

GLADIATOR LANCER

M

10"

T

10

SV

3+

W

12

LD

6+

OC

3

165 PTS

Base 100mm



Combat Doctrines

Deadly Demise D3

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Defensive Array

RAPID FIRE 6

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

VERWUNDET

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

HEAVY

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

VERWUNDET

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

MELTA 3

R	A	BS	S	AP	D
18"	2	3+	10	-3	D3+2

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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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.

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+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 12 LP je Modell

WIRD VERWUNDET MIT

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

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

MELTA This ability always takes the form [MELTA X].

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

AUFSTELLUNG

1x Gladiator Lancer

Ausrüstung: Defensive Array, Laser Destroyer, Multi-melta, Armoured Hull

▪ This model can be equipped with 1x Multi-melta.