

VALDOR [LEGENDS]

285 PTS



M	T	SV	W	LD	OC
9"	13	2+	20	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	4+	9	-1	3
Heavy bolter	36"	3	4+	5	-1	2
Heavy flamer	12"	D6	N/A	5	-1	1
Heavy stubber	36"	3	4+	4	0	1
Hunter-killer missile	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter	24"	2	4+	4	0	1
Valdor neutron laser	48"	2	4+	16	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Valdor [Legends]

Equipped with: Autocannon, Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Valdor neutron laser, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy stubber, Storm bolter.
- This model can replace its Autocannon with Heavy bolter, Heavy flamer or Lascannon.

ABILITIES

Damaged: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Power Overload

Each time this model makes an attack that targets a MONSTER or VEHICLE unit, you can re-roll the Damage roll.



WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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).*

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◇ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").