## DECIMATOR

**KEYWORDS:** Vehicle, Walker, Chaos, Daemon, Decimator

### RANGED WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Decimator butcher cannon</td>
<td>36&quot;</td>
<td>4</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Decimator conversion beamer</td>
<td>24&quot;</td>
<td>1</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td><strong>[Conversion, Sustained Hits D3]</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>[Conversion]</strong>: Each time an attack made with this weapon targets a unit more than 12&quot; from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hellflamer [Anti-Infantry 4+, Ignore Cover, Torrent]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Soulburner petard [Anti-Infantry 3+, Devastating Wounds, Hazardous]</td>
<td>24&quot;</td>
<td>4</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Storm laser [Sustained Hits 1]</td>
<td>36&quot;</td>
<td>8</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPON

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Decimator claw</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Twin Decimator claws [Twin-Linked]</td>
<td>Melee</td>
<td>5</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

### ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Dark Pact

**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.

**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.
**DECIMATOR**

Decimators are horrific amalgamations of Human and xenos technology, brought to unholy life by the darkest warp sorceries and all but impossible to completely destroy. While some Decimators accompany Chaos warbands as siege engines, others mysteriously appear upon the bloodiest of battlefields, stepping from the warp to burn and slay.

**WARGEAR OPTIONS**

- Each of this model's Decimator butcher cannons can be replaced with one of the following:
  - 1 Decimator conversion beamer
  - 1 soulburner petard
  - 1 storm laser
  - 1 hellflamer and 1 Decimator claw

- Both of this model's Decimator butcher cannons can be replaced with 1 twin Decimator claw and 2 hellflamers.

**UNIT COMPOSITION**

- 1 Decimator
  This model is equipped with: 2 Decimator butcher cannons; armoured feet.

**KEYWORDS:** Vehicle, Walker, Chaos, Daemon, Decimator

**FACTION KEYWORDS:** Heretic Astartes
# Greater Blight Drone

**Keywords:** Vehicle, Fly, Chaos, Nurgle, Daemon, Greater Blight Drone

## Ranged Weapon

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bile maw [Lethal Hits]</td>
<td>12&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Blightreaper cannon [Lethal Hits]</td>
<td>36&quot;</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
</tr>
</tbody>
</table>

## Melee Weapon

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greater plague probe [Lethal Hits]</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise 1, Deep Strike

**Faction:** Dark Pact

**Hovering Death:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.
**GREATER BLIGHT DRONE**

Blight Drones are nightmarish hovering killers, their weapons capable of sending swathes of enemy infantry to an unspeakably vile death. Often encountered in swarms on worlds falling to Chaos, Blight Drones act very much in the manner of carrion flies, drawn to ongoing bloodshed and concentrations of the dead.

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- 1 Greater Blight Drone
  
  *This model is equipped with:* bile maw; blightreaper cannon; greater plague probe.

**KEYWORDS:** Vehicle, Fly, Chaos, Nurgle, Daemon, Greater Blight Drone

**FACTION KEYWORDS:** Heretic Astartes
# Dreadclaw Drop Pod

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>T</th>
<th>S V</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
<td>12&quot;</td>
<td>7</td>
<td>3+</td>
<td>9</td>
<td>6+</td>
<td>2</td>
</tr>
</tbody>
</table>

**Keywords:** Vehicle, Chaos, Transport, Fly, Dreadclaw Drop Pod

**Melee Weapon**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade struts</td>
<td>Melee</td>
<td>8</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>1</td>
</tr>
</tbody>
</table>

**Abilities**

**Core:** Deadly Demise 1, Deep Strike

**Faction:** Dark Pact

**Dreadclaw Assault:** This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9” away from all enemy models.
DREADCLAW DROP POD

Since the dark days of the Horus Heresy, Dreadclaws have been a feared sight in void actions and planetary conflicts alike, their distinctive bladed hulls slicing through the flames of battle to disgorge elite Astartes assault troops. Though phased out by the loylist Space Marine Chapters, Dreadclaws still form the spear-tip of many Heretic Astartes terror raids.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Dreadclaw Drop Pod
  This model is equipped with: blade struts.

TRANSPORT

This model has a transport capacity of 12 Heretic Astartes Infantry models. Each Jump Pack, Possessed and Terminator model takes up the space of 2 models. Each Obliterator model takes up the space of 3 models. This model can instead transport 1 Helbrute or Dreadnought model.

KEYWORDS: Vehicle, Chaos, Transport, Fly, Dreadclaw Drop Pod

FACTION KEYWORDS: Heretic Astartes
### Blood Slaughterer

**Keywords:** Vehicle, Walker, Chaos, Khorne, Daemon, Blood Slaughterer

#### Ranged Weapon

**Range:** 12"  
**A:** 1  
**BS:** 3+  
**S:** 12  
**AP:** -2  
**D:** 3

**Impaler harpoon**  
**[Anti-Monster 2+, Anti-Vehicle 2+, Impaled]**

**[Impaled]:** Each time this weapon scores a hit against an enemy **Monster** or **Vehicle** unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer.

