HYPERADAPTED RAVENERS

RAVENER PRIME

M	T	SV	W	LD	OC
10"	5	4+	6	7+	1

AUFSTELLUNG

1x Ravener Prime - Equipped with: Prime claws and talons (40mm)
3x Ravener oder Ravener w/ Venom bolt (40mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Venom bolt ASSAULT, IGNORES COVER, TORRENT	12"	D6+3	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Prime claws and talons ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED	Melee	6	3+	5	-2	2
Ravener heavy claws and talons ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED	Melee	3	3+	5	-2	2

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Shadow in the Warp, Synapse

Alpha Invader
Weapons equipped by models in this unit have the [**SUSTAINED HITS** 1] ability.

Hypersensory Array
Once per battle round, you can target this unit with the Rapid Ingress/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.

Leader
This unit can be attached to the following units: Raveners

Ravener Prime KEYWORDS: Character, Synapse
KEYWORDS: Infantry, Great Devourer, Vanguard Invader, Burrowers, Hyperadapted Raveners, Character, Leader

FACTION: Tyranids **165 PTS**

WEAPON RULES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Ravener Prime KEYWORDS: Character, Synapse
KEYWORDS: Infantry, Great Devourer, Vanguard Invader, Burrowers, Hyperadapted Raveners, Character, Leader

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

Ravener Prime KEYWORDS: Character, Synapse
KEYWORDS: Infantry, Great Devourer, Vanguard Invader, Burrowers, Hyperadapted Raveners, Character, Leader