# GLADIATOR LANCER

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

**AUFSTELLUNG**

1x Gladiator Lancer (100mm)

**Equipped with:** Defensive Array, Laser Destroyer, Multi-melta, Armoured Hull

**Wargear Options:**

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

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Defensive Array<br>RAPID FIRE 6 | 24" | 6 | 3+ | 5 | -1 | 1 |
| Laser Destroyer<br>HEAVY | 72" | 2 | 3+ | 14 | -3 | D6+3 |
| Multi-melta<br>MELTA 3 | 18" | 2 | 3+ | 10 | -3 | D3+2 |

## 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.

### Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### 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).*