

LUKAS THE TRICKSTER [LEGENDS]

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

AUFSTELLUNG

1x Lukas the Trickster [Legends]

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

⦿ 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

RULES - Combat Doctrines, 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 RULES

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.

