

AETHON SHAAN

M	T	SV	W	LD	OC	
14"	4	3+	5	6+	1	4+

AUFSTELLUNG

1x Aethon Shaan

Equipped with: Claws of Severax

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws of Severax SUSTAINED HITS 2, TWIN-LINKED	Melee	7	2+	5	-2	2

ABILITIES

RULES - Deep Strike, Lone Operative, Stealth

Blackwing Mantle

You can target this model's unit with the Rapid Ingress and Heroic Intervention Stratagems for OCP, even if you have already used that Stratagem on a different unit this phase.

Chapter Master of the Raven Guard

At the start of the Declare Battle Formations step, if your army includes Aethon Shaan and Kayvaan Shrike, until the end of the battle, your Kayvaan Shrike unit loses its Lone Operative ability and it replaces its Chapter Master keyword with Captain.

Master of Shadows

In your Command phase, you can select one unit from your opponent's army. Until the start of your next Command phase, each time an Adeptus Astartes unit from your army declares a charge while it is within 12" of that enemy unit, you can re-roll the Charge roll, but it must declare that enemy unit as a target of that charge (if possible).



WEAPON RULES

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).

Twin-linked

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

