



RAT CATCHER

6
COST

5
DF

6
SP

5
WP

2
SZ



Minion (2), Living • Plague

☞ **Covered in Rats:** *Once per activation.* When this model is dealt damage, it may kill a friendly Malifaux Rat within 3" to reduce the damage by 2.

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Sack O' Rats: *Once per activation.* After this model suffers damage from an enemy model, summon a Malifaux Rat into base contact with this model.

RAT CATCHER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Rusty Trap

1" 5 Df - 2

If this attack receives a raise, the target gains a **Slow** token.

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

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Infested Building

6" 0 - 2 -

Once per activation. Target a piece of terrain. Summon a Malifaux Rat within 1" of the target. For each raise this action receives, summon one additional Malifaux Rat within 1" of the target.

🐭 **Scamper:** The summoned models declare the **Walk** action.

Scare Them Out

(X)6" 0 - 4 -

Friendly Malifaux Rats within range may declare the **Walk** action.