



HAMELIN

◀ *Master*

TYRANT, NIHILIST

CACHE

1

DF WP WD WK CG HT

5

7

12

5

6

2



FINAL, OFFICIAL

Voracious Rats: If an enemy model or a model with the **Blighted** Condition within 6" of one or more friendly models with the **Voracious Rats** Ability is killed, summon a Malifaux Rat into base contact with the model before it is removed.

Nihilism: Whenever this model would gain a Condition it may choose to not gain the Condition instead.

Lure of Emptiness: If this model is killed or sacrificed, it may sacrifice a friendly The Stolen within 3" instead. If this happens, this model is not killed or sacrificed and heals 4 damage.

ATTACK ACTIONS

(1) The Black Staff (MI 6X / Rst: Df / Rg: ♠ 1): Target suffers 1/2/4 damage.

✗ **Taint:** After damaging, the target gains the following Condition a number of times equal to the number of ✗ in the final duel total until the end of the game: "**Blighted +1:** At the end of the Turn, increase this Condition's value by 1."

✗ **Black Death:** After damaging, the target suffers damage equal to the value of its **Blighted** Condition, up to a maximum of 3.

(1) Pipes (Sh 6X / Rst: Df / Rg: ♣ 14): Move target model its **Wk**. The target must end the move as close to this model as possible. If the target has the **Blighted** Condition, it may be moved its **Cg** instead of its **Wk**.

✗ **Haunting:** After succeeding, target suffers 1/2/3 damage.

(1) Bleeding Disease (Ca 6X / TN: 10X / Rst: Wp / Rg: 12): Target suffers an amount of damage equal to the value of its **Blighted** Condition.

TACTICAL ACTIONS

(0) Lure Malifaux Citizen: (Ca 6X / TN: 14): Summon one The Stolen into base contact with this model and then sacrifice all friendly non-The Stolen Totems.

🗨️ **Mesmerize:** Once per Turn, after succeeding, take this Action again.