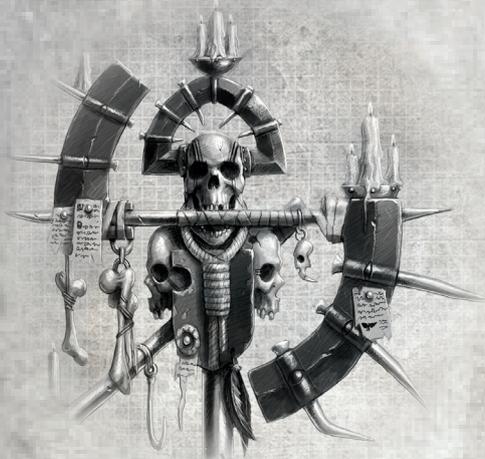


# THE HEADSMAN – HOUSE CAWDOR EXECUTIONER



**210**  
CREDITS

## THE HEADSMAN

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	6+	4	3	3	3+	3	7+	7+	6+	9+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy

**SKILLS:** Counter-attack, Fearsome, Inspirational, Rain of Blows  
**WARGEAR:** Light carapace armour, Stimm-slug stash

Executioners are the red right hand of the Thane of Cawdor. They stand among the inner circle of the Clan House, enforcing the will of the Cult of Redemption upon believers and unbelievers alike. The identities of these grim killers are known only to the Thane himself, their faces always hidden behind heavy hoods or masks. Each Executioner is instead recognised by the means of justice he hands out, like the Hangman clad in his cloak of nooses, the Scourge and his barbed whips, or the Immolator wreathed in smoke and flame.

Of all the Thane's Executioners, few are as terrifying to the faithful as the Headsman and his great bloodstained axe. When the Ashmire Wyrd Covens sought to wrest control of the Primus North Sector-Theta 9 scrapping yards, the Headsman turned the local Cawdor gang's fear into rage and piled the dome high with mutie skulls. When the Delaque of Logan's Reach unleashed their spyker assassins against the faithful, the Headsman showed the House of Shadow the true meaning of terror. And when killers from the spire came to unseat the Thane himself, it was the Headsman who painted the Cathedral of Woes red with the blood of unbelievers.

Executioners, such as the Headsman, join Cawdor gangs to both test their resolve and deliver the Thane's punishments. A Cawdor gang aided by the Headsman faces a true trial of faith, the Executioner's presence a test of their devotion to the Cult of Redemption, and acceptance that for all their pride their lives were long ago promised to the God-Emperor. Driven by a mixture of fear and faith, gangs under the Executioner's gaze fight all the harder, while their enemies quail in the face of the silent murderer. Those that receive the Headsman's aid can only hope that when the final heads have hit the ground, theirs are not among them.

## SPECIAL RULES

**The Thane's Executioner:** The Headsman is a Bounty Hunter that can only be taken by Cawdor gangs.

**Iconic Figure:** The Headsman may perform a Group Activation in the same way as a Champion, as described on page 57 of the *Necromunda Rulebook*.

**Hired Guns:** In Skirmish games, the Headsman can be included in a Cawdor gang in the same way as any other fighter.

In Campaign games, he can be recruited by a Cawdor gang in the pre-battle sequence using the rules provided in *Necromunda: Gangs of the Underhive*, this secures his services for that battle and for possible future battles. He is not added to the gang roster, but a Fighter card will need to be filled out for him.

As a Hired Gun, he can never gain Experience, cannot purchase Advancements and does not suffer Lasting Injuries – if he does go Out of Action, he simply plays no further part in the battle. In addition, no additional equipment can be added to his Fighter card.

In either mode of play, a Hired Gun increases the gang's Reputation in the same way as any other fighter. Gangs may recruit a maximum of five Hive Scum and one Bounty Hunter at a time.