	CHAOS aos Daem				SOUL GRINDER - Arcane Soulcrusher										253 Pts		
1	7		*	N.		THE REAL PROPERTY.			6			X	144				
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+
W. XX II			Each time	this model	makes a N	Jormal or A		nit Aptitu ove, it can l		ver friendly	Monster a	ınd Vehicle	e models as	if they were	e not there	e. This moo	del can
cuttling Walker								as if they w						Ž			
Dæmonforge				hooting or A Hull Point				del may re-r	oll all failed	To Woun	nd roll and	all failed a	rmor peneti	ration rolls.	At the end	d of that ph	ase, roll
Dæmonic Possession			Reduce by	1 the Dan	nage charac	teristic of v	weapon targ	getting this 1	ınit on a ro	ll of a 3+.							
Explosive Lethal Demi	se		When this	s model is d	lestroyed, t	hrow one	D6 for each	h units with	in 6". On a	4+, the unit	t suffers <b>D</b> 8	3 mortal wo	ounds.				
Aark of Tzeentch			Once per	turn, the fir	rst time a sa	wing throw	v is failed fo	or this unit,	the Damage	e characteri	stic of that	attack is ch	nanged to 0.				
							Uni	t Special	Rules								
Deep Strike / Daemon	/ Fear / V	Valker															
							Psy	chic Don	nains								

·							
Weapons	数	Φ)		U	<b>(</b>	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	
Warp Gaze	48"	1	12	-2	3	Psychic - Blast 0	
Warpclaw	Melee	+1	User	-1	2	Melee - Extra Attacks 0	
Defiler claw	Melee	User	x2	-2	<b>D</b> 3+3	Melee 44	
	Faction	n Aptitudes				Unit type	

Daemonic Instability

Shadow of Chaos

Vehicle

Daemonic Terror

Daemonic Incursion