

GLADIATOR LANCER

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

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 bolters.

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

ABILITIES

RULES - Deadly Demise D3

Aquillon 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.



✂ MELEE WEAPONS

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

WEAPON RULES

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.



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).

