

SAMMAEL

M	T	SV	W	LD	OC	
12"	6	3+	7	6+	2	

AUFSTELLUNG

1x Sammael (Large Flying Base)

Equipped with: Bolt pistol, Master-crafted plasma cannon, Twin storm bolter, The Raven Sword

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Master-crafted plasma cannon BLAST 1	36"	3	2+	8	-3	3
Twin storm bolter RAPID FIRE 2, TWIN-LINKED	24"	2	2+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven Sword SUSTAINED HITS 2	Melee	6	2+	6	-3	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Transhuman Strategist

Cut Off Their Escape

When an enemy unit engaged with this unit (excluding Monster/Vehicle units) makes a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is battle-shocked, -1 from those hazard rolls.

Grand Master of the Ravenwing

- This unit has Mobile.
- In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Master of the Ravenwing

Ravenwing model only. This model's unit can declare a charge in a turn in which it Advanced, and you can re-roll Charge rolls made for that unit.



Leader

This model can be attached to the following units:

OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS



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).*

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).*

Twin-linked

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

