

REPULSOR EXECUTIONER

NAME	M	WS	BS	S	T	W	A	Id	Sv
Repulsor Executioner	*	6+	*	8	8	16	*	9	3+

A Repulsor Executioner is a single model armed with one macro plasma incinerator, one heavy onslaught gatling cannon, one twin heavy bolter, two fragstorm grenade launchers, two storm bolters and one twin Icarus ironhail heavy stubber. It has auto launchers.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	WS
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fragstorm grenade launcher	18"	Assault D6	4	0	1	-
Heavy laser destroyer	72"	Heavy 2	10	-4	D6	Damage rolls of 1 or 2 made for an attack with this weapon count as 3 instead.
Heavy onslaught gatling cannon	30"	Heavy 12	5	-1	1	-
Icarus rocket pod	24"	Heavy D3	7	-1	1	Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	-
Macro plasma incinerator						
- Standard	36"	Heavy D6	8	-4	1	-
- Supercharge	36"	Heavy D6	9	-4	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been fired.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin Icarus ironhail heavy stubber	36"	Heavy 6	4	-1	1	Add 1 to hit rolls made for this weapon against targets that can FLY. Subtract 1 from hit rolls made for this weapon against all other targets.

WARGEAR OPTIONS

- This model may replace its macro plasma incinerator with one heavy laser destroyer.
- This model may take one ironhail heavy stubber.
- This model may take one Icarus rocket pod.

ABILITIES

Aquilon Optics: If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic), it can shoot its heavy laser destroyer or macro plasma incinerator twice in the following Shooting phase (this weapon must target the same unit both times).

Explodes: If this model is reduced to 0 wounds, roll one D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Hover Tank: Distances and ranges are measured to and from this model's hull, even though it has a base.

Repulsor Field: Subtract 2 from charge rolls for units that declare a charge against any models with this ability.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Auto Launchers: Instead of shooting in your Shooting phase, this model can use its auto launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

TRANSPORT

This model can transport 6 <CHAPTER> PRIMARIS INFANTRY models. Each MK X GRAVIS model takes up the space of 2 other models. It cannot transport JUMP PACK models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

UNIT		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Not including wargear)
Repulsor Executioner	1	185

WARGEAR	
ITEM	POINTS PER ITEM
Auto launchers	0

WEAPONS	
WEAPON	POINTS PER WEAPON
Fragstorm grenade launcher	4
Heavy laser destroyer	40
Heavy onslaught gatling cannon	30
Icarus rocket pod	6
Ironhail heavy stubber	6
Macro plasma incinerator	31
Storm bolter	2
Twin heavy bolter	17
Twin Icarus ironhail heavy stubber	9