



**07/29/13**

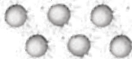
# LUCAS MCCABE

*Master, Living,*  
**BLACK SHEEP**

CACHE

**2**

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



**In the thick of it:** This model gains +1 **Df** for each enemy model it is engaged with, to a maximum of +3 **Df**.

**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 is killed or sacrificed, summon a Dismounted McCabe model in base contact with this model before it is removed, and then attach all Upgrade cards attached to this model to the summoned model.

## ATTACK ACTIONS

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

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

♣ **The Ol' One-Four:** After damaging, one friendly Blacksheep or Guardsman model within ①2 of this model may make a 1 MI Attack Action against the target.

(1) **Trample** (MI 5 / Rst: Df / Rg ♣ 2) Target suffers 2/3/5 damage.

♣ **Falling Hooves:** After damaging, target gains the **Slow** Condition.

(1) **Netgun** (Sh 5 / Rst: Df / Rg ♣ 10) Target gains the **Paralyzed** Condition. Models within 2" of the target model must succeed on a TN 13 Df duel or gain the **Slow** Condition. This Action may only be taken once per turn.

## TACTICAL ACTIONS

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(0) **Emergency Dismount:** Summon a Dismounted McCabe model in base contact with this model, then Sacrifice this model.

(0) **"Keep Up!":** Friendly models within (x)6 may push up to 4" directly towards this model.