

8

COST

FUMIGATOR

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.



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FUMIGATOR

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Blighted Fog	*	6	Wp	-	2
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When this action is declared, choose if it has a range of 2" or 10". If this action receives a raise, enemy models within 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	-
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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
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Caustic Spray	(3")	0	-	6	-
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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.