



CORVUS CABAL



Agile and avaricious, the murder-cultists of the Corvus Cabal descend on their prey from above. Always hunting for worthy trinkets to offer the Great Gatherer, chaotic patron of cut-throats and thieves, the Cabal strike without warning or mercy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Raven Darts	8"	1	4+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corvus Weapons	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Corvus Cabal has any number of models, each armed with Corvus Weapons and Raven Darts.

SHADOW PIERCER: 1 in every 9 models in this unit must be a Shadow Piercer. Add 1 to the Attacks characteristic of a Shadow Piercer's melee weapons.

SHRIKE TALON: 1 in every 9 models in this unit must be a Shrike Talon. You can re-roll 1s in charge rolls made for this unit while it includes any Shrike Talons.

ABILITIES

Death From Above: *The Corvus Cabal favour stalking their prey and striking from unexpected angles.*

When this unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, CULTISTS, CORVUS CABAL