

## A Pale Light



This model gains the following abilities:

**Forever Doomed:** This model treats any black jokers it flips or cheats as red jokers.

🛡️ **Combat Finesse:** When this model is targeted with a ⚡ action, the attacking model's duel cannot be cheated.

This model's **Fallow Night** action gains the following trigger:

- ◆ **Secrets Revealed in the Light:** Remove all Scheme markers within (X)1" of the made marker.

This model gains the following attack action:

| Attack Action | Rg | Skl | Rst | TN | Dmg |
|---------------|----|-----|-----|----|-----|
|---------------|----|-----|-----|----|-----|

|                   |     |   |    |   |   |
|-------------------|-----|---|----|---|---|
| <b>Pale Blade</b> | ⚡1" | 6 | Df | - | 3 |
|-------------------|-----|---|----|---|---|

*If the target has half of its maximum health or more, this action receives a 🗡️.*

- 🦋 **Burst of Speed:** Move this model up to 5", ignoring other models. Enemy models moved through this way are dealt 1 damage.

- 🦋 **Mutilate:** When resolving, if the target has a **Slow** token, deal +1 damage. Otherwise, it gains a **Slow** token.

### LIMITATIONS

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**MALIFAUX**

**UPGRADE**

**FOURTH EDITION**

