

KHORNE SOUL GRINDER

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

AUFSTELLUNG

1x Khorne Soul Grinder

Equipped with: Harvester cannon, Torrent of burning blood, Iron claw, Warpclaw, Warpsword

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Torrent of burning blood <small>IGNORES COVER, TORRENT</small>	12"	2D6	N/A	5	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Iron claw	Melee	5	3+	16	-3	D6+2
Warpclaw <small>EXTRA ATTACKS</small>	Melee	6	3+	8	-1	2
Warpsword <small>EXTRA ATTACKS</small>	Melee	3	3+	8	-2	D6

ABILITIES

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

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.

Murderer's Cowl

This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

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.



WEAPON RULES

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

