

# DECIMATORS

With their whirling thunderaxes, the Decimators wade into enemy formations, reaping a bloody toll with every swing. Corpses form grisly piles around the Paladins' feet as these grim destroyers lay low rank after rank.



## MELEE WEAPONS

Thunderaxe  
Starsoul Mace

## Range

2"  
1"

## Attacks

See below

## To Hit

3+

## To Wound

3+  
See below

## Rend

-1

## Damage

1

## DESCRIPTION

A unit of Decimators has any number of models, each armed with a Thunderaxe. 2 in every 5 models can replace their Thunderaxe with a Starsoul Mace.

**DECIMATOR-PRIME:** The leader of this unit is a Decimator-Prime. Add 1 to wound rolls for attacks made by a Decimator-Prime.

## ABILITIES

**Starsoul Mace:** *A starsoul mace blasts a being's soul out of synchronicity with their mortal form, slaying them as surely as any death blow.*

Do not use the attack sequence for an attack made with a Starsoul Mace. Instead, roll a dice. On a 1, nothing happens. On a 2-5, the target unit suffers D3 mortal wounds. On a 6+, the target unit suffers D3+1 mortal wounds.

**Cleaving Blow:** *A single swing of a thunderaxe can carve through several foes.*

The Attacks characteristic of a Thunderaxe is equal to the number of enemy models within 2" of the attacking model when the number of attacks made with the weapon is determined.

**Grim Harvesters:** *Fear emanates from the Decimators as they set about their gory work.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 6" of one or more friendly units of **DECIMATORS** in the battleshock phase.

## KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, PALADIN, DECIMATORS