

LUCIUS THE ETERNAL

120 PTS



M

8"

T

5

SV

2+

W

6

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x Lucius the Eternal
Equipped with: Blade of the Laer, Lash of Torment

ABILITIES

CORE - Leader

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).*



CORE RULES

◆ **Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **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.

◆ **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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ **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 cannot target a unit it was within Engagement Range of at the start of the turn
- It cannot target a unit that was the target of another unit's charge or attack this phase.

