IMPERIUM - SPACE MARINES

REPULSOR EXECUTIONER

260 PTS

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Defensive Array	24"	18	3+	5	-1	1
Heavy Laser Destroyer DEVASTATING WOUNDS HEAVY	72"	2	3+	16	-4	D6+4
Heavy Onslaught Gatling Cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE SUSTAINED HITS 2: NON-MONSTER/VEHICLES	24"	12	3+	6	-1	1
Twin heavy bolter RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
➤ Macro Plasma Incinerator - Standard BLAST 1	36"	D3+3	3+	9	-3	2
➤ Macro Plasma Incinerator - Supercharge BLAST 1 HAZARDOUS	36"	D3+3	3+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Repulsor Executioner (100mm)

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

Wargear Options:

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

ABILITIES

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

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.

WEAPON RULES

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).*

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.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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).*

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TWIN-LINKED

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

CORE RULES

◈ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◈ Deadly Demise D6

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").