


RAVENWING TALONMASTER


WARHAMMER LEGENDS

M T SV W LD OC

16" 7 3+ 6 6+ 2

5+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power weapon	Melee	5	3+	5	-2	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

Talonmaster: While this model is within 3" of one or more other friendly **ADEPTUS ASTARTES MOUNTED** or **ADEPTUS ASTARTES FLY VEHICLE** units, this model has the Lone Operative ability.

Nowhere to Hide: While a friendly **ADEPTUS ASTARTES MOUNTED** or **ADEPTUS ASTARTES FLY VEHICLE** unit is within 6" of this model, ranged weapons equipped by models in that unit have the **[IGNORES COVER]** ability.

Master of Manoeuvre: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, this model can make a Normal move of up to 6".

KEYWORDS: **VEHICLE, CHARACTER, FLY, IMPERIUM, RAVENWING, RAVENWING TALONMASTER**



FACTION KEYWORDS: **ADEPTUS ASTARTES, DARK ANGELS**

RAVENWING TALONMASTER

WARHAMMER LEGENDS

Mounted in a Land Speeder outfitted with additional auspex scanners and vox-casters, it is a Talonmaster's role to direct the Ravenwing's fire, using his equipment to ensure no quarry can hide from them. They even identify foes seeking temporary refuge in dense terrain, revealing their location to all Ravenwing warriors.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ravenwing Talonmaster

This model is equipped with: twin assault cannon; twin heavy bolter; power weapon.

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FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS



DEATHWING STRIKEMASTER

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 5 6+ 1

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [RAPID FIRE 2]	24"	2	2+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	4	3+	8	-2	2
Mace of absolution	Melee	5	2+	6	-1	3
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	4	3+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	6	2+	5	-2	1

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vanquish the Foe: Each time this model makes an attack that targets an enemy unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 6.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, DEATHWING, TERMINATOR, LIEUTENANT, DEATHWING STRIKEMASTER



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING STRIKEMASTER

WARHAMMER LEGENDS

Deathwing Strikemasters serve as the Deathwing's Lieutenants. To earn such an esteemed rank they have carried out deeds of enormous bravery on countless battlefields, honing their skills as warriors and leaders. In battle they guide their Deathwing brethren with skill and pride, bringing death to the enemy.

WARGEAR OPTIONS

- This model's storm bolter and master-crafted power weapon can be replaced with either 1 twin lightning claws, or two different weapons from the following list:
 - 1 storm bolter
 - 1 chainfist
 - 1 mace of absolution
 - 1 power fist
 - 1 thunder hammer
 - 1 storm shield

UNIT COMPOSITION

- **1 Deathwing Strikemaster**

This model is equipped with: storm bolter; master-crafted power weapon.

LEADER

This model can be attached to the following units:

- **DEATHWING COMMAND SQUAD**
- **DEATHWING TERMINATOR SQUAD**
- **RELIC TERMINATOR SQUAD**
- **TERMINATOR ASSAULT SQUAD**
- **TERMINATOR SQUAD**

*You can attach this model to one of the above units even if one **CAPTAIN** model has already been attached to it. If you do, and that **Bodyguard** unit is destroyed, the **Leader** units attached to it become separate units, with their original **Starting Strengths**.*

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FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING COMMAND SQUAD

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 3 6+ 1

4+ INVULNERABLE SAVE

☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
➤ Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
➤ Plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	1
➤ Plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	8	-2	2
Halberd of Caliban [PRECISION]	Melee	5	3+	6	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, IMPERIUM, DEATHWING, TERMINATOR, DEATHWING COMMAND SQUAD

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Narthecium: While this unit contains an Apothecary, in your Command phase, you can return 1 destroyed model (excluding CHARACTER models) to this unit.

Astartes Banner: While this unit contains an Ancient, add 1 to the Objective Control characteristic of its models.

Honour or Death: While this unit contains a Company Champion, add 1 to Advance and Charge rolls made for this unit and you can target this unit with the Heroic Intervention Stratagem for OCP.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.



FACTION KEYWORDS: ADEPTUS ASTARTES, DARK ANGELS

DEATHWING COMMAND SQUAD

WARHAMMER LEGENDS

On occasion a Deathwing squad will be formed into an honour guard to accompany high-ranking members of the Inner Circle, such as Librarians, Interrogator-Chaplains and even Company Masters. Together, they will lead their brothers straight into the heart of battle, where their skills are most needed.

WARGEAR OPTIONS

- Any number of Deathwing Command Terminators can each have their storm bolter and power fist replaced with one of the following:
 - 1 twin lightning claws
 - 1 thunder hammer and 1 storm shield
- Any number of Deathwing Command Terminators can each have their power fist replaced with 1 chainfist.
- 1 Deathwing Command Terminator's power fist can be replaced with 1 power weapon.
- For every 5 models in this unit, 1 Deathwing Command Terminator can replace its storm bolter with one of the following:
 - 1 assault cannon
 - 1 heavy flamer
 - 1 plasma cannon
 - 1 storm bolter and 1 cyclone missile launcher (this model's storm bolter cannot be replaced)
- This unit can be equipped with 1 Watcher in the Dark.*

* The rules for a Watcher in the Dark can be found on the **DEATHWING KNIGHTS** datasheet.

KEYWORDS: INFANTRY, IMPERIUM, DEATHWING, TERMINATOR, DEATHWING COMMAND SQUAD

UNIT COMPOSITION

- 1 Deathwing Ancient
- 1 Deathwing Apothecary
- 1 Deathwing Champion
- 2-7 Deathwing Command Terminators

The **Deathwing Ancient** is equipped with: storm bolter; power fist.

The **Deathwing Apothecary** is equipped with: storm bolter; chainfist.

The **Deathwing Champion** is equipped with: halberd of Caliban.

Every **Deathwing Command Terminator** is equipped with: storm bolter; power fist.

ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **TERMINATOR SQUAD**, it can be attached to this unit instead.



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