IMPERIUM - SPACE WOLVES

ULRIK THE SLAYER

90 PTS

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

4+

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

AUFSTELLUNG

1x Ulrik the Slayer (32mm)

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

ABILITIES

CORE - 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

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.

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

FACTION: Adeptus Astartes, Space Wolves 90 PTS

CORE RULES

Close-quarters

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.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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.