

VASHTORR THE ARKIFANE

13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vashtorr the Arkifane (8+ wounds remaining)	12"	2+	3+	7	7	14	7	9	2+
	Vashtorr the Arkifane (4-7 wounds remaining)	10"	2+	3+	7	7	N/A	6	9	2+
	Vashtorr the Arkifane (1-3 wounds remaining)	8"	2+	3+	7	7	N/A	5	9	2+

Vashtorr the Arkifane is equipped with: Vashtorr's claw; Vashtorr's hammer. Your army can only include one **VASHTORR THE ARKIFANE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vashtorr's claw	12"	Assault D6	5	-2	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Vashtorr's hammer	Melee	Melee	x2	-2	3	Each time an attack is made with this weapon against a VEHICLE unit, on a successful unmodified wound roll of 5+, the target suffers 4 mortal wounds and the attack sequence ends.

ABILITIES

Warp Strike [see *Codex: Chaos Space Marines*]

Body of Unholy Artifice: This model has a 4+ invulnerable save. Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

WILL OF THE ARKIFANE

In your Command phase you can select one of the following abilities:

Unholy Mechanisms: When you select this ability, select one friendly **TRAITORIS ASTARTES DAEMON ENGINE** model (excluding **CHARACTER**, **AIRCRAFT** or **TITANIC** units) within 3" of this model. Until the start of your next Command phase, each time that model makes an attack, add 1 to that attack's hit roll.

Ghost in the Machine: When you select this ability, select one enemy unit within 18" of and visible to this model. Until the start of your next Command phase, halve the Range characteristic of ranged weapons models in that unit are equipped with.

Agonise Machine Spirits: When you select this ability, select one enemy **VEHICLE** unit within 18" of and visible to this model. Until the start of your next Command phase, halve the Move and Attacks characteristics of models in that unit.

WARLORD TRAIT

If Vashtorr the Arkifane gains a Warlord Trait, they must have the Lord of Terror Warlord Trait (see *Codex: Chaos Space Marines*).

FACTION KEYWORDS: CHAOS, HERETIC ASTARTES, TRAITORIS ASTARTES

KEYWORDS: MONSTER, CHARACTER, FLY, DAEMON, AGENT OF CHAOS, VASHTORR THE ARKIFANE



Vashtorr is a horror of pallid flesh stretched over infernal mechanisms. He soars to battle amidst a cloud of dark lightning and smog, dealing destruction and unleashing techno gheist curses upon the foe even as he fashions enhancements for his indentured daemon engines from the raw stuff of realspace.



Vashtorr the Arkifane

Unit size 1 model
Unit cost 260 pts