

VASHTORR THE ARKIFANE

M	T	SV	W	LD	OC	
12"	10	2+	14	6+	3	

AUFSTELLUNG

1x Vashtorr the Arkifane (80mm)

Equipped with: Vashtorr's claw, ► Vashtorr's hammer - strike, ► Vashtorr's hammer - sweep

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Vashtorr's claw ANTI-VEHICLE 4+, TORRENT	12"	D6	N/A	5	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Vashtorr's hammer - strike ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	6	2+	14	-3	3
► Vashtorr's hammer - sweep ANTI-VEHICLE 4+, DEVASTATING WOUNDS	Melee	12	2+	8	-1	2

ABILITIES

RULES - Dark Pacts, Deadly Demise D3, Deep Strike

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.

Indentured Daemon Engines

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

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.

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.



WEAPON RULES

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+.

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.

Torrent

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

