



LUCIUS

Master, Living
MIMIC

CACHE

4

DF	WP	WD	WK	CG	HT
6	7	10	4	6	2

FINAL, OFFICIAL

Devil's Deal: After this model spends a Soulstone, it may deal 3 damage which may not be reduced to a friendly model within 16 to add 1 Soulstone to this Crew's Soulstone Pool after resolving the current Action.

Highest Authority: When targeted with an Attack Action, this model may discard a card to make the Attack flip suffer \square .

Elite Training: Friendly Minion models within 3 gain \blacktriangle to the Attack flip of **MI** Attack Actions.

Commanding Presence: After completing a Walk Action, this model may target a friendly Minion model within 18" and LoS. The target must pass a TN 13 Horror Duel. If it succeeds, the target may immediately take a (1) Action.

ATTACK ACTIONS

- (1) **Sword Cane** (MI 6♣ / Rst: Df / Rg: ♣ 1): Target suffers 2/3/4 damage.
 ♣♣ **Governor's Authority:** After damaging, target gains the following Condition until the end of the Turn: "**Red Tape:** This model suffers ☐☐ on Attack flips against Minion and Mimic models."

TACTICAL ACTIONS

- (1) **What Lackeys Are For** (Ca 7♣ / TN: 12♣♣): Place a Scheme Marker in base contact with this model. Then, place this model into base contact with target friendly model within 10", and place the target in base contact with the Scheme Marker which this Action placed. This Action may only be taken once per Turn.
- (1) **Guild Intelligence** (Ca 7♣ / TN: 16♣): Until the end of the Turn, friendly Minion models within ①6 may take Interact Actions while engaged.
- (1) **Issue Command** (Ca 7♣ / TN: 14♣ / Rg: 8): Target friendly non-Austringer Minion model which has not been targeted by this Action this Turn may immediately take a (1) Action. If the target is a Guardsman or Mimic, increase this Action's range to 14.
 ♣ **Take Aim!:** After succeeding, but before the target takes the (1) Action, the target gains **Focused +1** until the end of the Turn.
 ☒ **Subterfuge:** After succeeding, the target may take a (1) Interact Action.
 ♣♣ **Get Down!:** After succeeding, the target gains **Defensive +1** until the start of its next Activation.