GLADIATOR LANCER

160 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Icarus Rocket Pod ANTI-FLY 2+	24"	D3	3+	8	-1	2
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-4	D6+3
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Aqullon 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

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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.

AUFSTELLUNG

1x Gladiator Lancer

Equipped with: Fragstorm grenade launcher, Icarus Rocket Pod, Ironhail Heavy Stubber, Lancer Laser Destroyer, Storm bolter, Armoured Hull

Wargear Options:
- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with 1x Ironhail Heavy Stubber.
- This model can replace its Two fragstorm grenade launchers with Two storm

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

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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).*

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").

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.

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