

RAGNAR BLACKMANE

Leader

Close-quarters

Combat Doctrines

Transhuman Strategist

M7"

T5

SV3+

W5

LD6+

OC1

RW4+

100 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

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.

3BESCHUSS

Bolt pistol **CLOSE-QUARTERS**

R	A	BS	S	AP	D
12"	1	2+	5	-1	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

4ANGRIFF

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

5NAHKAMPF

Frostfang **SUSTAINED HITS 1**

R	A	WS	S	AP	D
Melee	8	2+	6	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-5	T6	T7-11	T12+	

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W5 · RW 3+ · 4++ · 5 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ
Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
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.
Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP
[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Ragnar Blackmane
Ausrüstung: Bolt pistol, Frostfang
Anführer
This model can be attached to the following units:

- Blood Claws
- Wolf Guard Headtakers