

SLAANESH SOUL GRINDER

M8"

T11

SV3+

W14

LD7+

OC5

RW4+

180 PTS

Base —

- Deadly Demise D3
- Deep Strike
- The Shadow of Chaos
- Warp Rifts

1KOMMANDO

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2BEWEGUNG

Scuttling Walker

Each time this model makes a Normal or Advance move, it can move over friendly MONSTER and VEHICLE models and terrain features that are 4" or less in height as if they were not there.

3BESCHUSS

Harvester cannon

R	A	BS	S	AP	D
36"	3	3+	10	-1	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Scream of despair

DEVASTATING WOUNDS

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	9	-2	2

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Shadow's Caress

Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

4ANGRIFF

Seductive Gambit

Each time this unit ends a Charge move, you can declare it will perform a Seductive Gambit. If you do, until the end of the turn, this unit does not have the Fights First ability, but instead, each time a model in this unit makes an attack, you can re-roll the Hit roll and you can re-roll a Wound roll of 1.

5NAHKAMPF

Iron claw

R	A	WS	S	AP	D
Melee	5	3+	16	-3	D6+2

VERWUNDET

2+T1-8

3+T9-15

4+T16

5+T17-31

6+T32+

Warpclaw

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	6	3+	8	-1	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Warpsword

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	3+	8	-2	D6

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

VERTEIDIGUNG

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W11 · RW 3+ · 4++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+S22+

3+S12-21

4+S11

5+S6-10

6+S1-5

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -24++

DS -34++

DS -44++

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

The Shadow of Chaos If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows: ■ Your deployment zone...

Warp Rifts Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos,...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Slaanesh Soul Grinder

Ausrüstung: Harvester cannon, Scream of despair, Iron claw, Warpclaw, Warpsword