

**Valiant WS: 0-1 per 250 points**

**Cost: 38 points**

Valiant WS							Tombstone	
SPEED	MV (inches)	45° Turns	CMV	TN	AM	DM	AM	DM
Stationary	0	0	0	6	8	8	7	6
Slow	1-4	1	3"	8				
Cruising	5-11	3	3"	10				
Fast	12-16	3	3"	12				

**Model Type:** Vehicle / Car

**Structure:** 3

**Load-Out:** Choose 0 - 1 options

**Load-Out Options:**

#1 - 1 Missile Launcher for additional 5 points

#2 - 1 Mini-Gun for additional 6 points

#3 - 1 Twin Missile Launcher plus Link System for additional 15 points

#4 - 1 Twin Mini-Gun plus Link System for additional 17 points

#5 - 1 Twin Missile Launcher, 1 Mini-Gun plus 2 Link Systems for additional 26 points

#6 - 1 Twin Mini-Gun, 1 Missile Launcher plus 2 Link Systems for additional 27 points

**Mini-Gun**

**Range:** 12" **Power:** 4d6 **ROF:** 3 **AP:** 1

**Structure Points required:** 1

**Twin Mini-Gun**

**Range:** 12" **Power:** 4d6 **ROF:** 3 **AP:** 3

**Structure Points required:** 2

**Special Rules:** Twin linked weapons fire at the same target; roll once to hit for each ROF.

**Missile Launcher**

**Range:** 18" **Power:** 4d10 **Blast:** 3" **ROF:** 1 **AP:** 2

**Structure Points required:** 1

**Twin Missile Launcher**

**Range:** 18" **Power:** 4d10 **Blast:** 4" **ROF:** 1 **AP:** 2

**Structure Points required:** 2

**Special Rules:** Twin linked weapons fire at the same target; roll once to hit for each ROF.

**Link System**

**Structure Points required:** 0

**Special Rules:** A Link System is needed for all twin weapon systems. If an additional weapon is added (see Load-Out Options #5, #6) an additional Link System must be used (points for Link System are included in the Load-Out Options).

If the twin weapon system or the additional weapon has an ROF greater than 1, the second shot is taken at -1 RC, the third shot is taken at -2 RC. If a gunner is purchased, ignore the RC modifications.

## Valiant WS conitnued

### Vehicle Options:

One passenger or gunner may be carried armed with an automatic pistol for an additional 3 points

### Vehicle Special Rules:

Ram Damage AP 2 (front only)

Driver and passenger receive 4+ save against damage, including a result on the Devastating Damage Table that causes the driver or passenger to take damage.

Push Through – the Valiant may perform a Push Through if rammed from the front, or it hits a stopped vehicle with its front and the AM of the other vehicle is equal or under the Valiant's AM.

The Valiant is equipped with a Tombstone at no additional cost.

### Tombstone

**AM:** 7 **DM:** 6 when attacked from the rear.

### Special Rules:

When the Tombstone is in place, the Valiant's maximum speed is Cruising.

If the Tombstone is in place and the Valiant is rammed from the rear, an additional 2d6 damage is done to the rammer who must then pass a control test at -1 for each speed level above Slow.

The Tombstone may be released as a free action at any time.

When released, the Tombstone will travel straight backwards with a 1" wide area as follows: Valiant's Speed: Slow, drops to the ground; Cruising: D6" + 1" backwards. Any model in the path of the Tombstone takes 2d10 damage and must make a control roll.

When shooting at the Tombstone, if a roll on the Devastating Damage Table is required (a critical hit or 10 on a damage roll), the Tombstone takes 1 additional point of damage instead of rolling on the table.

**Crew** - 1 Driver (plus 1 Passenger or 1 Gunner if purchased)

MV	RC	CC	TN	DM	CL	AM
3	4	4	10	1	5	4

### Gear:

**Driver** – Automatic Pistol

**Passenger/Gunner** – Automatic Pistol

### Automatic Pistol

**Range:** Close Combat 5" **Power:** 1d6 **ROF:** 2

### Crew Options:

Passenger/gunner may purchase a Rifle for additional 1 point.

Passenger/gunner may purchase a Shotgun for additional 1 point.

### Rifle

**Range:** 14" **Power:** 1d6 **ROF:** 1 **AP:** 1

### Shotgun

**Range:** Close Combat 6" **Power:** 3d6 **ROF:** 1