

LUCIUS THE ETERNAL

M	T	SV	W	LD	OC	
8"	6	2+	6	6+	1	4+

AUFSTELLUNG

1x Lucius the Eternal (50mm)

Equipped with: Blade of the Laer, Lash of Torment

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade of the Laer PRECISION	Melee	6	2+	8	-3	3
Lash of Torment SUSTAINED HITS 1	Melee	10	2+	4	-1	1

ABILITIES

CORE - Leader

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

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.

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.

Leader

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



WEAPON RULES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*