

RAGNAR BLACKMANE

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

AUFSTELLUNG
1x Ragnar Blackmane
Equipped with: Frostfang

⌘ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - 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 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).

