



# RAVENWING TALONMASTER

## [LEGENDS]

105 PTS

| M   | T | SV | W | LD | OC |
|-----|---|----|---|----|----|
| 16" | 7 | 3+ | 6 | 6+ | 2  |

| RANGED WEAPONS                                         |       |   |    |   |    |   |
|--------------------------------------------------------|-------|---|----|---|----|---|
| WEAPON                                                 | RANGE | A | BS | S | AP | D |
| Twin Assault Cannon<br>DEVASTATING WOUNDS, TWIN-LINKED | 24"   | 6 | 3+ | 6 | 0  | 1 |
| Twin Heavy Bolter<br>SUSTAINED HITS 1, TWIN-LINKED     | 36"   | 3 | 3+ | 5 | -1 | 2 |

| MELEE WEAPONS |       |   |    |   |    |   |
|---------------|-------|---|----|---|----|---|
| WEAPON        | RANGE | A | WS | S | AP | D |
| Power Weapon  | Melee | 5 | 3+ | 5 | -2 | 1 |

### AUFSTELLUNG

1x Ravenwing Talonmaster [Legends]

**Equipped with:** Twin Assault Cannon, Twin Heavy Bolter, Power Weapon

### ABILITIES

#### Invulnerable Save

5+

#### Master of Manoeuvre

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

#### Nowhere To Hide

While a friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle unit is within 6" of this model, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

#### Talonmaster

While this model is within 3" of one or more other friendly Adeptus Astartes Mounted or Adeptus Astartes Fly Vehicle units, this model has the Lone Operative ability.



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### 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.*

#### 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).*

KEYWORDS: Vehicle, Character, Fly, Ravenwing, Ravenwing Talonmaster, Imperium

FACTION: Adeptus Astartes, Dark Angels



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### Twin-linked

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

## RULES

### Deadly Demise 1

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").

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