

LUKAS THE TRICKSTER [LEGENDS]

M6"

T4

SV3+

W4

LD6+

OC1

50 PTS

Base —



- Leader
- Combat Doctrines

1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

► Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma pistol - supercharge

HAZARDOUSPISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

5NAHKAMPF

Claw of the Jackalwolf

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET

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

VERTEIDIGUNG

Pelt of the Doppelgangrel:

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

IMMER / EINMALIG

Master of Mischief

This model cannot be your WARLORD.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 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
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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...

PISTOL

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

AUFSTELLUNG

1x Lukas the Trickster [Legends]

Ausrüstung:

► Plasma pistol - standard, ► Plasma pistol - supercharge, Claw of the Jackalwolf

Anführer

This model can be attached to the following unit:

Blood Claws