

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
Lancer Laser Destroyer HEAVY	72"	2	3+	14	-4	D6+3

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: Ironhail Heavy Stubber, Multi-melta.
- This model can replace its 2 Storm Bolters with 2 Fragstorm Grenade Launchers.

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 RULES

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").

