



GLADIATOR REAPER

160 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
2x Tempest Bolter RAPID FIRE 4	24"	4	3+	4	-1	1
Twin Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	12	3+	6	0	1

AUFSTELLUNG

1x Gladiator Reaper

Equipped with: Tempest Bolter, Twin Heavy Onslaught Gatling Cannon

Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with one of: Ironhail Heavy Stubber, Multi-melta.

ABILITIES

Rotating Death

This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting Infantry units.

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.



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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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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").