RAVENERS

125 PTS

M	T	Sv	W	LD	OC
10"	5	4+	3	8+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ravener claws and talons TWIN-LINKED	Melee	3	3+	5	-2	2

ABILITIES

Death From Below
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

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

FACTION RULES

Synapse
If your Army Faction is TYRANIDS, while a TYRANIDS unit from your army is within 6" of one or more friendly SYNAPSE models, that TYRANIDS unit is said to be within Synapse Range of that model and of your army. While a TYRANIDS unit from your army is within Synapse Range of your army:

- Each time that unit takes a Battle-shock test, take that test on 3D6 instead of 2D6.
- Each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

CORE RULES

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.

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).

AUFSTELLUNG

5x Ravener (40mm)

Equipped with: Ravener claws and talons

KEYWORDS: Infantry, Great Devourer, Raveners, Vanguard Invader, Burrowers
FACTION KEYWORDS: Tyranids