

CHAOS - CHAOS SPACE MARINES

VASHTORR THE ARKIFANE

M

12"

T

10

SV

2+

W

14

LD

6+

OC

3

RW

4+

220 PTS

Base 80mm



- Dark Pacts
- Deadly Demise D3
- Deep Strike

1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Vashtorr's claw

ANTI-VEHICLE 4+

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

5

NAHKAMPF

Vashtorr's hammer - strike

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	6	2+	14	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Vashtorr's hammer - sweep

ANTI-VEHICLE 4+

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	12	2+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

VERTEIDIGUNG

Reorder Reality

Each time an enemy unit within 18" of this model targets this model, subtract 1 from the Hit roll and, until the end of the phase, that enemy unit's ranged weapons have the [HAZARDOUS] ability.

IMMER / EINMALIG

Indentured Daemon Engines

While this model is within 3" of one or more friendly Daemon Vehicle units, this model has the Lone Operative ability.

Unholy Mechanisms (Aura)

While a friendly Daemon Vehicle unit is within 6" of this model, add 2 to the Strength characteristic of weapons equipped by models in that unit.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

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.

REGELN & KEYWORDS KURZ

Dark Pacts

If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

Deadly Demise D3

This ability always takes the form Deadly Demise X.

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" horizo...

ANTI

This ability always takes the form [ANTI-X Y+].

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...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Vashtorr the Arkifane

Ausrüstung:

Vashtorr's claw, Vashtorr's hammer - strike, Vashtorr's hammer - sweep