

IMPERIUM - BLACK TEMPLARS

EXECRATOR

50 PTS



M

6"

T

4

SV

3+

W

4

LD

5+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pyre Pistol	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	3	2+	5	-2	2

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.

ABILITIES

CORE - 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.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

