

GYRFALCON JETBIKE SODALITY

GYRFALCON JETBIKE

M	T	SV	W	LD	OC	
12"	8	2+	9	5+	2	4+

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.

⦿ 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

RULES - Aegis of the Emperor, Deep Strike, Martial Ka'tah

Death Blow

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



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.

