



RAT KING

7
COST

6
DF

6
SP

4
WP

2
SZ

Minion (2), Living, Vermin • Plague



Demise (Scamper Away): After this model is killed, it may summon a Malifaux Rat within 1" of it.

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Resilient: Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

RAT KING

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Swarm of Yellow Teeth	1"	6	Df	-	2
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¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

₩ **Taint:** The target gains a **Blight** token.

Prey on the Weak	8"	6	Wp	-	1
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Once per activation. The target gains a **Blight** token. If the target is lower cost than this model, place this model into base contact with the target and then declare a # attack targeting it, which deals +1 damage.

¶ **Fever Bloom:** Remove a **Blight** token from the target. The target is dealt 1 damage and gains a **Stunned** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Devouring Horde	3"	0	-	6	-
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Once per activation. Remove an enemy marker within range.

■ **Sacrifice the Scurried:** Kill another friendly vermin model within 3" of this model. This model heals 2.