

HYPERADAPTED RAVENERS

RAVENER PRIME

M	T	SV	W	LD	OC
10"	5	4+	6	7+	1

AUFSTELLUNG

1x Ravener Prime - Equipped with: Prime claws and talons (40mm)
3x Ravener oder Ravener w/ Venom bolt (40mm)

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Venom bolt ASSAULT, IGNORES COVER, TORRENT	12"	D6+3	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Prime claws and talons ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED	Melee	6	3+	5	-2	2
Ravener heavy claws and talons ANTI-MONSTER 5+, ANTI-VEHICLE 5+, TWIN-LINKED	Melee	3	3+	5	-2	2

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader, Shadow in the Warp, Synapse

Alpha Invader

Weapons equipped by models in this unit have the
[SUSTAINED HITS 1] ability.

Hypersensory Array

Once per battle round, you can target this unit with the Rapid Ingress/Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that stratagem on other units this phase.

Leader

This unit can be attached to the following units: Ravensers

Ravener Prime KEYWORDS: Character, Synapse

KEYWORDS: Infantry, Great Devourer, Vanguard Invader, Burrowers, Hyperadapted Ravensers, Character, Leader



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WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



Twin-linked

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

