

GLADIATOR LANCER160 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-4	D6+3
ABILITIES						

Aquilon Optics
Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving its attacks

WEAPON ABILITIES
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.

CORE RULES
Deadly Demise D3 This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6"). <i>Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.</i>



AUFSTELLUNG
1x Gladiator Lancer
Equipped with: Lancer Laser Destroyer
Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with one of: Ironhall Heavy Stubber, Multi-melta.
- This model can replace its 2 Storm Bolters with 2 Fragstorm Grenade Launchers.



KEYWORDS: Vehicle, Imperium, Smoke, Gladiator Lancer, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars