

ULRIK THE SLAYER

M	T	SV	W	LD	OC	
7"	5	3+	4	5+	1	4+

AUFSTELLUNG

1x Ulrik the Slayer (32mm)

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Artificer Crozius Arcanum

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma pistol - supercharge CLOSE-QUARTERS, HAZARDOUS	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer Crozius Arcanum ANTI-MONSTER/VEHICLE 4+	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

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.

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.

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD
VETERAN SQUAD, BLOOD CLAWS, GREY HUNTERS,
INTERCESSOR SQUAD, WOLF GUARD HEADTAKERS

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Ulrik the Slayer, Wolf Priest, Leader, Explosives



FACTION: Adeptus Astartes, Space Wolves **90 PTS**

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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.

