

# TZEENTCH SOUL GRINDER

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

M8"

T11

SV3+

W14

LD7+

OC5

RW4+

180 PTS

Base —

1  
COMMANDO

2 BEWEGUNG

3 BESCHUSS

4  
ANGRIFF

5 NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

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.

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+

Warp gaze

BLAST

|     |    |    |    |    |      |
|-----|----|----|----|----|------|
| R   | A  | BS | S  | AP | D    |
| 48" | D3 | 3+ | 12 | -2 | D6+2 |

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

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+

Penumbral Puppetry

This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

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,...

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 [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

AUFSTELLUNG

1x Tzeentch Soul Grinder

Ausrüstung: Harvester cannon, Warp gaze, Iron claw, Warpclaw, Warpsword

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