260 PTS

GYRFALCON JETBIKE SODALITY

GYRFALCON JETBIKE

M	T	SV	W	LD	OC
12"	8	2+	9	5+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Adrathic Devastator	18"	3	2+	8	-2	3
Arachnus Volley Cannon DEVASTATING WOUNDS, SUSTAINED HITS 1	24"	8	2+	5	-1	1
Lastrum Bolt Cannon SUSTAINED HITS 1	36"	3	2+	6	-2	2
Twin Corvae Las-pulser TWIN-LINKED	18"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Solarite Power Lance LANCE	Melee	5	2+	8	-2	3

ABILITIES

Death Blow
If this unit made a charge move this turn, this unit's melee attacks have +1 AP.

KEYWORDS: Mounted, Fly, Imperium, Gyrfalcon Jetbike Sodality, Emissaries

FACTION: Adeptus Custodes

AUFSTELLUNG

2x Gyrfalcon Jetbike - Equipped with: Solarite Power Lance, Adrathic Devastator, Lastrum Bolt Cannon, Twin Corvae Las-pulser, Arachnus Volley Cannon (75 x 42mm)

Wargear Options:

- This model can replace its Lastrum Bolt Cannon with Adrathic Devastator, Twin Corvae Las-pulser or Arachnus Volley Cannon.

WEAPON RULES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

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

RULES

Aegis of the Emperor

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

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.

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.