

RAVENWING DARKSHROUD

M	T	SV	W	LD	OC	
14"	8	3+	10	6+	3	

AUFSTELLUNG

1x Ravenwing Darkshroud (Large Flying Base)

Equipped with: Assault Cannon, Heavy Bolter, Armoured Hull

Wargear Options:

- This model can replace its Heavy Bolter with Assault Cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2, SUSTAINED HITS 1	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3, Deep Strike, Lone Operative 15"

Icon of Old Caliban

While a friendly Dark Angels unit is within 6" of this unit, that unit has Stealth.

WEAPON RULES

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).*



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).

