

REPULSOR
EXECUTIONER

Combat Doctrines

Deadly Demise D6

M

10"

T

12

SV

3+

W

16

LD

6+

OC

5

260 PTS
Base 100mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Defensive Array

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

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

Heavy Laser Destroyer

DEVASTATING WOUNDS

HEAVY

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

VERWUNDET

2+ T1-8

3+ T9-15

4+ T16

5+ T17-31

6+ 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+ T1-3

3+ T4-5

4+ T6

5+ T7-11

6+ T12+

4

ANGRIFF

—

5

NAHKAMPF

Armoured Hull

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

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

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+ S24+

3+ S13-23

DS 0

3+

4+ S12

5+ S7-11

DS -1

4+

4+ S12

5+ S7-11

DS -2

5+

5+ S7-11

6+ S6+

DS -3

6+

6+ S1-6

DS -4

-

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 (round...)

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.

KEYWORDS Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame · FRAKTION Adeptus Astartes