EXECRATOR

65 PTS

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

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Absolvor bolt pistol CLOSE-QUARTERS	18"	1	3+	5	-2	2
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crozius arcanum CLEAVE 1	Melee	5	2+	6	-1	2
Master-crafted Power Weapon **EXTRA ATTACKS** **LETHAL HITS**	Melee	3	2+	6	-2	2

ABILITIES

CORE - Leader

Condemnatory Annihilation
After this unit has fought, if this unit destroyed an enemy model this phase, each enemy unit engaged with this unit makes a battle-shock roll, with -1 to that battle-shock roll.

Remorseless Persecution
In your Movement phase, 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.

Leader
This model can be attached to the following units:

CRUSADER SQUAD, SWORD BRETHREN SQUAD

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Execrator (40mm)

Equipped with: Absolvor bolt pistol, Hand flamer, Crozius arcanum, Master-crafted Power Weapon

Wargear Options:
- This model can be equipped with 1x Warlord.
- This model can replace its Absolvor bolt pistol with Hand flamer.

KEYWORDS: Infantry, Character, Chaplain, Grenades, Imperium, Tacticus, Execrator, Leader
FACTION KEYWORDS: Adeptus Astartes, Black Templars

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CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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