



TAELOR

10
COST

6
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Living • Mercenary



🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

Ruthless: This model ignores the **🛡** abilities of other models.



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Attack Actions Rg Skl Rst TN Dmg

Relic Hammer	¶ 2"	7	Df	-	3
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This action may not be controlled by an enemy model.

If the target is a master, this action receives a +.

- ◆ **Welcome to Malifaux:** Target must have the **Insignificant** ability or a **Summon** token. Kill the target.
- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- ❖ **Shrug Off:** Remove one token from this model.
- ❖ **Knock Aside:** Move the target up to 3".

Bring It!	‡ 12"	6	Wp	-	-
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Target moves its **Sp** toward this model. Then, the target must declare a ¶ action targeting this model, if able. This ¶ action cannot declare triggers or generate raises.

- ◆ **Anticipation:** This model gains a **Fast** token and an **Impact** token.
- ❖ **Sudden Strike:** This model may declare a ¶ action.
- ❖ **Unnatural Vigor:** This model heals 2.