



RAVENWING BLACK KNIGHTS

75–150 PTS

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



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	

ABILITIES

Attached Unit

If a Character unit from your army with the Leader ability can be attached to an Outrider Squad, it can be attached to this unit instead.

Knights of Caliban

Each time this unit is selected to fight, if it made a Charge move this turn, until the end of the phase, melee weapons equipped by models in this unit have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.



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AUFSTELLUNG

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight oder Ravenwing Black Knight w/ Grenade Launcher

Equipped with: Bolt Pistol, ► Plasma talon - Standard, ► Plasma talon - Supercharged, Black Knight combat weapon

Wargear Options:

- Each Ravenwing Huntmaster can replace its Astartes grenade launcher with Plasma Talon.

WEAPON RULES

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).*