

LUCIUS THE ETERNAL

M8"

T6

SV2+

W6

LD6+

OC1

RW4+

130 PTS

Base 50mm



- Leader
- Feel No Pain 5+
- Lone Operative
- Thrill Seekers

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Blade of the LaerPRECISION

R	A	WS	S	AP	D
Melee	6	2+	8	-3	3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Lash of TormentSUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	10	2+	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Duellist's Hubris

At the start of the Fight phase, if this model is not leading a unit, until the end of the phase, it has the Fights First ability.

6VERTEIDIGUNG

A Challenge Worthy of Skill

Each time this model makes an attack that targets a Character, Monster or Walker unit, you can re-roll the Hit roll and re-roll the Wound roll.

7

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 2+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

2+S12+	3+S7-11	4+S6	5+S4-5	6+S1-3
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RETTUNGSWURF JE DS

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

Feel No Pain 5+ gegen jeden verlorenen LP

8REGELN & KEYWORDS KURZ

Feel No Pain 5+ 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.

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...

Thrill Seekers If your Army Faction is Emperor's Children, this unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back, but when doing so: - It cann...

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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

9AUFSTELLUNG

1x Lucius the Eternal

Ausrüstung: Blade of the Laer, Lash of Torment

Anführer

This model can be attached to the following units: FLAWLESS BLADES

KEYWORDS Infantry, Character, Epic Hero, Chaos, Slaanesh, Lucius the Eternal, Leader · FRAKTION Emperor's Children