FLESH CRAFTER [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
7"	4	5+	5	7+	1

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast Pistol PISTOL	6"	1	2+	8	-3	D3
Blaster ASSAULT	18"	1	2+	8	-4	D6+1
Heat Lance ASSAULT MELTA 3	18"	1	2+	14	-4	D6
Shardcarbine ANTI-INFANTRY 3+ ASSAULT	18"	3	2+	2	0	1
Splinter Pistol ANTI-INFANTRY 3+ ASSAULT PISTOL	12"	1	2+	2	0	1
Splinter Pods ANTI-INFANTRY 3+ ASSAULT TWIN-LINKED	18"	2	2+	2	0	1
Splinter Rifle ANTI-INFANTRY 3+ ASSAULT	24"	2	2+	2	0	1
Stinger Pistol ANTI-INFANTRY 2+ PISTOL PRECISION	12"	1	2+	2	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Agoniser ANTI-INFANTRY 3+	Melee	6	2+	3	-2	1
Archite glaive and agoniser ANTI-INFANTRY 3+ PRECISION	Melee	7	2+	3	-2	1
Bladevanes EXTRA ATTACKS LANCE	Melee	4	2+	4	-1	1
Haemonculus tools and scissorhands ANTI-INFANTRY 2+ PRECISION	Melee	5	2+	3	-1	D3
Hellglaive LANCE SUSTAINED HITS 1	Melee	5	2+	4	-1	2
Huskblade DEVASTATING WOUNDS	Melee	4	2+	3	-2	3
Power Weapon	Melee	5	2+	4	-2	2
Stunclaw DEVASTATING WOUNDS LANCE PRECISION	Melee	5	2+	3	-1	1
➤ Demiklaives - Dual Blades	Melee	6	2+	4	-2	1
➤ Demiklaives - Single Blade	Melee	4	2+	5	-2	2

AUFSTELLUNG

1x Flesh Crafter [Crucible]

Equipped with: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Hellglaive, Huskblade, Power Weapon, Stunclaw, ➤ Demiklaives - Dual Blades, ➤ Demiklaives - Single Blade

KEYWORDS: Character, Infantry, Crucible, Aeldari, Haemonculus Covens, Flesh Crafter
FACTION KEYWORDS: Drukhari

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ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Conduit of Cruelty
This unit is always Empowered — you do not need to spend any Pain tokens to activate this unit's Pain abilities.

Darkglass Prism
Each time this unit disembarks from a TRANSPORT, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Fear Incarnate (Aura)
While an enemy unit is within 6" of this model, worsen the Leadership characteristic of models in that unit by 1. In addition, in the Battle-shock step of your opponent's Command phase, if such an enemy unit is below its Starting Strength, it must take a Battle-shock test.

Fleshcraft (Pain)
In your Command phase, you can spend 1 Pain token to Empower this model's unit. Each time you do, you can return up to D3+1 destroyed Bodyguard models to that unit.

Jetbike
(ARCHTORMENTOR only): Change this model's Move characteristic to 16", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, and replace the list of units this model can be attached to: REAVERS.

Kabal Overlord
(ARCHTORMENTOR only): Change this model's Move characteristic to 7", and its Leadership characteristic to 6+. Remove the Wych Cult keyword, add the Kabal keyword, and replace the list of units this model can be attached to: HAND OF THE ARCHON, INCUBI, KABALITE WARRIORS.

Overwhelming Avarice
While this model is leading a unit, each time a model in that unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

Pain Adept
In your Command phase, if one or more models from your army with this ability are on the battlefield, roll one D6: on a 4+, you gain 1 Pain token.

Pseudovian Form
Change this model's Move characteristic to 14", add the Fly and Jump Pack keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: SCOURGES WITH HEAVY WEAPONS, SCOURGES WITH SHARDCARBINES.

Sadistic Epicurean
Each time an enemy unit is destroyed by this model's unit, gain 1 Pain Token.

Skyboard
(ARCHTORMENTOR only): Change this model's Move characteristic to 14", its Toughness characteristic to 4, and its Wounds characteristic to 5. Add the Fly and Mounted keywords, it gains the Deep Strike ability, and replace the list of units this model can be attached to: HELLIONS.

Storm of Blades
While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Twisting the Knife
Each time this model makes an attack that targets a unit that is below its Starting Strength, you can re-roll the Hit roll. If that target is Below Half-strength, you can re-roll the Wound roll as well.

Leader
This model can be attached to the following units:

- Hellions

WEAPON ABILITIES

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+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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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.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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FACTION RULES

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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