

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



1KOMMANDO

Narthecium

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

2BEWEGUNG

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.

3BESCHUSS

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+

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

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

5NAHKAMPF

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+

Master-crafted power weapon

Melee

R	A	WS	S	AP	D
6	2+	6	-2	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

KEYWORDS Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character - FRAKTION Dark Angels, Adeptus Astartes - RAVENWING ANCIENT Mounted - RAVENWING APOTHECARY Mounted - RAVENWING CHAMPION Ravenwing, Character, Mounted