VENDETTA

The Vendetta is an up-gunned version of the Valkyrie. Although it cannot transport as many troops, its improved firepower makes it a deadly adversary.

MAXIMUM POWER	3	ACCELERATION/BRAKING	3+/2+	TOUGHNESS	3	STRUCTURE	6	DAMAGE CONTROL	5+

WEAPONS

Three twin-linked lascannons. *The three twin-linked lascannons can be replaced with a single twin-linked lascannon and two hellfury missiles. The Vendetta can be fitted with two pintle-mounted heavy bolters, one of which can fire to the left of the craft and the other to the right, but if it is, subtract 1 from all acceleration rolls.*

Weapon	Arc	Range	Hit Rolls	Damage	Ground Attack
Three twin-linked lascannons	Fixed	20"	5+ 5+ 5+	4	0
One twin-linked lascannon	*Fixed*	*20"*	5+ 5+	*3*	*0*
Hellfury missiles (2)	*Forward 90º*	*30"*	4+	*1*	*+2 each*
Pintle-mounted heavy bolter	*Left 90º*	*15"*	4+	*1*	*0*
Pintle-mounted heavy bolter	*Right 90º*	*15"*	4+	*1*	*0*

SPECIAL RULES

Hellfury Missiles: A Vendetta can be armed with two hellfury missiles. Each may be used only once. Both can be used as part of the same attack if desired.

Pintle-mounted Heavy Bolters: One of the pintle-mounted heavy bolters can engage targets in the craft's left 90º arc, and the other can engage targets in the craft's right 90º arc.

MANOEUVRE TABLE

Manoeuvre	Power Setting & Danger Rolls		Execution
	2	3	
Level Flight	Always Safe		Move - Move
Bank	1+	1+	Move - Move - Turn
Overthrust	1+	1+	Move - Move - Move
Turn	1+	1+	Move - Turn - Move
Snap Turn	1+	2+	Turn - Move - Move
Wingover	2+	3+	Turn - Move - Turn - Move
Hover	1+	N/A	Turn - Turn - Turn