

RAVENWING COMMAND SQUAD

- Support
- Close-quarters
- Combat Doctrines

RAVENWING ANCIENT	M 12"	T 6	SV 3+	W 4	LD 6+	OC 2	RW 5+
RAVENWING APOTHECARY	M 12"	T 6	SV 3+	W 4	LD 6+	OC 2	RW 5+
RAVENWING CHAMPION	M 12"	T 6	SV 3+	W 4	LD 6+	OC 2	RW 5+

115 PTS

Base 75x42mm Oval Base



1 KOMMANDO

Narthecium
While this unit contains a Ravenwing Apothecary, in your Command phase, this unit heals D3+1 wounds.

2 BEWEGUNG

Honour or Death
While this unit contains a Ravenwing Champion:
- This unit has +1 to advance rolls and charge rolls.
- When you target this unit with the Heroic Intervention stratagem, that use is -1CP.

3 BESCHUSS

Bolt Pistol **PISTOL**
R 12" A 1 BS 3+ S 4 AP 0 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Bolt pistol **CLOSE-QUARTERS**
R 12" A 1 BS 3+ S 5 AP -1 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Grenade Launcher - Frag **BLAST 1**
R 24" A 4 BS 3+ S 4 AP -1 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3 T4 T5-7 T8+

Grenade Launcher - Krak **RAPID FIRE 1**
R 24" A 1 BS 3+ S 10 AP -2 D 3
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-5 T6-9 T10 T11-19 T20+

Plasma talon - Standard **RAPID FIRE 1**
R 18" A 2 BS 3+ S 7 AP -2 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-6 T7 T8-13 T14+

Plasma talon - Supercharged **HAZARDOUS** **RAPID FIRE 1**
R 18" A 2 BS 3+ S 8 AP -3 D 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-4 T5-7 T8 T9-15 T16+

4 ANGRIFF

5 NAHKAMPF

Corvus Hammers **DEVASTATING WOUNDS**
R Melee A 4 WS 3+ S 5 AP -2 D 1
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-2 T3-4 T5 T6-9 T10+

Master-crafted power weapon
R Melee A 6 WS 2+ S 6 AP -2 D 2
VERWUNDET
2+ 3+ 4+ 5+ 6+
T1-3 T4-5 T6 T7-11 T12+

VERTEIDIGUNG

IMMER / EINMALIG

Astartes Banner
While this unit contains a Ravenwing Ancient, this unit has +1 OC.

GEGEN DIESE EINHEIT

Ravenwing Ancient
W6 · RW 3+ · 5++ · 4 LP je Modell
WIRD VERWUNDET MIT
2+ 3+ 4+ 5+ 6+
S12+ S7-11 S6 S4-5 S1-3
RETTUNGSWURF JE DS
DS 0 DS -1 DS -2 DS -3 DS -4
3+ 4+ 5+ 5++ 5++

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Ravenwing Ancient - Equipped with: Corvus Hammers, Bolt pistol, Grenade Launcher - Krak, Grenade Launcher - Frag, Plasma talon - Standard, Plasma talon - Supercharged
1x Ravenwing Apothecary - Equipped with: Grenade Launcher - Krak, Grenade Launcher - Frag, Plasma talon - Standard, Plasma talon - Supercharged, Corvus Hammers, Bolt Pistol
1x Ravenwing Champion - Equipped with: Grenade Launcher - Krak, Grenade Launcher - Frag, Plasma talon - Standard, Plasma talon - Supercharged, Bolt Pistol, Master-crafted power weapon
• Each Ravenwing Ancient can be equipped with 1x Plasma Talon.
• Each Ravenwing Apothecary can be equipped with 1x Plasma Talon.
• Each Ravenwing Champion can be equipped with 1x Plasma Talon.

Anführer
This unit can be attached to the following units:
• Outrider Squad
• Ravenwing Black Knights