IMPERIUM - DARK ANGELS

RAVENWING COMMAND SQUAD

115 PTS

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+

RANGED WEAPONS

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

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.

ABILITIES

CORE - Support

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

FACTION: Dark Angels, Adeptus Astartes **115 PTS**

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

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).*

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

CORE RULES

◈ Close-quarters

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.

◈ 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.

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