RAVENWING TALONMASTER [LEGENDS]

105 PTS

M	T	SV	W	LD	OC
16"	7	3+	6	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin Assault Cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	6	3+	6	0	1
Twin Heavy Bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Weapon	Melee	5	3+	5	-2	1

AUFSTELLUNG

1x Ravenwing Talonmaster [Legends]

Equipped with: Twin Assault Cannon, Twin Heavy Bolter, Power Weapon

ABILITIES

Invulnerable Save
5+

Master of Manoeuvre
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

Nowhere To Hide
While a friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit is within 6" of this model, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Talonmaster
While this model is within 3" of one or more other friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle units, this model has the Lone Operative ability.

KEYWORDS: Vehicle, Character, Fly, Ravenwing, Ravenwing Talonmaster, Imperium

FACTION: Adeptus Astartes, Dark Angels

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

Twin-linked

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

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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.

Deadly Demise 1

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").

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