

DECIMATOR [LEGENDS]

M	T	SV	W	LD	OC	
10"	10	3+	12	6+	4	5+

AUFSTELLUNG

1x Decimator [Legends]

Equipped with: Decimator butcher cannon, Decimator conversion beamer, Hellflamer, Soulburner petard, Storm laser, Decimator claw, Twin decimator claw

Wargear Options:

- This model must be equipped with 2 of: Decimator butcher cannon, Decimator conversion beamer, Soulburner petard, Storm laser, Decimator claw and hellflamer, Twin decimator claws and two hellflamers.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Decimator butcher cannon	36"	4	3+	9	-1	2
Decimator conversion beamer CONVERSION, SUSTAINED HITS D3	24"	1	3+	7	-1	3
Hellflamer ANTI-INFANTRY 4+, IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Soulburner petard ANTI-INFANTRY 3+, DEVASTATING WOUNDS, HAZARDOUS	24"	4	3+	2	0	1
Storm laser SUSTAINED HITS 1	36"	8	3+	6	-1	1

MELEE WEAPONS

ABILITIES

RULES - Conversion, Deadly Demise D3

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Infernal Regeneration

The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.



WEAPON	RANGE	A	WS	S	AP	D
Decimator claw	Melee	5	3+	14	-3	3
Twin decimator claw TWIN-LINKED	Melee	5	3+	14	-3	3

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.