

GLADIATOR VALIANT

150 PTS



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

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

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.

ABILITIES

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.

CORE RULES

◇ Deadly Demise D3

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").

