



DECIMATORS

Let the foe come in their teeming hordes, for there to meet them will be the Decimators. With their whirling thunderaxes, these Paladins 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, and few foes hold for long in the face of such devastation.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderaxe	2"	See below	3+	3+	-1	1
Starsoul Mace	1"	1	See Below			

DESCRIPTION

A unit of Decimators has 5 or more models. They are armed with Thunderaxes. 2 in every 5 models may instead be armed with a Starsoul Mace.

DECIMATOR-PRIME

The leader of this unit is the Decimator-Prime. Add 1 to the wound rolls for a Decimator-Prime.

ABILITIES

Cleaving Blow: A single swing of a Thunderaxe can carve through several foes. When a model attacks with a Thunderaxe, select a target unit and make one attack against it for each model it has within range.

Grim Harvesters: Fear surrounds Decimators as they set about their gory work. Add 2 to the result of battleshock tests made for enemy units that are within 6" of any DECIMATORS.

Starsoul Mace: A model armed with a Starsoul Mace can make a starblast attack in each combat phase. Pick an enemy unit that is within 1" of the model with the Starsoul Mace. That unit suffers D3 mortal wounds.