

IMPERIUM - SPACE MARINES

REPULSOR EXECUTIONER

M

10"

T

12

SV

3+

W

16

LD

6+

OC

5

260 PTS

Base 100mm



- Combat Doctrines
- Deadly Demise D6

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Defensive Array

R	A	BS	S	AP	D
24"	18	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy Laser Destroyer

DEVASTATING WOUNDS

HEAVY

R	A	BS	S	AP	D
72"	2	3+	16	-4	D6+4

VERWUNDET

2+	3+	4+	5+	6+
T1-8	T9-15	T16	T17-31	T32+

Heavy Onslaught Gatling Cannon

DEVASTATING WOUNDS: NON-MONSTER/VEHICLE

SUSTAINED HITS 2: NON-MONSTER/VEHICLES

R	A	BS	S	AP	D
24"	12	3+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Twin heavy bolter

RAPID FIRE 2

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Macro Plasma Incinerator - Standard

BLAST 1

R	A	BS	S	AP	D
36"	D3+3	3+	9	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

► Macro Plasma Incinerator - Supercharge

BLAST 1

HAZARDOUS

R	A	BS	S	AP	D
36"	D3+3	3+	10	-4	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

Executioner

This unit's ranged attacks that target a unit not below half-strength have +1 to hit rolls.

4

ANGRIFF

5

NAHKAMPF

Armoured Hull

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

VERTEIDIGUNG

IMMER / EINMALIG

Transport

This model has a transport capacity of 7 Adeptus Astartes Infantry models. It cannot transport Jump Pack models. Each Gravis/Terminator model takes up the space of 2 models.

GEGEN DIESE EINHEIT

W12 · RW 3+ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13-23	S12	S7-11	S1-6

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D6

This ability always takes the form Deadly Demise X.

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 (roun...

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...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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 unen...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED

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

AUFSTELLUNG

1x Repulsor Executioner

Ausrüstung:

Defensive Array, Heavy Laser Destroyer, Heavy Onslaught Gatling Cannon, Twin heavy bolter, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Armoured Hull

• This model can replace its Macro Plasma Incinerator with Heavy Laser Destroyer.