

REPULSOR EXECUTIONER

255 PTS



M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

RANGED WEAPONS

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

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.

ABILITIES

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

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.

CORE RULES

◆ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

