LUKAS THE TRICKSTER [LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claw of the Jackalwolf	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

Last Laugh
If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, roll one D6: on a 4+, the attacking unit suffers D6 mortal wounds and is Battle-shocked.

Master of Mischief
This model cannot be your WARLORD.

Pelt of the Doppelgangrel:
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

Leader
This model can be attached to the following unit:

- Blood Claws

WEAPON ABILITIES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

AUFSTELLUNG

1x Lukas the Trickster [Legends]

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Claw of the Jackalwolf

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Lukas the Trickster, Leader
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

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FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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