

GLADIATOR VALIANT

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

AUFSTELLUNG

1x Gladiator Valiant

Equipped with: Icarus Rocket Pod, Ironhail Heavy Stubber, Multi-melta, Twin Las-talon, Armoured Hull

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin Las-talon TWIN-LINKED	36"	2	3+	10	-3	D6+1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Ferocious Assault

Each time this model makes an attack with its twin las-talon that targets the closest eligible Monster or Vehicle unit, add 1 to the Hit roll



WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

Twin-linked

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

