RAGNAR BLACKMANE - IMPERIUM - SPACE WOLVES

100 PTS

M	T	Sv	W	LD	OC
7"	5	3+	5	6+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Ragnar Blackmane (40mm)

Equipped with: Bolt pistol, Frostfang

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Ragnar Blackmane, Leader, Explosives

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Frostfang SUSTAINED HITS 1	Melee	8	2+	6	-3	2

ABILITIES

CORE - Leader

Battle-lust
If this unit made a charge move this turn, this model's melee attacks have +2 A.

War Howl
- While this model is attached to a Blood Claws unit, this unit's melee attacks have +1 S and [**SUSTAINED HITS** 1].

- While this model is attached to a Wolf Guard Headtakers unit, 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.

Leader
This model can be attached to the following units:

- Blood Claws
- Wolf Guard Headtakers

WEAPON ABILITIES

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).*

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FACTION RULES

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.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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.

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.