

RAVENWING DARKSHROUD

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

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.

⦿ 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

ABILITIES

RULES - Deadly Demise D3

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.*

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).*

