CHAOS - CHAOS DAEMONS

NURGLE SOUL GRINDER

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

M	T	SV	W	LD	OC	RW
8"	11	3+	14	7+	5	4+

180 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

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.

3 BESCHUSS

Harvester cannon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Phlegm bombardment [BLAST] [INDIRECT FIRE] [LETHAL HITS]

R	A	BS	S	AP	D
36"	D6+1	3+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

4 ANGRIFF

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5 NAHKAMPF

Iron claw

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

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

Warpclaw [EXTRA ATTACKS]

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Warpsword [EXTRA ATTACKS]

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

VERTEIDIGUNG

Gloam Rot

Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W11 · RW 3+ · 4++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12–21	S11	S6–10	S1–5

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

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,…

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

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.

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

AUFSTELLUNG

1x Nurgle Soul Grinder

Ausrüstung: Harvester cannon, Phlegm bombardment, Iron claw, Warpclaw, Warpsword

KEYWORDS Vehicle, Walker, Chaos, Daemon, Nurgle, Soul Grinder, Nurgle non-Battleline, Shadow Legion · **FRAKTION** Legiones Daemonica