

RAGNAR BLACKMANE

- Leader
- Close-quarters
- Combat Doctrines
- Transhuman Strategist

M7"

T5

SV3+

W5

LD6+

OC1

RW4+

100 PTS

Base 40mm



1KOMMANDO

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.

2BEWEGUNG

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