

VALERIAN

110 PTS

M	T	Sv	W	LD	OC
6"	6	2+	6	6+	2

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gnosis ASSAULT	24"	3	2+	4	-1	2

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Golden Laurels
While this model is leading a unit, each time a melee attack targets that unit, worsen that Armour Penetration characteristic of that attack by 1.

Hero of Lion's Gate
Once per battle, after making a Hit roll, Wound roll or saving throw for this model, you can change the result of that roll to an unmodified 6.

Leader
This model can be attached to the following units:

- Custodian Guard
- Custodian Guard with Adrasite and Pyrrhite 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).

FACTION RULES

Martial Ka'tah
Each time a unit with this ability is selected to fight, select one of the Ka'tah stances below. Until that unit has finished making its attacks, the selected Stance is active for it and it gains the relevant ability.

- DACATARAI STANCE
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.
- RENDAX STANCE
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



AUFSTELLUNG

1x Valerian
Equipped with: Gnosis



KEYWORDS: Valerian, Infantry, Character, Imperium, Shield-Captain, Epic Hero, Leader
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.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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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