

REPULSOR EXECUTIONER - IMPERIUM -
BLACK TEMPLARS

255 PTS

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

AUFSTELLUNG
1x Repulsor Executioner
Equipped with: Heavy Laser Destroyer, Repulsor Executioner Defensive Array
Wargear Options:

- This model can be equipped with 1x Icarus Rocket Pod.
- This model can be equipped with one of: Ironhail Heavy Stubber, Multi-melta.
- This model can replace its Macro Plasma Incinerator with Heavy Laser Destroyer.

KEYWORDS: Vehicle, Smoke, Imperium, Transport, Repulsor Executioner, Frame
FACTION KEYWORDS: Adeptus Astartes, Black Templars

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Laser Destroyer HEAVY	72"	2	3+	16	-4	D6+4
Repulsor Executioner Defensive Array	24"	10	3+	4	0	1

ABILITIES

Interception Strike
Each time this model makes a ranged attack that targets a unit that is within 12" of one or more ADEPTUS ASTARTES units from your army, you can re-roll the Hit roll.

Transport
This model has a transport capacity of 7 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

WEAPON ABILITIES

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.

CORE RULES

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").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.