

RAVENWING BLACK KNIGHTS

75–150 PTS



M12"

T5

SV3+

W3

LD6+

OC2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt Pistol PISTOL	12"	1	3+	4	0	1
Bolt Pistol PISTOL	12"	1	3+	4	0	1
► Plasma talon - Standard RAPID FIRE 1	18"	2	3+	7	-2	1
► Plasma talon - Supercharged HAZARDOUS RAPID FIRE 1	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Knight combat weapon DEVASTATING WOUNDS	Melee	3	3+	5	-2	1

AUFSTELLUNG

3-6x Ravenwing Huntmaster oder Ravenwing Black Knight oder Ravenwing Black Knight w/ Grenade Launcher

Equipped with: Bolt Pistol, ► Plasma talon - Standard, ► Plasma talon - Supercharged, Black Knight combat weapon

Wargear Options:

- Each Ravenwing Huntmaster can replace its Astartes grenade launcher with Plasma Talon.

ABILITIES

- Attached Unit**

If a Character unit from your army with the Leader ability can be attached to an Outrider Squad, it can be attached to this unit instead.
- Knights of Caliban**

Each time this unit is selected to fight, if it made a Charge move this turn, until the end of the phase, melee weapons equipped by models in this unit have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

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.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).