



- COST

LUCAS McCABE

TOMB DELVER

6
DF**6**
SP**5**
WP**2**
SZ

Cursed Relics

Cryptologist (2)

Master, Unique, Living • Wastrel

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.

LUCAS McCABE

Tomb Deliver

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Defy the Odds

*	6	Wp	-	3
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When this action is declared, choose if it has a range of $\mathbb{W}2"$ or $\mathbb{P}12"$. 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

	Rg	Skl	Rst	TN	Dmg
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Treasure Trove

8"	0	-	6	-
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Make a Remains marker within range. Then, enemy models within $(\mathbb{X})2"$ of the made marker must pass a TN 12 Wp duel or gain a Slow token.

Whip Vault

8"	0	-	6	-
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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 $(\mathbb{X})2"$ of this model gain a Replica token.

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

¶ **Sudden Strike**: This model may declare a \mathbb{W} action.

Cut and Run

-	0	-	6	-
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Make a Remains marker in base contact with this model, then move this model up to its Sp.