

GLADIATOR REAPER

Combat Doctrines Deadly Demise D3

M10"

T10

SV3+

W12

LD6+

OC3

165 PTS

Base 100mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Defensive ArrayRAPID 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+

Multi-meltaMELTA 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+

Twin Heavy Onslaught Gatling Cannon

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

SUSTAINED HITS 2: NON-MONSTER/VEHICLE 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+S20+

3+S11-19

4+S10

5+S6-9

6+S1-5

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

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...

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

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, Multi-melta, Twin Heavy Onslaught Gatling Cannon, Armoured Hull

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

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