



MARCUS

MONSTERMAKER

-
COST

6
DF

6
SP

6
WP

2
SZ

Master, Unique, Living • Chimera

Guided
Evolution

Jackalope

Accomplice: When this model ends its activation, a friendly model within 6" that has not activated this turn may discard a card to do so.

Unimpeded: This model is unaffected by severe and hazardous terrain.

Wilds of Malifaux: The area within 6" of this model is severe and concealing terrain. Friendly models may choose to be unaffected by this terrain.

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MARCUS

Monstermaker

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Knotted Staff ⚔ 3" 6 **Df** - 2

This action receives a 🗡 if the target is not engaged with this model.

- ◆ **This is My Mountain:** Place this model anywhere within 6", at a higher elevation. Allies within (X) 4" gain a **Shielded** token.

- 🌀 **Tear Off a Bite:** This model heals 2.

Sense Weakness 🗡 8 7 **Wp** - 1

Target gains an **Adversary** token. If this action receives a raise, a friendly beast may declare a ⚔ action targeting the same model.

- 🗡 **Stagger:** Target gains a **Staggered** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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🗡 **Call of the Wild** 6" 0 - 5 -

Ally or friendly beast only. Move the target up to its Sp.

- 🌀 **Hunter's Call:** When resolving, instead of moving, the target declares the **Charge** action.

- 📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Caudal Lure 6" 0 - 6 -

Make a Scheme marker anywhere within range. Enemy models within (X) 3" of the marker must pass a TN 13 **Wp** duel or be moved 3" directly toward the marker.