

WAR DOG EXECUTIONER

M	T	SV	W	LD	OC	
12"	9	3+	14	7+	6	5+*

AUFSTELLUNG

1x War Dog Executioner

Equipped with: Daemonbreath meltagun, Diabolus heavy stubber, War Dog autocannon, Armoured feet

Wargear Options:

- This model can replace its Diabolus heavy stubber with Daemonbreath meltagun.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemonbreath meltagun MELTA 2	12"	1	3+	9	-4	D6
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1
2x War Dog autocannon	48"	4	3+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	4	3+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Harbingers of Dread

*Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Executioner

Each time this model makes an attack that targets a unit Below Half-strength, add 1 to the Hit roll. Each time an enemy unit is destroyed as the result of this model's attacks, before removing the last model in that unit from the battlefield, each other unit from your opponent's army that is within 3" of it must take a Battle-shock test.



WEAPON RULES

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

