



# 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
<b>Rusty Trap</b>	6"	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
<b>Infested Building</b>	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

<b>Scare Them Out</b>	(X) 6"	0	-	4	-
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Friendly Malifaux Rats within range may declare the **Walk** action.