**Healing Magic** (4 v 10 | 16"): This Action may be taken once per Activation. Target friendly Fireteam gains a Reinforcement Token. It may immediately Reinforce.

**Binding Flesh to Bone**: Take this Action again.

**DISABLE 2**

When a Fireteam in this unit suffers damage, you may use this Asset to reduce that damage by 2.
**DISABLED**

**Scrap (1):** When a Fireteam in this unit suffers damage, you may remove this Asset from the game to reduce that damage by 1.