

ARCHTORMENTOR [CRUCIBLE]

- Leader
- Leader
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- Crucible
- Deep Strike
- Power from Pain

M8

T3

SV6+

W4

LD7+

OC1

RW4+

60 PTS

Base —

3

BESCHUSS

Blast Pistol

PISTOL

R	A	BS	S	AP	D
6"	1	2+	8		D3

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Blaster

ASSAULT

R	A	BS	S	AP	D
18"	1	2+	8	-4	D6+1

VERWUNDET

2+ T1-4

3+ T5-7

4+ T8

5+ T9-15

6+ T16+

Heat Lance

ASSAULT

MELTA 3

R	A	BS	S	AP	D
18"	1	2+	14	-4	D6

VERWUNDET

2+ T1-7

3+ T8-13

4+ T14

5+ T15-27

6+ T28+

Shardcarbine

ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
18"	3	2+	2	0	1

VERWUNDET

2+ T1

4+ T2

5+ T3

6+ T4+

Splinter Pistol

ANTI-INFANTRY 3+

ASSAULT

PISTOL

R	A	BS	S	AP	D
12"	1	2+	2	0	1

VERWUNDET

2+ T1

4+ T2

5+ T3

6+ T4+

Hatred Eternal (Pain)

In your Shooting phase or the Fight phase, when you select this model's unit to shoot or fight, you can spend 1 Pain token to Empower that unit. While that unit is Empowered, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Splinter Pods

ANTI-INFANTRY 3+

ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	2+	2	0	1

VERWUNDET

2+ T1

4+ T2

5+ T3

6+ T4+

Splinter Rifle

ANTI-INFANTRY 3+

ASSAULT

R	A	BS	S	AP	D
24"	2	2+	2	0	1

VERWUNDET

2+ T1

4+ T2

5+ T3

6+ T4+

Stinger Pistol

ANTI-INFANTRY 2+

PISTOL

PRECISION

R	A	BS	S	AP	D
12"	1	2+	2	-1	D3

VERWUNDET

2+ T1

4+ T2

5+ T3

6+ T4+

5

NAHKAMPF

Agoniser

ANTI-INFANTRY 3+

R	A	WS	S	AP	D
Melee	6	2+	3	-2	1

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Archite glaive and agoniser

ANTI-INFANTRY 3+

PRECISION

R	A	WS	S	AP	D
Melee	7	2+	3	-2	1

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Bladevanes

EXTRA ATTACKS

LANCE

R	A	WS	S	AP	D
Melee	4	2+	4	-1	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Haemonculus tools and scissorhands

ANTI-INFANTRY 2+

PRECISION

R	A	WS	S	AP	D
Melee	5	2+	3	-1	D3

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Hellglaive

LANCE

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	5	2+	4	-1	2

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Huskblade

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	2+	3	-2	3

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

Power Weapon

R	A	WS	S	AP	D
Melee	5	2+	4	-2	2

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

Stunclaw

DEVASTATING WOUNDS

LANCE

PRECISION

R	A	WS	S	AP	D
Melee	5	2+	3	-1	1

VERWUNDET

2+ T1

3+ T2

4+ T3

5+ T4-5

6+ T6+

► Demiklaives - Dual Blades

R	A	WS	S	AP	D
Melee	6	2+	4	-2	1

VERWUNDET

2+ T1-2

3+ T3

4+ T4

5+ T5-7

6+ T8+

► Demiklaives - Single Blade

R	A	WS	S	AP	D
Melee	4	2+	5	-2	2

VERWUNDET

2+ T1-2

3+ T3-4

4+ T5

5+ T6-9

6+ T10+

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".

GEGEN DIESE EINHEIT

W3 · RW 6+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+ S6+

3+ S4-5

4+ S3

5+ S2

6+ S1

DS 0 4++

DS -1 4++

DS -2 4++

DS -3 4++

DS -4 4++

<div>1KOMMANDO</div> <div>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.</div>	<div>2BEWEGUNG</div> <div>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. 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. 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.</div>	<div>4ANGRIFF</div> <div></div>	<div>VERTEIDIGUNG</div> <div>Cruel Example Each time this model makes an attack that targets a CHARACTER unit, you can add 1 to the Wound roll. Each time this model's unit destroys a CHARACTER model, you gain 1CP. 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.</div>	<div>COIMMER / EINMALIG</div> <div>Conduit of Cruelty This unit is always Empowered — you do not need to spend any Pain tokens to activate this unit's Pain abilities. 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. Sadistic Epicurean Each time an enemy unit is destroyed by this model's unit, gain 1 Pain Token. Storm of Blades While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.</div>
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<div>REGELN & KEYWORDS KURZ</div> <div>Crucible A Character created using Crucible rules has the Crucible ability. 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... 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. Power from Pain All Drukhari units have a Pain ability, tagged with the word 'Pain'. ANTI This ability always takes the form [ANTI-X Y+]. ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05). 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... 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. 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]. PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes. 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 m... SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X]. TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</div>

<div>AUFSTELLUNG</div> <div>1x Archtormentor [Crucible] Ausrüstung: Blast Pistol, Blaster, Heat Lance, Shardcarbine, Splinter Pistol, Splinter Pods, Splinter Rifle, Stinger Pistol, Agoniser, Archite glaive and agoniser, Bladevanes, Haemonculus tools and scissorhands, Helglaive, Huskblade, Power Weapon, Stunclaw, ► Demiklaives - Dual Blades, ► Demiklaives - Single Blade Anführer This model can be attached to the following units: • Hellions</div>
