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| Space Marines | Ravenguard | Rapid Assault and Evasion | 500 Points |

Kane’s Ravens

*Kane Ravenborne and his squad of Ravenguard can dash across the battlefield with lightning speed. They are highly resistant to enemy fire while wraith-slipping, and can even deal with armored foes.*

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| Kane Ravenborne | | 150 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | - | 14 | 10 | 2 | |  |
| Rules: | *Jump Pack (Fast)* |  |
| Weapon #1: | Raven Talons (10/6 *Light Weapon*) |  |
| Weapon #2: |  |  |
| Equipment: | - |  |
| Trait: | Kane may immediately move up to 15cm after the next melee assault, but loses one attack for this assault. |  |
| Synergy: | If every unit in Kane’s Squad carries a *Jump Pack*, all units gain an additional +10cm on *Running*. |  |

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| CPN. Assault Marine | | 130 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 8 | 16 | 8 | 2 | |  |
| Rules: | *Jump Pack (Fast), Dodge(10), Wraith-Slipping* |  |
| Weapon #1: | Power Claws (10/6 *Light Weapon*) |  |
| Weapon #2: |  |  |
| Equipment: | *Active Camoflage* |  |
| Traits: | Assault: *Momentum, Nimble; Berserker: Fast&Furious (+5cm charge)* | |

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| --- | --- | --- |
| CPN. Assault Marine | | 130 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 8 | 16 | 8 | 2 | |  |
| Rules: | *Jump Pack (Fast), Dodge(10), Wraith-Slipping* |  |
| Weapon #1: | Power Claws (10/6 *Light Weapon*) |  |
| Weapon #2: |  |  |
| Equipment: | *Active Camoflage* |  |
| Traits: | Assault: *Momentum, Nimble; Berserker: Fast&Furious (+5cm charge)* | |

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| Tactical Marine | | 90 Points |
| stats | |  |  |  |  |  | | --- | --- | --- | --- | --- | | 4 | 11 | 12 | 8 | 2 | |  |
| Rules: | *Jump Pack (Fast), Wraith-Slipping* |  |
| Weapon #1: | Grav Pistol (8/2 *Rending*) |  |
| Weapon #2: | Grav Pistol (8/2 *Rending*) |  |
| Equipment: | *Combat Visor* |  |
| Traits: | Ranger: *Hipshots (+3 MM after moving), Snapshots (1 attack at 15cm enemy)* | |