

DAEMONIC FORGE-HOST

POINTS: 200 + MODELS

When the Forge of Souls sends forth its Soul Grinders in great Forge-hosts, a few of its minions are made into Keepers of the Forge. These chosen Soul Grinders are gifted with powerful psychosonic devices, similar to the warhorns carried by their Daemonic brethren. The cacophonous blare of these supernatural instruments allows the Keepers to act as a focus, guiding the other Soul Grinders in the host through the currents of the Warp as they break into reality.

The effect of this guidance is to make the transition between the Immaterium and reality considerably easier. In turn, this allows the Soul Grinders in the Forge-host to jump on their enemies the very moment they appear out of the ether. The speed and ferocity of such attacks takes the enemy by surprise, delivering many unstoppable killing machines in the very heart of their enemy.

SOUL GRINDER
'KEEPER OF THE FORGE'



Briareus

SOUL GRINDER



Kot'tas

SOUL GRINDER



Gy'eas

FORMATION:

3-9 Soul Grinders

One Soul Grinder must be designated as the Keeper of the Forge. The Keeper of the Forge has the Instrument of Chaos Daemonic Gift (the cost is included).

SPECIAL RULES

Daemonic Strike Force: When the Forge-host becomes available, first deep strike the Keeper of the Forge as normal, then simply deploy all other Soul Grinders in the Forge-host within 6" of the Keeper of the Forge (do not roll for scatter).

Forge On!: Driven forward by the will of the Keeper of the Forge, all Soul Grinders in the Forge-host, except for the Keeper itself, are allowed to assault in the Assault phase of the turn they enter the game.