#### Melee Weapon

**Range:** Melee  
**A:** 5  
**WS:** 3+  
**S:** 12  
**AP:** -3  
**D:** 3

**Slaughter blade**  
**Twin Slaughter blade [Twin-Linked]**

**Abilities**

**Core:** Deadly Demise D3  
**Faction:** Dark Pact

**Scuttling Gait:** Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6” to the Move characteristic of models in this unit.

**Faction Keywords:** Heretic Astartes

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**Keywords:** Vehicle, Walker, Chaos, Khorne, Daemon, Blood Slaughterer
BLOOD SLAUGHTERER

The Blood Slaughterer is a monstrous, gore-splattered Daemon Engine of brass and iron, forged for the sole purpose of wreaking carnage amongst the enemy. Once awoken by dreadful sacrifice rituals, Blood Slaughterers rend and kill indiscriminately, their every attack an act of profane worship to Khorne.

WARGEAR OPTIONS

- This model's impaler harpoon and slaughter blade can be replaced with 1 twin slaughter blade.

UNIT COMPOSITION

- 1 Blood Slaughterer
  This model is equipped with: impaler harpoon; slaughter blade.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Blood Slaughterer

FACTION KEYWORDS: Heretic Astartes
**GREATER BRASS SCORPION**

**KEYWORDS:** Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Greater Brass Scorpion

**RANGED WEAPON**

<table>
<thead>
<tr>
<th>Ranged Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demolisher cannon [BLAST]</td>
<td>24”</td>
<td>D6+3</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>D6</td>
</tr>
<tr>
<td>Hellmaw flame cannons [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>2D6</td>
<td>N/A</td>
<td>8</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Scorpion cannon [SUSTAINED HITS 1]</td>
<td>36”</td>
<td>15</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**MELEE WEAPON**

<table>
<thead>
<tr>
<th>Melee Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellcrusher claws – strike</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>14</td>
<td>-3</td>
<td>6</td>
</tr>
<tr>
<td>Hellcrusher claws – sweep</td>
<td>Melee</td>
<td>18</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Demise D6+2

**FACTION:** Dark Pact

**Super-heavy Walker:** Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4” or less in height as if they were not there.

**Runes of the Blood God:** This model has the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

**DAMAGED:** 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 5 from this model’s Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**INVULNERABLE SAVE**

**FACTION KEYWORDS:** Heretic Astartes
GREATER BRASS SCORPION

More rampaging beasts than war machines, Brass Scorpions are monstrous fusions of armour plating and daemonic flesh that delight in destruction. Whether blasting apart the enemy at range with their scorpion cannon and soulburner cannon, or engulfing nearby targets with their hellmaw cannons, Brass Scorpions are terrifying embodiments of Khorne’s wrath.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Greater Brass Scorpion
  This model is equipped with: demolisher cannon; Scorpion cannon; hellmaw flame cannons; hellcrusher claws.

KEYWORDS: Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Greater Brass Scorpion

FACTION KEYWORDS: Heretic Astartes
## ABILITIES

**Core:** Deadly Demise D6+2

**Faction:** Dark Pact

**Super-heavy Walker:** Each time a model with this ability makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4” or less in height as if they were not there.

**Bloodlust:** Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [Sustained Hits 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.

**Damaged: 1-8 Wounds Remaining**

While this model has 1-8 wounds remaining, subtract 5 from this model’s Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

## Keywords:

Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Kytan Ravager

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### RANGED WEAPON

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kytan gatling cannon</td>
<td>36”</td>
<td>18</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
</tr>
</tbody>
</table>

### MELEE WEAPON

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kytan cleaver – strike</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>14</td>
<td>-4</td>
</tr>
<tr>
<td>Kytan cleaver – sweep</td>
<td>Melee</td>
<td>12</td>
<td>3+</td>
<td>9</td>
<td>-3</td>
</tr>
</tbody>
</table>

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Before selecting targets with this weapon, select one of its profiles to make attacks with.
KYTAN RAVAGER

Forged by the most malign Warsmiths as an act of devotion to Khorne, Kytan Daemon Engines carve murderous paths across the battlefields of the 41st Millennium, their brazen hides slick with blood and gore. Kytan Ravagers’ thirst for slaughter is unquenchable, and they do not relent until they have eviscerated all who dare oppose them.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kytan Ravager
  This model is equipped with: Kytan gatling cannon; Kytan cleaver.

