

# SOUL GRINDER

There is no act of destruction a Soul Grinder will not commit in an effort to complete the tithe of death demanded from it. These clanking daemon engines scuttle forth on huge mechanical legs, unable to rest while a single foe draws breath.



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"	6	6
4-6	10"	5	5
7-10	8"	4	4
11-13	7"	3	3
14+	6"	2	2

## DESCRIPTION

A Soul Grinder is a single model armed with a Harvester Cannon, Phlegm Bombardment, Hellforged Claw, Piston-driven Legs and one of the following weapon options: Warpmetal Blade; or Daemonbone Talon.

**MARK OF CHAOS:** When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

## ABILITIES

**Hellforged Claw:** *The crushing force of a Hellforged Claw can obliterate anything unfortunate enough to be caught in its grasp.*

If the unmodified hit roll for an attack made with a Hellforged Claw is 6, that attack inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Implacable Advance:** *This daemon engine is utterly relentless in its desire to pay off the soul-tithe owed to its masters.*

This model can run and still shoot later in the same turn.

## KEYWORDS

CHAOS, DAEMON, SLAVES TO DARKNESS, MONSTER, MARK OF CHAOS, SOUL GRINDER