



# LUCAS MCCABE

◀ *Master, Living*  
**BLACK SHEEP**

CACHE

2

Df	Wp	Wd	Wk	Cg	Ht
5	6	7	7	9	3



## FINAL, OFFICIAL

**Loan:** When this model Activates, or before a friendly model within 10" is killed or sacrificed, this model may discard any Upgrades with the Restriction Lucas McCabe from any friendly model within 10" and attach them to itself.

**Infiltration (Black Sheep, Guardsman):** Crews led by this model may hire up to 4 models with the Black Sheep or Guardsman Characteristic that are not the Crew's declared Faction.

**Dismount:** When this model would be killed or sacrificed, summon a Dismounted McCabe in base contact with this model and attach all Upgrades attached to this model to the summoned model. Remove this model from the game instead of killing or sacrificing it.

**In the Thick of It:** This model gains +1 Df for each enemy model it is engaged with, to a maximum of +2 Df.

## ATTACK ACTIONS

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(1) **Sabre** (MI 6♣ / Rst: Df / Rg: ♣ 2): Target suffers 2/3/4 damage.

♣ **Critical Strike**: When damaging the target, this attack deals +1 damage for each ♣ in the final duel total.

♣🐾 **Hamstrung**: After damaging, the target gains the **Slow** Condition.

(1) **Netgun** (Sh 6 / Rst: Df / Rg: ♣ 10): Target gains the **Slow** Condition. Models within (X)2 of the target model must succeed on a TN 12 **Df** duel or gain the **Slow** Condition.

X **Hopelessly Tangled**: After succeeding against a target which had the **Slow** Condition when this Action was declared, the target gains the **Paralyzed** Condition.

## TACTICAL ACTIONS

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(0) **Emergency Dismount**: Sacrifice this model.

(0) **"Take This!"** (Ca 5 / TN: 9 / Rg: 10): Discard a non-Avatar Upgrade with the restriction of Lucas McCabe from this model and attach it to target other friendly model regardless of restrictions. Then, the target may be pushed up to 4" in any direction.

📦 **Open the Stash**: After succeeding, take this Action again.