KEYWORDS: Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Kytan Ravager

FACTION KEYWORDS: Heretic Astartes
**KHARYBDIS ASSAULT CLAW**

<table>
<thead>
<tr>
<th>RANGE WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kharybdis storm launcher – frag [BLAST]</td>
<td>36&quot;</td>
<td>2D6</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Kharybdis storm launcher – krak</td>
<td>36&quot;</td>
<td>2</td>
<td>3+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPON</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blade struts</td>
<td>Melee</td>
<td>12</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>1</td>
</tr>
<tr>
<td>Melta array [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-4</td>
<td>D6+2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**CORE:** Deadly Strike, Deadly Demise D6+2

**FACTION:** Dark Pact

**Kharybdis Assault:** This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9” away from all enemy models.

**DAMAGED: 1-7 WOUNDS REMAINING**

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORDS:** Vehicle, Titanic, Chaos, Transport, Fly, Kharybdis Assault Claw

**FACTION KEYWORDS:** Heretic Astartes
KHARYBDIS ASSAULT CLAW

The Kharybdis is a powerful ship-to-ship assault pod able to insert a large complement of Heretic Astartes warriors into enemy vessels or war zones on the ground. Far more than a simple shuttle, the Kharybdis is also a threat in its own right, capable of showering target areas with its storm launchers or even ramming enemy vehicles and burning through thick steel and ceramite with melta cutters designed to breach starships.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kharybdis Assault Claw
  This model is equipped with: 5 Kharybdis storm launchers; blade struts; melta array.

TRANSPORT

This model has a transport capacity of 22 Heretic Astartes Infantry models. Each Jump Pack, Possessed and Terminator model takes up the space of 2 models. Each Obliterator model takes up the space of 3 models. This model can instead transport 1 Helbrute or Dreadnought model.

KEYWORDS: Vehicle, Titanic, Chaos, Transport, Fly, Kharybdis Assault Claw

FACTION KEYWORDS: Heretic Astartes
# Chaos Thunderhawk

**Keywords:** Vehicle, Titan, Fly, Aircraft, Transport, Chaos, Thunderhawk

## Ranged Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellstrike missile battery</td>
<td>72&quot;</td>
<td>4</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Thunderhawk heavy cannon</td>
<td>48&quot;</td>
<td>D6+6</td>
<td>3+</td>
<td>10</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Turbo-laser destructor</td>
<td>96&quot;</td>
<td>D3+1</td>
<td>3+</td>
<td>20</td>
<td>-4</td>
<td>D6+6</td>
</tr>
<tr>
<td>Twin heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

## Melee Weapon

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## Abilities

**Core:** Deadly Demise D6+2, Hover

**Faction:** Dark Pact

**Aerial Assault:** Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

**Wargear Abilities**

**Thunderhawk Cluster Bombs:** Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

## Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

---

Before selecting targets with this weapon, select one of its profiles to make attacks with.
CHAOS THUNDERHAWK

So often a symbol of hope and deliverance in the skies above Imperial worlds, Thunderhawk Gunships sworn to Chaos encapsulate the opposite. Sowing ruin with their cannons and missiles, the resilient craft descend like ruthless birds of prey, their fuselages loaded with Chaos Space Marines hungry for conquest and revenge.

WARGEAR OPTIONS

- This model’s Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor.
- This model’s Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery.

UNIT COMPOSITION

- 1 Chaos Thunderhawk

This model is equipped with: 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; armoured hull; Thunderhawk cluster bombs.

TRANSPORT

This model has a transport capacity of 30 Heretic Astartes Infantry or Heretic Astartes Mounted models. Each Jump Pack, Possessed and Terminator model takes up the space of 2 models. Each Obliterator model takes up the space of 3 models. Each Mounted model takes up the space of 4 models.

KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Transport, Chaos, Thunderhawk

FACTION KEYWORDS: Heretic Astartes
RENEGADES AND TRAITORS
UNIT OPTIONS

DEATH GUARD
The following Heretic Astartes datasheets can be included in Death Guard armies:
- Chaos Thunderhawk
- Greater Blight Drone

To do so, on its datasheet, replace instances of the Heretic Astartes Faction keyword with the Death Guard Faction keyword and replace instances of the Dark Pact ability with Nurgle’s Gift (Aura).

Use the points value listed for the Heretic Astartes version of the datasheet.

WORLD EATERS
The following Heretic Astartes datasheets can be included in World Eaters armies:
- Blood Slaughterer
- Chaos Thunderhawk
- Greater Brass Scorpion
- Kytan Ravager

To do so, on those datasheets, replace instances of the Heretic Astartes Faction keyword with the World Eaters Faction keyword, and replace instances of the Dark Pact ability with Blessings of Khorne.

Use the points values listed for the Heretic Astartes versions of the datasheets.

THOUSAND SONS
The following Heretic Astartes datasheets can be included in Thousand Sons armies:
- Chaos Thunderhawk

To do so, on its datasheet, replace instances of the Heretic Astartes Faction keyword with the Thousand Sons Faction keyword and remove any instances of the Dark Pact ability.

Use the points value listed for the Heretic Astartes version of the datasheet.