



COST

DISEASE CONTAINMENT UNIT

5

DF

6

SP

5

WP

2

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 (X)1" of the made marker gain an **Injured** token.

Flamethrower 10" 6 **Sp** - 2

Enemy models within 1" of the target gain a **Burning** token.

✦ **Knock Aside:** Move the target up to 3".

Tactical Actions Rg Skl Rst TN Dmg

✦ **Rapid Response** 6" 0 - 7 -

Target a piece of terrain. An ally with LoS to the target may move up to 5" toward it.

✦ **Diseased Limb:** Make a Remains marker in base contact with the target. Enemy models within (X)1" of the made marker gain an **Injured** token.

♦ **Resupply** - - - - -

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