

# DECIMATOR [LEGENDS]

165 PTS

M10"

T10

SV3+

W12

LD6+

OC4

5+

## RANGED WEAPONS

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

## MELEE WEAPONS

| WEAPON                                 | RANGE | A | WS | S  | AP | D |
|----------------------------------------|-------|---|----|----|----|---|
| Decimator claw                         | Melee | 5 | 3+ | 14 | -3 | 3 |
| Twin decimator claw <b>TWIN-LINKED</b> | Melee | 5 | 3+ | 14 | -3 | 3 |

## 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.

## ABILITIES

### 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 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.

## CORE RULES

### ◇ Conversion

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

### ◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").