

# ORDERLY

*Minion (2), Living*  
*Versatile*  
ASYLUM

**5**  
COST



**5**  
DF

**5**  
WP




**6**  
MV


**2**  
SZ

## ABILITIES

**RESEARCH SPECIMENS:** After this model kills an enemy model, this model may draw a card.

**HARD TO WOUND:** Damage flips against this model suffer a .

**RESTRAINTS:** Enemy models with **Staggered** that are engaged by this model are ignored by their controller for the purposes of Strategies and Schemes.

**CONSTRUCTION:** Enemy models engaged by this model suffer a  to duels generated by the **Disengage** Action.

1 2 3 4 5  
**HEALTH**

# ORDERLY

## ATTACK ACTIONS

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	RG	STAT	RST	TN
<b>NECROTIC INJECTION</b>	0"	5	Df	-

Target suffers 1/3/4 damage.

♣ **Stagger:** Models damaged by this Action gain **Staggered**.

× **Infect:** Models damaged by this Action gain **Poison +1** for each × in this Action's final duel total (to a maximum of **Poison +2**).

## TACTICAL ACTIONS

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	RG	STAT	RST	TN
<b>EMERGENCY SURGERY</b>	2"	6	-	10

*Other Living model only.* Target Heals 1/2/3.