

EXECRATOR

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

AUFSTELLUNG

1x Execrator

Equipped with: Pyre Pistol, Master-crafted Power Weapon

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Absolvor bolt pistol with Pyre Pistol.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pyre Pistol IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon EXTRA ATTACKS, LETHAL HITS	Melee	3	2+	5	-2	2

ABILITIES

CORE - Leader

RULES - Leader

Condemnatory Annihilation

Each time this model's unit has fought, if one or more enemy units were destroyed as a result of those attacks, each enemy unit within 6" of this model must take a Battle-shock test

Remorseless Persecution

While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Advanced

Leader

This model can be attached to the following units:

- Crusader Squad
- Sword Brethren



WEAPON RULES

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.

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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].



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.

Torrent

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

