

ULRIK THE SLAYER - IMPERIUM - SPACE WOLVES

70 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Ulrik the Slayer

Equipped with: ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Artificer crozius

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Artificer crozius ANTI-MONSTER 4+, ANTI-VEHICLE 4+	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Oathbound

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll. If that attack targets a unit that has this model's Slayer's Oath keyword (see above), add 1 to the Wound roll as well.

Slayer's Oath

At the start of the battle, select one of the following keywords to be this model's Slayer's Oath: CHARACTER, VEHICLE or MONSTER. The first time this model's unit destroys a unit with this model's Slayer's Oath keyword, if your Detachment has a Saga, until the end of the battle, this model's unit receives the benefits of that Detachment rule as if that Saga had been completed.

Leader

This model can be attached to the following units:

- Blood Claws
- Grey Hunters
- Wolf Guard Headtakers

WEAPON ABILITIES

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.

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

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Feel No Pain 6+

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.