

Army wide rules:	
Grim Resolve	Re-roll hit rolls of 1 for this model whenever it shoots (including Overwatch) as long as it remains stationary.
And They Shall Know No Fear	Re-roll failed Morale tests for this model.

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Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Eliminator</i>	6	3+	3+	4	4	2	2	8	3+	-
Weapons	Type		Rng	Str	AP	Dmg	Rule			
<i>Bolt Sniper Rifle (3)</i>										

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Ravenwing Biker (27)										Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is
Ravenwing Biker	14	3+	3+	4	5	2	1	7	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Bolt Pistol	Pistol 1	12	4	0	1					
Frag Grenades	Grenade D6	6	3	0	1					
Krag Grenades	Grenade 1	6	6	1	D3					
Bike with Twin Boltgun (2)	Rapid Fire 2	24	4	0	1					
Rule	Effect									
Jink	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)									
Turbo-boost	When this model Advances, add 6" to its Move instead of rolling a dice.									
Keywords	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Bike Squad, Ravenwing									

Ravenwing Black Knight (46)										Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Ravenwing Black Knight</i>	14	3+	3+	4	5	2	2	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
<i>Bolt Pistol</i>	Pistol 1	12	4	0	1					
<i>Frag Grenades</i>	Grenade D6	6	3	0	1					
<i>Krag Grenades</i>	Grenade 1	6	6	1	D3					
<i>Corvus Hammer</i>	Melee		+1	1	1	Each wound roll of 6+ causes D3 damage.				
<i>Bike with Plasma Talon</i>										
- <i>Standard</i>	Assault 2	18	7	3	1					
- <i>Supercharge</i>	Assault 2	18	8	3	2	On a hit roll of 1, the bearer is slain (after weapon resolved)				
Rule	Effect									
<i>Jink</i>	Gain a 4+ invulnerable save against shooting attacks if you advanced (lasts until the next movement phase)									
<i>Turbo-boost</i>	When this model Advances, add 6" to its Move instead of rolling a dice.									
Keywords	Imperium, Adeptus Astartes, Dark Angels, Biker, Ravenwing Black Knights, Ravenwing									

2x Hellblaster (66)										Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Hellblaster</i>	6	3+	3+	4	4	2	2	7	3+	-
Weapons	Type		Rng	Str	AP	Dmg	Rule			
<i>Bolt Pistol</i>	Pistol 1		12	4	0	1				
<i>Frag Grenades</i>	Grenade D6		6	3	0	1				
<i>Krag Grenades</i>	Grenade 1		6	6	1	D3				
<i>Plasma Incinerator (15)</i>	When firing this weapon, choose one of the profiles below.									
- <i>Standard</i>	Rapid Fire 1		30	7	4	1				
- <i>Supercharge</i>	Rapid Fire 1		30	8	4	2	On a hit roll of 1, the bearer is slain (after weapon resolved)			
Keywords	Imperium, Adeptus Astartes, Dark Angels, Hellblasters, Infantry, Primaris									

