

RAGNAR BLACKMANE

M	T	SV	W	LD	OC	
7"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Ragnar Blackmane (40mm)

Equipped with: Bolt pistol, Frostfang

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

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

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 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).*

