

RAVENWING COMMAND SQUAD

RAVENWING ANCIENT

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

RAVENWING APOTHECARY

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

RAVENWING CHAMPION

M	T	SV	W	LD	OC	
12"	6	3+	4	6+	2	5+

AUFSTELLUNG

1x Ravenwing Ancient - Equipped with: Corvus Hammers, Bolt pistol, ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged (75x42mm Oval Base)

1x Ravenwing Apothecary - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Corvus Hammers, Bolt Pistol (75x42mm Oval Base)

1x Ravenwing Champion - Equipped with: ➤ Grenade Launcher - Krak, ➤ Grenade Launcher - Frag, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged, Bolt Pistol, Master-crafted power weapon (75x42mm Oval Base)

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol	12"	1	3+	4	0	1

Ravenwing Ancient KEYWORDS: Mounted
Ravenwing Apothecary KEYWORDS: Mounted
Ravenwing Champion KEYWORDS: Ravenwing, Character, Mounted
KEYWORDS: Mounted, Imperium, Ravenwing Command Squad, Ravenwing, Support, Explosives, Character

ABILITIES

CORE - Support

RULES - Close-quarters, Combat Doctrines



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Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Grenade Launcher - Frag BLAST 1	24"	4	3+	4	-1	1
► Grenade Launcher - Krak RAPID FIRE 1	24"	1	3+	10	-2	3
► Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
► Plasma talon - Supercharged HAZARDOUS, RAPID FIRE 1	18"	2	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Corvus Hammers DEVASTATING WOUNDS	Melee	4	3+	5	-2	1
Master-crafted power weapon	Melee	6	2+	6	-2	2

Astartes Banner

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

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.

Narthecium

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

Leader

This unit can be attached to the following units:

- Outrider Squad
- Ravenwing Black Knights

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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.*

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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).

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