

| CHAOS                                |   |   |   | SOUL GRINDER - Arcane Soulcruisher  |   |   |   |   |   |   |   |   |   |   |   | 263 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 a D6 and 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+ for each Wound inflicted.  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Weapons                              |   |   |   |   |  |  |  |  |  |   |   |   |   |   |  | Nb  | Pts   |
| Harvester cannon - Solid-shells      |   |   |   |   | 48"   | 3   | 10  | -1  | 3   | Heavy   |   |   |   |   |   | 1   | 20  |
| Harvester cannon - Flakk-shells      |   |   |   |   | 48"   | 3   | 7   | -2  | 3   | Heavy - Sky Fire  |   |   |   |   |   | 1   | 19  |
| Warp Gaze                            |   |   |   |   | 48"   | 1   | 12  | -2  | 3   | Psychic - Blast   |   |   |   |   |   | 1   |   |
| Warpclaw                             |   |   |   |   | Melee   | +1  | User  | -1  | 2   | Melee - Extra Attacks   |   |   |   |   |   | 1   |   |
| Defiler claw                         |   |   |   |   | Melee   | User  | x2  | -2  | D3+3  | Melee   |   |   |   |   |   | 2   | 44  |
| Faction Aptitudes                    |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | Unit type   |   |
| Daemonic Instability                 | Shadow of Chaos   |   | Daemonic Manifestation  |   |   |   | Daemonic Terror   |   | Daemonic Incursion  |   |   |   |   |   | Vehicle   |   |   |