

GLADIATOR REAPER

M10"

T10

SV3+

W12

LD6+

OC3

165 PTS
Base 100mm



- Combat Doctrines
- Deadly Demise D3

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Defensive Array

RAPID FIRE 12

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

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+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Reaping Tally

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

4ANGRIFF

5NAHKAMPF

Armoured Hull

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

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.

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