

# EXECUTIONERS

These skull-masked killers are the most feared warriors of the Darkling Covens. True virtuosos of slaughter, they have mastered the art of severing heads with every swing of their curved Executioner's Draichs.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Executioner's Draich	1"	2	3+	3+	-	1

## DESCRIPTION

A unit of Executioners has any number of models, each armed with an Executioner's Draich.

**DRAICH MASTER:** 1 model in this unit can be a Draich Master. Add 1 to the Attacks characteristic of that model's melee weapon.

**STANDARD BEARER:** 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of units that include any Standard Bearers.

**DRUMMER:** 1 in every 10 models in this unit can be a Drummer. Add 1 to run and charge rolls for units that include any Drummers.

## ABILITIES

**Severing Strike:** *Heads roll and crimson arcs of hot blood spurt into the air as these warriors swing their deadly blades.*

If the unmodified hit roll for an attack made with an Executioner's Draich is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

## KEYWORDS

ORDER, AELF, CITIES OF SIGMAR, DARKLING COVEN, EXECUTIONERS