

DECIMATOR

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

10"

10

3+



12

6+

4

5+

INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Decimator butcher cannon	36"	4	3+	9	-1	2
Decimator conversion beamer	24"	1	3+	7	-1	3
[CONVERSION, SUSTAINED HITS D3]						
[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.						
Hellflamer [ANTI-INFANTRY 4+, IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Soulburner petard	24"	4	3+	2	0	1
[ANTI-INFANTRY 3+, DEVASTATING WOUNDS, HAZARDOUS]						
Storm laser [SUSTAINED HITS 1]	36"	8	3+	6	-1	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Decimator claw	Melee	5	3+	14	-3	3
Twin Decimator claws [TWIN-LINKED]	Melee	5	3+	14	-3	3

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.

KEYWORDS: VEHICLE, WALKER, CHAOS, DAEMON, DECIMATOR



FACTION KEYWORDS:
HERETIC ASTARTES

DECIMATOR

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M

10"

T

9

SV

3+

W

10

LD



6+

OC

3

5+

INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Bile maw [LETHAL HITS]	12"	3	3+	5	0	1
Blightreaper cannon [LETHAL HITS]	36"	6	3+	8	-2	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Greater plague probe [LETHAL HITS]	Melee	4	3+	6	-1	1

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.

KEYWORDS: VEHICLE, FLY, CHAOS, NURGLE, DAEMON, GREATER BLIGHT DRONE



FACTION KEYWORDS:
HERETIC ASTARTES

GREATER BLIGHT DRONE

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	7	3+	9	6+	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	8	4+	6	-2	1

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.

KEYWORDS: VEHICLE, CHAOS, TRANSPORT, FLY, DREADCLAW DROP POD



FACTION KEYWORDS:
HERETIC ASTARTES

DREADCLAW DROP POD

WARHAMMER LEGENDS

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 loyalist 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

WARHAMMER LEGENDS

M

12"

T

9

SV

3+

W

10

LD

6+

OC

3

5+

INVULNERABLE SAVE



RANGED WEAPON

RANGE

A

BS

S

AP

D

Impaler harpoon

12"

1

3+

12

-2

3

[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

A

WS

S

AP

D

Slaughter blade

Melee

5

3+

12

-3

3

Twin slaughter blade [TWIN-LINKED]

Melee

5

3+

12

-3

3

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.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, BLOOD SLAUGHTERER



FACTION KEYWORDS:
HERETIC ASTARTES

BLOOD SLAUGHTERER

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M 12" T 12 SV 3+ W 26 LD 6+ OC 10

5+ INVULNERABLE SAVE

RANGED WEAPON	RANGE	A	BS	S	AP	D
Demolisher cannon [BLAST]	24"	D6+3	3+	14	-3	D6
Hellmaw flame cannons [IGNORES COVER, TORRENT]	12"	2D6	N/A	8	-1	1
Scorpion cannon [SUSTAINED HITS 1]	36"	15	3+	5	-1	2

MELEE WEAPON	RANGE	A	WS	S	AP	D
Hellcrusher claws – strike	Melee	6	3+	14	-3	6
Hellcrusher claws – sweep	Melee	18	3+	8	-2	2

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

KEYWORDS: VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, DAEMON,
GREATER BRASS SCORPION

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.



FACTION KEYWORDS:
HERETIC ASTARTES

GREATER BRASS SCORPION

WARHAMMER LEGENDS

More rampaging beasts than war machines, Brass Scorpions are monstrous fusions of armour plating and daemoniac 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

KYTAN RAVAGER

WARHAMMER LEGENDS

M 10" **T** 12 **SV** 3+ **W** 24 **LD** 6+ **OC** 10
5+ **INVULNERABLE SAVE**

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Kytan gatling cannon	36"	18	3+	6	-2	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
 Kytan cleaver – strike	Melee	4	3+	14	-4	6
 Kytan cleaver – sweep	Melee	12	3+	9	-3	2

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

KEYWORDS: VEHICLE, TITANIC, WALKER, CHAOS, KHORNE, DAEMON, KYTAN RAVAGER



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.

FACTION KEYWORDS:
HERETIC ASTARTES

KYTAN RAVAGER

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	11	3+	20	6+	4



 RANGED WEAPON	RANGE	A	BS	S	AP	D
 Kharybdis storm launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Kharybdis storm launcher – krak	36"	2	3+	9	-2	D6
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	12	4+	8	-2	1
Melta array [EXTRA ATTACKS]	Melee	1	4+	12	-4	D6+2

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

KEYWORDS: VEHICLE, TITANIC, CHAOS, TRANSPORT, FLY, KHARYBDIS ASSAULT CLAW



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.

FACTION KEYWORDS:
HERETIC ASTARTES

KHARYBDIS ASSAULT CLAW

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+" data-bbox="26 125 85 175">	12 data-bbox="100 125 140 175">	2+ data-bbox="155 125 195 175">	30 data-bbox="210 125 250 175">	6+ data-bbox="265 125 305 175">	0 data-bbox="320 125 360 175">



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon [BLAST]	48"	D6+6	3+	10	-2	3
Turbo-laser destructor [BLAST]	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

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

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, CHAOS, THUNDERHAWK



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.

FACTION KEYWORDS:
HERETIC ASTARTES

CHAOS THUNDERHAWK

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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.

