

SERGEANT HARKER [LEGENDS]

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

AUFSTELLUNG

1x Sergeant Harker [Legends]

Equipped with: Payback, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Payback SUSTAINED HITS 1	36"	3	3+	5	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

CORE - Leader

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

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.

Leader

This model can be attached to the following unit:
- CATACHAN JUNGLE FIGHTERS

Orders (Orders)

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



WEAPON RULES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

