GLADIATOR LANCER - IMPERIUM - SPACE MARINES

160 PTS

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

AUFSTELLUNG

1x Gladiator Lancer (100mm)

Equipped with: Defensive Array, Lancer Laser Destroyer, Armoured Hull

KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame

FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array RAPID FIRE 6	24"	6	3+	5	-1	1
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-3	D6+3

MELEE WEAPONS

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

ABILITIES

Aqullon Optics
This unit's ranged attacks that target a Monster/Vehicle unit can:

- Re-roll one hit roll.
- Re-roll one wound roll.
- Re-roll one damage roll.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).*

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.