


















CHAOS				SOUL GRINDER - Arcane Soulcrusher												253 Pts	
Chaos Daemons																	
1																	
Full HP	8"	12"		3+	3+	8		15	14	13	14	6	4	6+	5	3+	4++/3++
Mid HP	5"	7"		4+	4+	8		14	13	12	9	5	4	7+	4	3+	4++/3++
Low HP	3"	4"		5+	5+	8		13	12	11	5	4	4	8+	3	3+	4++/3++
Unit Aptitudes																	
Scuttling Walker			Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.														
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.														
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Mark of Tzeentch			Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.														
Unit Special Rules																	
Deep Strike / Daemon / Fear / Walker																	
Psychic Domains																	

[illegible]