

GLADIATOR LANCER

M

10"

T

10

SV

3+

W

12

LD

6+

OC

3

160 PTS
Base 100mm



- Combat Doctrines
- Deadly Demise D3

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Defensive Array

RAPID FIRE 6

R	A	BS	S	AP	D
24"	6	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Lancer Laser Destroyer

HEAVY

R	A	BS	S	AP	D
72"	2	3+	14	-3	D6+3

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Aquillon 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.

4

ANGRIFF

5

NAHKAMPF

Armoured Hull

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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 unen...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Gladiator Lancer

Ausrüstung: Defensive Array, Lancer Laser Destroyer, Armoured Hull