



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.