

M	T	Sv	W	LD	OC
14"	5	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws of Severax SUSTAINED HITS 2: NON-MONSTER/VEHICLE TWIN-LINKED	Melee	7	2+	5	-2	2

ABILITIES

- Blackwing Mantle**
(Once per phase, per army)
You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.
- Master of Shadows**
In your Command phase, you can select one friendly Adeptus Astartes Infantry unit. You can re-roll charge rolls for that unit until the start of your next Command phase.

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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- Combat Doctrines**
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
Assault Doctrine
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.
Devastator Doctrine
This unit's ranged attacks have [ASSAULT]
Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.
- Transhuman Strategist**
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP



AUFSTELLUNG

1x Aethon Shaan (50mm)

Equipped with: Heavy Bolt Pistol, Claws of Severax

A detailed close-up of the Aethon Shaan miniature. The model is highly detailed, showing the character's ornate armor, including a large, feathered helmet and a long, flowing cape. He is holding a large, ornate weapon. The base is a small, circular, textured piece.

KEYWORDS: Character, Epic Hero, Infantry, Fly, Jump Pack, Imperium, Tacticus, Chapter Master, Aethon Shaan, Leader, Explosives, Smoke
FACTION KEYWORDS: Adeptus Astartes, Raven Guard

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CORE RULES

- Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Epic Hero, Infantry, Fly, Jump Pack, Imperium, Tacticus, Chapter Master, Aethon Shaan, Leader, Explosives, Smoke
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