

AETHON SHAAN - IMPERIUM - RAVEN
GUARD

100 PTS

M	T	Sv	W	LD	OC
14"	4	3+	5	6+	1

INVULNERABLE
SAVE



AUFSTELLUNG

1x Aethon Shaan

Equipped with: Claws of Severax

KEYWORDS: Character, Epic Hero, Infantry, Fly, Jump Pack, Imperium, Tacticus, Chapter Master, Aethon Shaan

FACTION KEYWORDS: Adeptus Astartes, Raven Guard

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws of Severax SUSTAINED HITS 2, TWIN-LINKED	Melee	7	2+	5	-2	2

ABILITIES

Blackwing Mantle

You can target this model's unit with the Rapid Ingress and Heroic Intervention Stratagems for OCP, even if you have already used that Stratagem on a different unit this phase.

Chapter Master of the Raven Guard

At the start of the Declare Battle Formations step, if your army includes Aethon Shaan and Kayvaan Shrike, until the end of the battle, your Kayvaan Shrike unit loses its Lone Operative ability and it replaces its Chapter Master keyword with Captain.

Master of Shadows

In your Command phase, you can select one unit from your opponent's army. Until the start of your next Command phase, each time an Adeptus Astartes unit from your army declares a charge while it is within 12" of that enemy unit, you can re-roll the Charge roll, but it must declare that enemy unit as a target of that charge (if possible).

WEAPON ABILITIES

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.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).