KAYVAAN SHRIKE

95 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blackout CLOSE-QUARTERS PRECISION	18"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven's Talons PRECISION TWIN-LINKED	Melee	7	2+	5	-2	2

ABILITIES

CORE - Leader

Echo of the Ravenspire
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

Trifold Path of Shadow
This unit has:

- Stealth.

- -3" detection range.

Leader
This model can be attached to the following units:

ASSAULT INTERCESSORS WITH JUMP PACKS, VANGUARD VETERAN SQUAD WITH JUMP PACKS

WEAPON ABILITIES

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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

AUFSTELLUNG

1x Kayvaan Shrike (40mm)

Equipped with: Blackout, The Raven's Talons

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Jump Pack, Kayvaan Shrike, Phobos, Leader, Smoke, Explosives, Captain
FACTION KEYWORDS: Adeptus Astartes, Raven Guard

KAYVAAN SHRIKE

95 PTS

M	T	Sv	W	LD	OC
12"	4	3+	5	6+	1

INVULNERABLE SAVE 4+

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

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.

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.

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.

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Jump Pack, Kayvaan Shrike, Phobos, Leader, Smoke, Explosives, Captain
FACTION KEYWORDS: Adeptus Astartes, Raven Guard