

GLADIATOR LANCER

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

⦿ 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

RULES - Combat Doctrines, Deadly Demise D3

Aquilon 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 RULES

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).

