IMPERIUM - DARK ANGELS

RAVENWING BLACK KNIGHTS

Combat Doctrines

M	T	SV	W	LD	OC	RW
12"	6	3+	3	6+	2	5+

85–170 PTS
Base 75x42mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Bolt Pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Grenade Launcher - Frag — BLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Grenade Launcher - Krak — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

➤ Plasma talon - Standard — RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma talon - Supercharged — HAZARDOUS — RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

Knights of Caliban
If this unit made a charge move this turn, this unit's melee attacks have [ANTI-MONSTER/VEHICLE 4+].

5 NAHKAMPF

Corvus Hammers — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 3+ · 5++ · 3 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

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

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight w/ Plasma Talon oder Ravenwing Black Knight w/ Grenade Launcher

Ausrüstung: Bolt Pistol, ➤ Grenade Launcher - Frag, ➤ Grenade Launcher - Krak, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers

▪ Each Ravenwing Huntmaster can be equipped with 1x Plasma Talon.

KEYWORDS Mounted, Grenades, Imperium, Ravenwing Black Knights, Ravenwing · **FRAKTION** Dark Angels, Adeptus Astartes