

JUDICIAR XACHARUS [LEGENDS]

M	T	SV	W	LD	OC	
6"	4	3+	4	5+	1	4+

AUFSTELLUNG

1x Judiciar Xacharus [Legends]

Equipped with: Absolver bolt pistol, Executioner Relic Blade

Wargear Options:

- This model can be equipped with 1x Warlord.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolver bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Executioner Relic Blade DEVASTATING WOUNDS, PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Indomitable Assault

Each time this model in this unit makes a Consolidation move, it can move up to 6" instead of up to 3".

Tempormortis

While this model is leading a unit, that unit has the Fights First ability.



Leader

This model can be attached to the following units:

- ASSAULT INTERCESSOR SQUAD
- BLADEGUARD VETERAN SQUAD
- CRUSADER SQUAD
- DEATHWATCH VETERANS
- DECIMUS KILL TEAM
- FORTIS KILL TEAM
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD

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.*



Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

