



6

COST

## FREIKORPS SCOUT

5

DF

6

SP

5


WP

2


SZ



Minion (3), Living ♦ Freikorps

**Advanced Sights:** This model receives a  when targeting models at a lower elevation.

**From Shadow:** This model is deployed during the start phase of turn 1 anywhere on the table, not within 2" of a Strategy marker or enemy deployment zone.

**Sniper:** While this model is at elevation 2 or higher, it increases the Rg of its  actions by +6"

**Unimpeded:** This model is unaffected by severe and hazardous terrain.



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# FREIKORPS SCOUT

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Combat Knife</b>	⌘ 1"	5	Df	-	2
<b>Clockwork Rifle</b>	🔫 12"	5	Df	-	2

🌀 **Strip Defenses:** This model may remove a token from the target.

🦋 **Coordinated Attack:** Another friendly model may declare a ⌘ action targeting the same model.

📖 **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Forage</b>	2"	-	-	-	-

*Once per turn. Remove target enemy Scheme marker. Draw the top card of this model's discard pile.*

🦋 **Scout the Path** 10" - - - -  
*Friendly only. Move the target up to 3" toward this model, ignoring severe terrain.*