

# VASHTORR THE ARKIFANE

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

## AUFSTELLUNG

1x Vashtorr the Arkifane

**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<br>ANTI-VEHICLE 4+, TORRENT | 12"   | D6 | N/A | 5 | -2 | 1 |

## ✂ MELEE WEAPONS

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

## ABILITIES

**RULES** - Dark Pacts, Deadly Demise D3, Deep Strike

### 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.

