

SERGEANT HARKER [LEGENDS]

- Leader
- Feel No Pain 6+
- Scouts 6"
- Voice Of Command

M	T	SV	W	LD	OC
6"	4	5+	3	7+	1

40 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Payback **SUSTAINED HITS 1**

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Harker's Hellraisers

While this model is leading a unit, each time a ranged attack targets that unit, if the attacking model is more than 12" away, subtract 1 from the Hit roll.

Payback Time

Once per battle, when this model is selected to shoot, it can use this ability. If it does, until the end of the phase, its Payback weapon has an Attacks characteristic of 6 and the **[SUSTAINED HITS 3]** ability instead of the **[SUSTAINED HITS 1]** ability.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

VERTEIDIGUNG

IMMER / EINMALIG

Orders

This Officer can issue 1 Order to a Catachan Jungle Fighters unit

GEGEN DIESE EINHEIT

W4 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
5+	6+	-	-	-

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Scouts 6" This ability always takes the form Scouts X".

Voice Of Command If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders.

SUSTAINED HITS This ability always takes the form **[SUSTAINED HITS X]**.

AUFSTELLUNG

1x Sergeant Harker [Legends]

Ausrüstung: Payback, Close combat weapon

Anführer

This model can be attached to the following unit:

- CATACHAN JUNGLE FIGHTERS