

LORD EXECUTIONER

To witness a Lord Executioner is to stare death in the face. Sent to claim the lives of those who have escaped the cold justice of Shyish, the spirits of the wrongfully executed drift around him, crying out their anguish into the night.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Decapitating Greataxe	1"	3	3+	3+	-2	1

DESCRIPTION

A Lord Executioner is a single model. It is armed with a Decapitating Greataxe that it uses to behead its victims.

FLY: Lord Executioners can fly.

ABILITIES

Beheading Strike: *The cutting edge of a Lord Executioner's axe is razor-sharp, and they can use it to slice the head clean from a foe's body.*

If a wound roll for a Decapitating Greataxe is 6+, add 2 to the Damage characteristic of the weapon for that attack.

Ethereal: *There are creatures whose bodies have long since rotted away, making them difficult to harm with mundane weapons.*

Ignore modifiers (positive or negative) when making save rolls for this model.

Staring Death in the Face: *The unwavering stare of a Lord Executioner seems to penetrate into the victim's very soul, filling them with bleak foreboding of their own demise.*

At the start of the combat phase, you can pick an enemy **HERO** within 3" of this model. Subtract 1 from hit rolls for attacks made by that **HERO** in that combat phase.

Disembodied Skulls: *The spirits that swirl around a Lord Executioner preserve his existence from threats.*

Roll a D6 each time this model suffers a mortal wound. On a 5+, the wound is negated.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, LORD EXECUTIONER