GLADIATOR REAPER

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

AUFSTELLUNG

1x Gladiator Reaper (100mm)

Equipped with: Defensive Array, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array RAPID FIRE 12	24"	12	3+	5	-1	1
Twin Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE, SUSTAINED HITS 2: NON-MONSTER/VEHICLES, TWIN-LINKED	24"	12	3+	6	-1	1

MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

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

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

FACTION: Adeptus Astartes **165 PTS**

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

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