# RAVENWING DARKSHROUD

**80 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 14" | 8 | 3+ | 10 | 6+ | 3 |

**INVULNERABLE SAVE** 5+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Assault Cannon<br>SUSTAINED HITS 1 | 24" | 6 | 3+ | 6 | -2 | 1 |
| Heavy Bolter<br>RAPID FIRE 2<br>SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Armoured Hull | Melee | 3 | 4+ | 6 | 0 | 1 |

## ABILITIES

**Icon of Old Caliban**
While a friendly Dark Angels unit is within 6" of this unit, that unit has Stealth.

## WEAPON ABILITIES

**Rapid Fire**
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

**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).*

## AUFSTELLUNG

1x Ravenwing Darkshroud (Large Flying Base)

**Equipped with:** Assault Cannon, Heavy Bolter, Armoured Hull

**Wargear Options:**
- This model can replace its Heavy Bolter with Assault Cannon.

**KEYWORDS:** Darkshroud, Imperium, Fly, Vehicle, Ravenwing, Frame
**FACTION KEYWORDS:** Dark Angels, Adeptus Astartes

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## 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.

## CORE RULES

**Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**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 15"**
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:** Darkshroud, Imperium, Fly, Vehicle, Ravenwing, Frame
**FACTION KEYWORDS:** Dark Angels, Adeptus Astartes