

LUKAS THE TRICKSTER

[LEGENDS]

50 PTS



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

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

AUFSTELLUNG

1x Lukas the Trickster [Legends]

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

ABILITIES

CORE - 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.

CORE RULES

◆ 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.

