



FUMIGATOR

8
COST

5
DF

6
SP

5
WP

2
SZ

Unique, Living ♦ Freikorps, Plague

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

Breathing in the Chemicals: The area within 3" of this model is hazardous, concealing terrain. Friendly models may ignore this terrain.

Extended Reach: Enemy models within 2" cannot take attack actions generated by the **Charge** action.

FUMIGATOR

Attack Actions

Rg Skl Rst TN Dmg

Blighted Fog

* 6 Wp - 2

When this action is declared, choose if it has a range of //2" or 10". If this action receives a raise, enemy models within (X)1" of the target are dealt 1 damage.

☞ **Prey on Nothingness:** When resolving, this model may remove a token from the target. If it does so, deal +1 damage to the target.

☛ **Mass Hysteria:** Move models damaged by this action up to 3".

📖 **Blast:** When resolving, deal this action's damage to a different enemy model within 2" of the target.

Disorienting Fog

✚10" 6 Wp 12 -

This action may target friendly models. Move the target up to 4". This model may remove a friendly token from the target to increase the distance moved by +2".

Tactical Actions

Rg Skl Rst TN Dmg

☠ Caustic Spray

(X)3" 0 - 6 -

Enemy models within range must pass a TN 14 Sp duel or be dealt 2 damage.

♦ **Always More Rats:** This trigger can only be declared if a Tunnel Rats model was hired by this crew. Summon a Tunnel Rats within range.