



LUCAS McCABE

TOMB DELVER

-
COST

6

DF

6

SP

5

WP

2

SZ



Master, Unique, Living • Wastrel

Cursed Relics

Cryptologist (2)

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

☛ **"It Belongs In A Museum!":** Reduce damage dealt to this model by 1 while it is within 4" of a Remains marker.

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Attack Actions

Defy the Odds

Rg * Skl 6 Rst Wp - TN 3 Dmg

When this action is declared, choose if it has a range of $\text{〰}2"$ or $\text{👊}12"$. If this action receives a raise, another ally within $10"$ of this model may either attach an Artifact upgrade or declare the **Interact** action.

👊 **Critical Strike:** When resolving, this action deals +1 damage to the target.

Tactical Actions

Treasure Trove

Rg 8" Skl 0 Rst - TN 6 Dmg -

Make a Remains marker within range. Then, enemy models within $(X)2"$ of the made marker must pass a TN 12 **Wp** duel or gain a **Slow** token.

Whip Vault

Rg 8" Skl 0 Rst - TN 6 Dmg -

Choose a piece of blocking terrain within range. Place this model anywhere within range in base contact with the chosen piece of terrain.

♦ **"Take What You Can Carry!":** Allies within $(X)2"$ of this model gain a **Replica** token.

🦋 **Jackpot!:** Attach an Artifact upgrade to this model.

👊 **Sudden Strike:** This model may declare a 〰 action.

👊 Cut and Run

Rg - Skl 0 Rst - TN 6 Dmg -

Make a Remains marker in base contact with this model, then move this model up to its **Sp**.