

# REPULSOR EXECUTIONER

| 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.

## RANGED WEAPONS

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

## ABILITIES

**RULES** - Deadly Demise D6

### 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 RULES

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### 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.