SHIELD-CAPTAIN ON DAWNEAGLE JETBIKE - IMPERIUM - ADEPTUS CUSTODES

205 PTS

M	T	Sv	W	LD	OC
12"	8	2+	10	5+	2

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Shield-Captain on Dawneagle Jetbike (75x42mm Oval Base)

Equipped with: Hurricane bolter, Salvo launcher, Interceptor lance

Wargear Options:

- This model can replace its Salvo launcher with Hurricane bolter.

KEYWORDS: Imperium, Mounted, Character, Fly, Shield-Captain, Leader, Emissaries

FACTION KEYWORDS: Adeptus Custodes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter RAPID FIRE 3, TWIN-LINKED	18"	3	2+	5	-1	2
Salvo launcher	24"	2	2+	10	-2	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Interceptor lance LANCE	Melee	8	2+	8	-2	2

ABILITIES

CORE - Leader

Master of the Ka'tahs
(Once per battle round, per unit)

If this unit is not readied, you can use this ability. If you do, this unit is readied.

Sweeping Advance
(Once per battle, per unit)

At the end of the Fight phase, if this unit was eligible to fight this phase:

- If this unit is unengaged, this unit can make a normal move.

- Or: if this unit is engaged, this unit can make a fall-back move.

Leader
This model can be attached to the following units: AGAMATUS CUSTODIANS, VERTUS PRAETORS

WEAPON ABILITIES

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

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FACTION RULES

Aegis of the Emperor
Friendly Adeptus Custodes units with this ability have Feel No Pain 5+ against mortal wounds.

Aquila Commander
At the start of the battle round, if a model with this ability is your Warlord, gain 1CP.

Martial Ka'tah
At the start of your Command phase, friendly Adeptus Custodes units with this ability are readied. While a friendly unit is readied, you can select one of the ka-tah abilities for that unit to use. If you do, that unit is no longer readied.

Each ka-tah ability will tell you when that ka-tah ability can be used and the effects that ka-tah ability has on the unit using it.

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.