SLAANESH SOUL GRINDER

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

AUFSTELLUNG

1x Slaanesh Soul Grinder

Equipped with: Harvester cannon, Scream of despair, Iron claw, Warpclaw, Warpsword

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Harvester cannon	36"	3	3+	10	-1	3
Scream of despair DEVASTATING WOUNDS, SUSTAINED HITS 1	24"	6	3+	9	-2	2

MELEE WEAPONS

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

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.

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.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Slaanesh, Soul Grinder, Slaanesh non-Battleline, Shadow Legion

FACTION: Legiones Daemonica **180 PTS**

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*