

URIEL VENTRIS

105 PTS

M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Invictus	24"	2	2+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Sword of Idaeus	SUSTAINED HITS 1	Melee	6	2+	6	-2 2

AUFSTELLUNG

1x Uriel Ventriss
Equipped with: Invictus, Sword of Idaeus

ABILITIES

CORE - Leader

Master of the Fleet

During the Declare Battle Formations step, if your army includes this model, select one Phobos, Gravis, or Tacticus Adeptus Astartes Infantry unit from your army. That unit gains the Deep Strike ability.

Unorthodox Strategist [Aura]

Each time your opponent targets a unit from their army with a stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP (this is not cumulative with any other rules that would increase the CP cost of that Stratagem).

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- COMPANY HEROES
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- TACTICAL SQUAD

WEAPON RULES

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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.

