMANN


Attack Actions


	Rg	Skl	Rst	TN	Dmg
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Combat Knife  1" 5 **Df** - 2

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

Clockwork Revolver  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
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Camaraderie 6" 0 - 6 -

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