

KAYVAAN SHRIKE

100 PTS



M	T	SV	W	LD	OC	
12"	4	3+	5	6+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blackout PISTOL PRECISION	18"	2	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Raven's Talons PRECISION TWIN-LINKED	Melee	7	2+	5	-2	2

AUFSTELLUNG

1x Kayvaan Shrike

Equipped with: Blackout, The Raven's Talons

ABILITIES

CORE - Leader

Echo of the Ravenspire

At the end of your opponent's turn, if this model's unit is not within Engagement Range of any enemy models, you can remove it from the battlefield and place it into Strategic Reserves.

Inspiring Commander

If you include this model in your army, until the end of the battle, non-Character models in Assault

Intercessors with Jump Packs units from your army have an Objective Control characteristic of 2 while they are not Battle-shocked.

Trifold Path of Shadow

While this model is leading a unit, models in this unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSORS WITH JUMP PACKS
- VANGUARD VETERAN SQUAD WITH JUMP PACKS

WEAPON RULES

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.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

TWIN-LINKED

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



CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

