



- COST

CORPSE CURATOR

6
DF6
SP4
WP2
SZ

Totem, Unique, Construct • Experimental

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

Catalyst: When an enemy model with a friendly **Poison** token activates within 3", deal 1 damage to it.

Demise (Animate Remains): After this model is killed by an enemy model, it may drain a ♦ to summon an allied minion in base contact with itself.

CORPSE CURATOR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Ancient Injectors

1" 6 Df - 2

If the target has a friendly **Poison** token, remove it and the target gains a **Slow** token and is moved up to 5". Otherwise, it gains a **Poison** token.

- **Critical Strike:** When resolving, this action deals +1 damage to the target.

Tactical Actions

Rg Skl Rst TN Dmg

Control Graft

8" 0 - 6 -

Target ally with a **Graft** token. The target declares an action printed on its crew card without removing its **Graft** token.

- **On Your Heels:** Place this model into base contact with the target.

Resupply

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Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.