

# RAVENWING BLACK KNIGHTS

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

## AUFSTELLUNG

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight w/ Plasma Talon oder Ravenwing Black Knight w/ Grenade Launcher (75x42mm Oval Base)

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

## Wargear Options:

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

## RANGED WEAPONS

| WEAPON                                                   | RANGE | A | BS | S  | AP | D |
|----------------------------------------------------------|-------|---|----|----|----|---|
| Bolt Pistol<br>PISTOL                                    | 12"   | 1 | 3+ | 4  | 0  | 1 |
| ➤ Grenade Launcher - Frag<br>BLAST 1                     | 24"   | 4 | 3+ | 4  | -1 | 1 |
| ➤ Grenade Launcher - Krak<br>RAPID FIRE 1                | 24"   | 1 | 3+ | 10 | -2 | 3 |
| ➤ Plasma talon - Standard<br>RAPID FIRE 1                | 18"   | 2 | 3+ | 7  | -2 | 1 |
| ➤ Plasma talon - Supercharged<br>HAZARDOUS, RAPID FIRE 1 | 18"   | 2 | 3+ | 8  | -3 | 2 |

## MELEE WEAPONS

## ABILITIES

### RULES - Combat Doctrines

#### Knights of Caliban

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



| WEAPON                               | RANGE | A | WS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Corvus Hammers<br>DEVASTATING WOUNDS | Melee | 4 | 3+ | 5 | -2 | 1 |

## WEAPON RULES

### 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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### 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.*



## 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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

## Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

## 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).*

