



- COST

DISEASE CONTAINMENT UNIT

5
DF6
SP5
WP2
SZ

Totem, Unique, Living ▪ Guard

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

Containment Suit: This model cannot gain **Poison** or **Injured** tokens.

DISEASE CONTAINMENT UNIT

Attack Actions	Rg	Skl	Rst	TN	Dmg
Hidden Axe	1"	6	Df	-	2
• Cut Away the Sickness: Remove a token from the target. When resolving, this action deals +1 damage to the target. • Diseased Limb: Make a Remains marker in base contact with the target. Enemy models within 1" of the made marker gain an Injured token.					

Tactical Actions	Rg	Skl	Rst	TN	Dmg
Flamethrower	10"	6	Sp	-	2
Enemy models within 1" of the target gain a Burning token. • Knock Aside: Move the target up to 3".					

• Rapid Response	6"	0	-	7	-
<i>Target a piece of terrain. An ally with LoS to the target may move up to 5" toward it.</i>					
• Diseased Limb:					
Make a Remains marker in base contact with the target. Enemy models within 1" of the made marker gain an Injured token.					

• Resupply	-	-	-	-	-
<i>Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.</i>					