

REPULSOR
EXECUTIONER

Combat Doctrines

Deadly Demise D6

M

10"

T

12

SV

3+

W

16

LD

6+

OC

5

265 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+

Multi-melta

MELTA 3

R	A	BS	S	AP	D
18"	2	3+	10	-3	D3+2

VERWUNDET

2+
T1-5

3+
T6-9

4+
T10

5+
T11-19

6+
T20+

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+
T1-2

3+
T3-4

4+
T5

5+
T6-9

6+
T10+

► Macro Plasma Incinerator - Standard

BLAST 1

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

VERWUNDET

2+
T1-4

3+
T5-8

4+
T9

5+
T10-17

6+
T18+

► Macro Plasma Incinerator - Supercharge

BLAST 1

HAZARDOUS

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

VERWUNDET

2+
T1-5

3+
T6-9

4+
T10

5+
T11-19

6+
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+
T1-4

3+
T5-7

4+
T8

5+
T9-15

6+
T16+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W12 · RW 3+ · 16 LP je Modell

WIRD VERWUNDET MIT

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

MELTA This ability always takes the form [MELTA X].

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, Multi-melta, Twin heavy bolter, ► Macro Plasma Incinerator - Standard, ► Macro Plasma Incinerator - Supercharge, Armoured Hull

• This model can be equipped with 1x Multi-melta.

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

Transport

This model has a transport capacity of 7 Adeptus Astartes Infantry models. Each Terminator, Gravis, Jump Pack, Wulfen model takes up the space of 2 models.