REPULSOR EXECUTIONER UPDATE

The Repulsor Executioner has been released for the forces of the Adeptus Astartes, and its datasheet can be found in its construction guide. On that datasheet is the <Chapter> Faction keyword, meaning it belongs to Space Marine Chapters from *Codex: Space Marines*. You can, however, take this unit as part of another Space Marine Chapter not found within that publication. To do so, replace the <Chapter> keyword in every instance on that unit's datasheet with Blood Angels (or the keyword of a Blood Angels successor Chapter, e.g. Flesh Tearers), Dark Angels (or the keyword of a Dark Angels successor Chapter, e.g. Angels of Absolution), Space Wolves or Deathwatch.

For example, if you include a Repulsor Executioner and you decide it is from the Space Wolves Chapter, its <Chapter> keyword becomes Space Wolves and its Transport rule reads: 'This model can transport 6 Space Wolves Primaris Infantry models. Each Mk X Gravis model takes up the space of 2 other models. It cannot transport Jump Pack models.'

If you are playing a game that uses points values, the points cost for this model and any new items of wargear it has is found below:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Repulsor Executioner	1	215

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Heavy laser destroyer	40
Twin icarus ironhail heavy stubber	10