

MALIFAUX RAT

Minion (12), Beast

PLAGUE, VERMIN

2
COST



ABILITIES

INSIGNIFICANT: This model cannot take the **Interact** Action and is ignored for Strategies and Schemes.

PUNY: This model does not Drop any Markers when killed and has no engagement range.

JUST A RAT...?: At the start of this model's Activation, this model may end its Activation. If it does so, the opposing player discards a Pass Token and this model's controller chooses a friendly model to Activate.

MINDLESS: When this model is Summoned, it is treated as having already Activated this Turn, and neither player gains or discards any Pass Tokens.

DEMISE (EXPENDABLE): After this model is killed, its controller draws a card.

1

2

HEALTH

MALIFAUX RAT

ATTACK ACTIONS

RG STAT RST TN

YELLOW TEETH

0" 3 Df -

Increase this Action's final duel total by +1 for each other friendly Malifaux Rat within 2" of the target. Target suffers 0/1/1 damage and gains a Blight Token. For every two other friendly Malifaux Rats within 2" of the target, the target suffers +1 damage.

TACTICAL ACTIONS

RG STAT RST TN

TANGLE TOGETHER

(X)3" - - -

This Action may only be taken if there are at least three other friendly Malifaux Rat models within range. Replace this model and all friendly Malifaux Rat models within range with a Rat King.