

# GLADIATOR REAPER

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

## AUFSTELLUNG

1x Gladiator Reaper (100mm)

**Equipped with:** Defensive Array, Multi-melta, Twin Heavy Onslaught Gatling Cannon, 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 12                                                                                                     | 24"   | 12 | 3+ | 5  | -1 | 1    |
| Multi-melta<br>MELTA 3                                                                                                               | 18"   | 2  | 3+ | 10 | -3 | D3+2 |
| Twin Heavy Onslaught Gatling Cannon<br>DEVASTATING WOUNDS: NON-MONSTER/VEHICLE,<br>SUSTAINED HITS 2: NON-MONSTER/VEHICLE 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.



## 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.*

### 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).*

### 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.