RAGNAR BLACKMANE

90 PTS

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

INVULNERABLE SAVE 4+

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Battle-lust
Each time this model ends a Charge move, until the end of the turn, add 2 to the Attacks characteristics of this model's Frostfang.

War Howl
While this model is leading a BLOOD CLAWS unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll. While this model is leading a WOLF GUARD HEADTAKERS UNIT, that unit is eligible to declare a charge in a turn in which it Advanced.

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).*

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.

AUFSTELLUNG

1x Ragnar Blackmane

Equipped with: Frostfang

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves