

SOUL GRINDER



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Harvester Cannon		16"	*	4+	3+	-1	1
Phlegm Bombardment		20"	1	4+	3+	-2	3
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Piston-driven Legs		1"	*	4+	3+	-1	1
Hellforged Claw		2"	1	4+	3+	-2	D6
Warpmetal Blade		2"	2	4+	3+	-2	3
Daemonbone Talon		2"	4	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Harvester Cannon	Piston-driven Legs
0-3	12"	D6	6
4-6	10"	D6	5
7-10	8"	D3	4
11-13	7"	D3	3
14+	6"	1	2

DESCRIPTION

A Soul Grinder is a single model. It is armed with a fearsome Harvester Cannon, Piston-driven Legs and a Hellforged Claw, and can spit a horrific Phlegm Bombardment. Some Soul Grinders also wield a Warpmetal Blade, while others have a Daemonbone Talon.

ABILITIES

Daemon Engine of the Dark Gods: If you wish, when setting up a Soul Grinder, you can pick one of the following keywords to apply to this unit for the duration of the battle: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**.

Implacable Advance: A Soul Grinder can shoot even if it ran in its movement phase.

Caught by the Claw: Each time a Hellforged Claw attack hits a **HERO** or a **MONSTER**, you and your opponent both secretly use a dice to select a number and hide it underneath your hand. Reveal the dice on the count of three; if they are the same, the model grabbed by the claw suffers 6 mortal wounds instead of resolving the damage normally.

MAGIC

CHAOS WIZARDS know the Summon Soul Grinder spell, in addition to any others they know.

SUMMON SOUL GRINDER

Summon Soul Grinder has a casting value of 10. If successfully cast, you can set up a Soul Grinder within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, MONSTER, SOUL GRINDER