IMPERIUM - SPACE MARINES

GLADIATOR REAPER

Combat Doctrines | Deadly Demise D3

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

165 PTS
Base 100mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Defensive Array — RAPID FIRE 12

R	A	BS	S	AP	D
24"	12	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin Heavy Onslaught Gatling Cannon

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

SUSTAINED HITS 2: NON-MONSTER/VEHICLES

TWIN-LINKED

R	A	BS	S	AP	D
24"	12	3+	6	-1	1

VERWUNDET

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

Reaping Tally

This unit's ranged attacks that target a unit (excluding Monster/Vehicle units) have +1 AP.

4 ANGRIFF

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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

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∞ IMMER / EINMALIG

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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.

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

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

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Gladiator Reaper

Ausrüstung: Defensive Array, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

KEYWORDS Smoke, Imperium, Vehicle, Gladiator Reaper, Frame · **FRAKTION** Adeptus Astartes