

ULRIK THE SLAYER

M7"

T5

SV3+

W4

LD5+

OC1

RW4+

90 PTS

Base 32mm



Leader

Close-quarters

Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

► Plasma pistol - standard

CLOSE-QUARTERS

R12"

A1

BS2+

S7

AP-2

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Plasma pistol - supercharge

CLOSE-QUARTERSHAZARDOUS

R12"

A1

BS2+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Artificer Crozius Arcanum

ANTI-MONSTER/VEHICLE 4+

RMelee

A5

WS2+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Oathbound

This unit's melee attacks have +1 to hit rolls.

- Or: This unit's melee attacks that target this unit's slayer's oath have +1 to hit rolls and wound rolls.

VERTEIDIGUNG

Slayer's Oath

At the start of the first battle round, you select up to one enemy Character/Monster/Vehicle unit to be this unit's slayer's oath:

- This unit's attacks that target this unit's slayer's oath can ignore modifiers to your unit's:

- BS and WS.

- Hit rolls.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -24++

DS -34++

DS -44++

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

ANTI

This ability always takes the form [ANTI-X Y+].

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...

AUFSTELLUNG

1x Ulrik the Slayer

Ausrüstung:

► Plasma pistol - standard, ► Plasma pistol - supercharge, Artificer Crozius Arcanum

Anführer

This model can be attached to the following units: ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS, INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS