CHAOS

Chaos Daemons

SOUL GRINDER - Bloodforged Annihilator

260 Pts

1																
Full HP	8"	12"	3+	3+	9	15	14	13	14	7	4	6+	5	3+	5++/4++
Mid HP	5"	7"	4+	4+	9	14	13	12	9	6	4	7+	4	3+	5++/4++
Low HP	3"	4"	5+	5+	9	13	12	11	5	5	4	8+	3	3+	5++/4++

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 Khorne	Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

Unit Special Rules

Deep Strike / Daemon / Fear / Furious Charge / Walker

Psychic Domains

Weapons							Pts
Harvester cannon - Solid-shells	48"	3	10	-1	3	Heavy	20
Harvester cannon - Flakk-shells	48"	3	7	-2	3	Heavy - Sky Fire	19
Torrent of burning blood	Template	1	5	-1	2	Psychic - Ignores Cover	0
Warpsword	Melee	User	User	-2	D6	Melee - Extra Attacks	7
Defiler claw	Melee	User	x2	-2	D3+3	Melee	44

Faction Aptitudes				Unit type
Daemonic Terror	Daemonic Incursion	Daemonic Instability	Shadow of Chaos	Vehicle