

RAVENWING COMMAND SQUAD -
IMPERIUM - DARK ANGELS

105 PTS

RAVENWING ANCIENT

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

INVULNERABLE
SAVE

5+

RAVENWING APOTHECARY

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

INVULNERABLE
SAVE

5+

RAVENWING CHAMPION

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

1x Ravenwing Ancient - Equipped with: Black Knight combat weapon, Bolt Pistol, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged
1x Ravenwing Apothecary - Equipped with: Black Knight combat weapon, Bolt Pistol, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged
1x Ravenwing Champion - Equipped with: Bolt Pistol, Master-crafted power weapon, ➤ Plasma talon - Standard, ➤ Plasma talon - Supercharged

Wargear Options:

- Each Ravenwing Ancient can replace its Astartes grenade launcher with Plasma Talon.
- Each Ravenwing Apothecary can replace its Astartes grenade launcher with Plasma Talon.
- Each Ravenwing Champion can replace its Astartes grenade launcher with Plasma Talon.

Ravenwing Champion KEYWORDS: Character, Ravenwing
KEYWORDS: Mounted, Grenades, Imperium, Ravenwing Command Squad, Ravenwing, Character, Support
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt Pistol PISTOL	12"	1	3+	4	0	1
➤ 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
Black Knight combat weapon DEVASTATING WOUNDS	Melee	3	3+	5	-2	1
Master-crafted power weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE - Support

Astartes Banner

While this unit contains a Ravenwing Ancient, add 1 to the Objective Control characteristic of models in this unit.

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Honour or Death

While this unit contains a Ravenwing Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.

Narthecium

While this unit contains a Ravenwing Apothecary, in your Command phase, you can return 1 destroyed model (excluding Character and Invader ATV models) to this unit.

Leader

This unit can be attached to the following units:

- Outrider Squad
- Ravenwing Black Knights

WEAPON ABILITIES

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.

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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).