

VALERIAN [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
8"	7	2+	8	5+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gnosis ASSAULT RAPID FIRE 2	24"	3	2+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gnosis	Melee	7	2+	8	-3	3

ABILITIES

CORE - Leader

Golden Laurels
Attacks that target this unit have -1 AP.

Hero of Lion's Gate
(Once per battle, per unit)
After making a hit roll, wound roll or save roll for this model, you can change the result to an unmodified 6.

Leader
This model can be attached to the following units: CUSTODIAN GUARD, CUSTODIAN GUARD WITH ADRASITE AND PYRITHITE SPEARS, CUSTODIAN WARDENS, SAGITTARUM CUSTODIANS

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).

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.

AUFSTELLUNG

1x Valerian [Legends]
Equipped with: Gnosis

KEYWORDS: Valerian,
Infantry, Character,
Imperium, Shield-Captain,
Epic Hero, Leader,
Emissaries
FACTION KEYWORDS:
Adeptus Custodes

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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.

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