



HODGEPODGE EMISSARY

COST

12

Enforcer, Rare 1

EMISSARY OF FATE, CURSED

DF	WP	WD	WK	CG	HT
6	6	12	5	8	3
					
					

FINAL, OFFICIAL

Power Sink: When this Crew scores 1 or more **VP** from the Strategy, this model gains the following Condition for the rest of the game: "**Destined +1:** At the end of this model's Activation it heals +1 damage. This Condition may not be removed by other model's Actions."

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Pieced Together Prophecy: At the start of this model's Activation it may discard a card, if it does it may take an additional (0) Action during the Activation.

ATTACK ACTIONS

(1) Call of the Lost (Ca 6~~X~~ / Rst: **Df** / Rg: 9 or  1): Target suffers 2/4/4 damage. The target must discard a card or gain the **Slow** Condition.

 **The Traveler's Fate:** After damaging, push the target up to 4" towards this model.

~~X~~ **The Traveler's Curse:** After damaging an enemy model during this model's Activation, discard one of this model's Cursed Upgrades and attach it to the target face up.

 **Word of the Emissary:** After damaging, take this Action again.

TACTICAL ACTIONS

(1) Something In My Pack... (Ca 6 / TN: 10 / Rg: 6): Target Enforcer or Henchman immediately attaches an Outcast Upgrade which does not list a model by name or non-Station Characteristic in its Restrictions, ignoring all other Restrictions.

(0) A Weary Road: Discard a card to push this model up to 4" in any direction and then place a Scheme Marker in base contact with it.

(0) The Piecing Together: This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to give target friendly Leader model within 6" the **Reactivate** Condition.



PRIDE

Henchman, Living, Mercenary, Rare 1
LUNATIC, TORMENTED

COST
8
CACHE
5

DF	WP	WD	WK	CG	HT
6	5	8	6	7	2

FINAL, OFFICIAL

Pride's Song: Enemy models which end their Activation within ⑦3 must discard a card or suffer 2 damage if they Cheated Fate during their Activation.

Manipulative 12: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action immediately fails.

Df (P) Wounded Ego: After resolving, the Attacker must discard a card or suffer 2 damage.

Lead Singer: Crews containing this model may hire other models with the Lunatic Characteristic regardless of Faction (in this case they would not be hired as Mercenaries).

ATTACK ACTIONS

(1) Guitar Bash (MI 6 / Rst: **Df** / Rg: ♪ 1): Target suffers 2/3/5 damage.

(1) This Song Is All About You (Ca 6 / Rst: **Wp** / Rg: 8): Target suffers 6 damage. The target may immediately discard any number of cards to reduce this damage by 2 for each card discarded.

♣ **You Don't Need Them:** After damaging, the target gains the following Condition until the end of the Turn: "**You Don't Need Them:** This model suffers ♣ to **Df** duels while within 3" of a friendly model."

TACTICAL ACTIONS

(0) Solo (Ca 6 / TN: 14): Until the end of the Turn, models within ①3 may not Cheat Fate unless they discard a card or suffer 2 damage first.



SCION OF THE VOID

4 *Henchman, Rare 1*

COST
8
CACHE
5

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
6	7	4	5	7	2



Followers of the Void: Crews led by Tara may hire this model regardless of Faction. Crews containing this model may hire Void Wretches and the Nothing Beast regardless of Faction.

Returning Home: When this model would be killed or sacrificed, it is not; instead, remove all Conditions and heal all damage on it then bury it.

Whispers From the Nothing: While this model is buried, this Crew's leader gains +X to their **Ca** and may take (2) **Ca** Actions as (1) Actions instead.

The Hungry Emptiness: When this model Activates, its controller may discard her hand to add 1 Soulstone to her Pool so long as at least 1 card is discarded in this way.

ATTACK ACTIONS

(1) **Empty Lessons** (Ca 6 / Rst: **Wp** / Rg: 8 or 1): Target suffers 1/4/7 damage.

✕ **Forgotten to Time:** After damaging, the target gains the following Condition until the end of the game, "**Forgotten to Time:** If this model becomes buried, it is killed."

📖 **The True Path:** After damaging, this model's controller may either draw a card or discard a card.

TACTICAL ACTIONS

(0) **Blink** (Ca 6 / TN: 13): Immediately move this model up to its **Wk**, ignoring intervening models and terrain during the move. This model must end the move in base contact with another model.

(0) **The Hollowing:** Until the end of the Turn, enemy models within 4 suffer -2 **Wp** during simple duels.



BIG JAKE

♠ *Enforcer, Living, Mercenary, Rare 1*

COST

6

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
5	6	7	5	8	2

I Thought You Were Dead: If this model is killed or sacrificed before Turn 5, summon Big Jake into base contact with any friendly model in its Crew after flipping for initiative on Turn 5. The summoned Big Jake suffers 5 damage, does not gain **Slow**, and may interact as normal.

Don't Mind Me: This model may take Interact Actions while engaged.

I'll Finish This Fight: When determining **VP** for a strategy, this model counts as two models so long as it is still in play.

ATTACK ACTIONS

- (1) **Tomahawk** (MI 7  / Rst: **Df** / Rg:  1): Target suffers 2/3/4 damage.
 **Not Hardly:** While damaging, if this model was summoned this Turn, deal +2 damage to the target.
 **You're Comin' With Me:** After damaging, push the target up to 5" in any direction, then place this model in base contact with it.

- (1) **Thrown Tomahawk** (Sh 5 / Rst: **Df** / Rg:  8): Target suffers 2/3/4 damage.

TACTICAL ACTIONS

- (0) **Consult the Ancestors:** This model may suffer 2 damage to look at the top 2 cards of its deck and then place both cards back on top of the deck or in the discard pile in any order.



THE WINGED PLAGUE

Minion, Living
VERMIN

COST

4

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
5	4	4	6	6	1



Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Covered in Rats: This model gains the following Condition for each Malifaux Rat in base contact with this model: "**Armor +1:** Reduce all damage suffered by this model by +1, to a minimum of 1."

Vector: This model gains  to Attack flips when targeting a model with the **Blighted** Condition.

The Plague Spreads: At the end of the Turn, if there is an enemy model within 6" which does not have the **Blighted** Condition, this model may be pushed into base contact with it.

ATTACK ACTIONS

- (1) **Clawed Wings** (MI 5 $\times$ / Rst: **Df** / Rg: ⚔ 1): Target suffers 1/2/3 damage.
 $\times$ **Taint:** After damaging, the target gains the following Condition a number of times equal to the number of $\times$ 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."

TACTICAL ACTIONS

- (1) **The Wounds Fester:** This model may discard a card, if it does, until the end of the Turn, enemy models within $\text{Ⓢ}6$ reduce their **Wk** and **Cg** values by a number equal to the value of their current **Blighted** Condition Value, to a minimum of 1. This Action may only be taken once per Turn.