



Valerian and Aleya



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Valerian	188*	6"	2+	2+	5	5	6	5	9
Aleya		7"	2+	3+	3	3	5	4	9

This unit contains 1 Valerian and 1 Aleya, Valerian is equipped with: Gnosis; misericordia. Aleya is equipped with: Somnus Blade; psyk-out grenades. You can only include one of this unit in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gnosis (shooting)	24"	Rapid Fire 1	4	-1	2	-
Gnosis (melee)	Melee	Melee	+2	-3	D3	-
Misericordia	Melee	Melee	User	-2	1	When the bearer fights, it makes 1 additional attack with this weapon unless it is has a storm shield.
Somnus Blade	Melee	Melee	+1	-3	D3	-
Psyk-out grenade	6"	Grenade D3	2	0	1	When resolving an attack made with this weapon against a PSYKER or DAEMON unit, a hit roll of 6+ inflicts a mortal wound on the target and the attack sequence ends.

ABILITIES **Talons of the Emperor:** During deployment, every model in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each model is treated as a separate unit.

ABILITIES (Valerian) **Aegis of the Emperor** **Inspirational Fighter:** You can re-roll hit rolls of 1 made for friendly ADEPTUS CUSTODES units within 6" of this model. **Golden Laurels:** Once per battle, when resolving an attack made with Gnosis by this model, you can re-roll either the hit roll, the wound roll or the damage roll.

ABILITIES (Aleya) **Witch Hunter:** When resolving an attack made with a melee weapon by this model against a PSYKER unit, you can re-roll the wound roll. **Psychic Abomination:** This model cannot be targeted or affected by psychic powers. In addition, when a Psychic or Deny the Witch test is taken for an enemy model, subtract 1 from the total for each unit from your army with this ability that is within 18" of that enemy model (to a maximum of -4).

FACTION KEYWORDS	IMPERIUM
KEYWORDS (Valerian)	ADEPTUS CUSTODES, CHARACTER, INFANTRY, SHIELD-CAPTAIN, VALERIAN
KEYWORDS (Aleya)	ASTRA TELEPATHICA, SISTERS OF SILENCE, CHARACTER, INFANTRY, ALEYA