



## HQ

The sons of Dorn are well known to be loyal, disciplined and methodical, and in Fafnir Rann those qualities were coupled with a bellicose and aggressive nature more akin to one of Russ' Space Wolves. Born of the unforgiving ice world Inwit, he is recorded to have been one of Rogal Dorn's most ruthless commanders. Rann rose to the esteemed rank of Lord Seneschal and captain of the Imperial Fists First Assault Cadre and led his battle brothers upon hundreds of battlefields of the Great Crusade and the Horus Heresy. His combat prowess was not measured in the Legion's duelling floors and practice cages but was proven in the grim tally of corpses left behind by the passage of his twin power axes. Fafnir Rann was a superlative tactician and it was often his brilliant understanding of the flow of battle both on the ground and in the void that spelled doom for the forces of the Traitors and victory for the VII<sup>th</sup> Legion. He could always be found at the spear tip of Imperial Fists assault phalanxes, fighting with a stubborn determination and absolute faith in the righteousness of the Emperor's dominion, rightfully earning the moniker 'Dorn's Executioner'.

## FAFNIR RANN

200 POINTS

Lord Seneschal, Commander of the Persephone, Captain of the First Assault Cadre, VII<sup>th</sup> Legion Imperial Fists

	WS	BS	S	T	W	I	A	Ld	Sv
Fafnir Rann	6	5	4	4	3	5	4	10	2+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

This unit may only be taken as part of a Loyalist Faction army.

### Wargear

- Artificer armour
- Bolt pistol
- Frag and Krak grenades
- Iron halo
- The Headsman & The Hunter
- Boarding shield

### Special Rules

- Legiones Astartes (Imperial Fists)
- Independent Character
- Master of the Legion
- Executioner's Tax
- Shield Master
- Hammer of Wrath
- Hardened Armour
- Warlord (If Fafnir Rann is your army's Warlord, he has The Unbroken Wall Warlord Trait rather than rolling randomly)

### Options

- Fafnir Rann may be equipped with a Teleportation Transponder for +10 points, granting him the Deep Strike special rule.

### Warlord Trait: The Unbroken Wall

As a commander Fafnir Rann adhered to one simple dictum: *victory demands sacrifice*. For, despite the shelter of high walls or the stubborn determination of a shield wall, even the most impenetrable defence can only deny victory to the enemy – *victory comes only to those with the courage to attack*.

If Fafnir Rann is the army's Warlord, Fafnir Rann, and all models in any Legion Breacher Siege Squads or Phalanx Warder Squads in the same Detachment, gain a bonus of +1 to their Weapon Skill for the duration of any Assault phase in which they successfully charge an enemy unit. In addition, if Fafnir Rann is an army's Warlord then a single Phalanx Warder Squad may be chosen as a Troops choice in the army's Primary Detachment if that Detachment has the Legiones Astartes (Imperial Fists) special rule.

### Executioner's Tax

As *unstoppable on the attack as he is unyielding in his defence*, Rann is an uncharacteristically bellicose and aggressive member of the VII<sup>th</sup> Legion — often choosing to close with the enemy on his own terms, rather than rely on ranged firepower.

When an enemy unit successfully charges Fafnir Rann, or any unit Fafnir Rann has joined, that enemy unit suffers D3+3 Str 5 AP- Hits. These attacks hit automatically and are resolved during the Fight sub-phase at Initiative step 10, but grant no model a Pile-in move and do not benefit from any special rules that Fafnir Rann or any other model in the same unit may have. Hits inflicted by this special rule are allocated as normal for attacks made in an assault.

### Shield Master

*Famed for his unconventional ability to use a combination of axes and shield, Rann's talents with this combination of weapons are unsurpassed and his ability to make the most of his shield's defensive capabilities was unrivalled.*

When Fafnir Rann is locked in combat and his controlling player has chosen to use the Single Axe profile for The Headsman and The Hunter in that phase, all Hits inflicted by enemy models and allocated to Fafnir Rann must reduce their Strength by -1 (to a minimum of 1). When using the Twinned Axe profile for The Headsman & The Hunter, this special rule grants no benefit, Fafnir Rann is not counted as having a boarding shield for any rules that would grant him benefits for having a boarding shield and Fafnir Rann may ignore the usual restriction for using a weapon with the Two-handed special rule while also having a boarding shield until the end of that Assault phase.

### The Headsman & The Hunter

*These twinned axes were Fafnir Rann's constant companions, and that warrior had mastered a unique style of combat, switching between his axes and shield to meet any combat situation. Few foes could stand against this potent combination of ferocious attack and indomitable defence.*

Fafnir Rann's power axes, The Headsman & The Hunter, are considered a single weapon with two profiles – one representing Fafnir Rann using a single axe in concert with his shield and one representing Fafnir Rann using both axes at once. In each Fight sub-phase Fafnir Rann's controlling player must choose one of these two profiles to use for all of Fafnir Rann's attacks. Note that the Shield Master special rule allows Fafnir Rann to make use of a weapon with the Two-handed special rule despite having a breaching shield.

Weapon	Range	Str	AP	Type
Single axe	-	+2	2	Melee, Shield Master*, Specialist Weapon, Master-crafted

*\*All Hits inflicted by enemy models and allocated to Fafnir Rann must reduce their Strength by -1 (to a minimum of 1) – see the Shield Master special rule for more details.*

Twinned axe	-	+1	2	Melee, Rampage, Specialist Weapon, Two-handed, Master-crafted
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