























CHAOS																		
SOUL GRINDER - Bloodforged Annihilator																		
260 Pts																		
Chaos Daemons																		
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																		
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	
Torrent of burning blood					Template	1	5	-1	2	Psychic - Ignores Cover						1		
Warpsword					Melee	User	User	-2	D6	Melee - Extra Attacks						1	7	
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				