



RAVENWING DARKSHROUD

70 PTS

M	T	SV	W	LD	OC
14"	8	3+	10	6+	3

🎯 RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2

⚔️ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon	Melee	4	3+	4	0	1

AUFSTELLUNG

1x Ravenwing Darkshroud

Equipped with: Assault cannon, Heavy bolter, Close Combat Weapon

Wargear Options:

- This model can replace its Heavy bolter with Assault cannon.

ABILITIES

Icon of Old Caliban (Aura)

Friendly ADEPTUS ASTARTES units within 6" of this unit have Stealth

Invulnerable Save

5+

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.



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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).

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").