



RAVENWING DARK TALON

200 PTS

M	T	SV	W	LD	OC
-	8	3+	11	6+	-



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
2x Hurricane bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	4	0	1

Rift cannon BLAST, DEVASTATING WOUNDS	18"	D3+1	3+	16	-4	3
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MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Ravenwing Dark Talon

Equipped with: Hurricane bolter, Rift cannon, Armoured Hull

ABILITIES

Damaged: 1-3 Wounds Remaining

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Stasis Bomb

At the end of your opponent's Fight phase, select one visible enemy unit (excluding AIRCRAFT/Lone Operative units) within 24" of this unit. That enemy unit is slowed until the end of your opponent's next Movement phase:

- While a unit is slowed, in your opponent's Movement phase, when that unit is selected to move, unless that unit remains stationary, roll one D6:
 - On a 1-4, that unit suffers D3 mortal wounds and that unit has -2" M.
 - On a 5-6, that unit suffers 2D3 mortal wounds and that unit has -3" M.'



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5+

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.*



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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).

Twin-linked

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

RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").