

MASTER OF EXECUTIONS

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1

AUFSTELLUNG

1x Master of Executions

Equipped with: Bolt pistol, Axe of dismemberment

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axe of dismemberment DEVASTATING WOUNDS, PRECISION	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

RULES - Blessings of Khorne, Leader

A Worthy Skull

Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll. Each time this model's unit destroys a Character model, you gain 1CP.

Forwards, For Blood!

While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Leader

This model can be attached to the following unit: Khorne Berzerkers



WEAPON RULES

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.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

