

TORTUROUS FIEND

Straddling the battlefield like a titanic edifice of nightmares, the Torturous Fiend is a living prison in which the souls of the fallen are held... forever screaming in eternal torment...

These monsters are so vast in scale and power that they pierce the very fabric of reality like a wound, and around them, Daemonic monsters pour forth like blood.



SPECIAL RULES

POINTS: 725

“Cower before my Might!”

Enemy models in base contact with this model must make a Leadership test at the start of their movement phase or have their Initiative reduced to 1 for the remainder of the turn. Fearless models are immune to this effect.

“Insignificant Worms... I shall slay you!”

When making close combat attacks, this model may reroll any result of a 1, when making those attacks against infantry, monstrous creatures or vehicles.

“They pour like Blood!”

Any models, with the Daemon descriptor, arriving from reserve may move onto the board from the Torturous Fiend's base edge, instead of entering as normal (it does not matter whether these units were intending to deep strike, outflank, or arrive from their own table edge etc.).

“Your Soul is Mine!”

When this model destroys an independent model or monstrous creature, you may choose to make a Leadership test.

- If you succeed, this model gains 1 Soul Marker.
- If you fail, discard all Soul Markers on this model.

A player may discard a Soul Marker to ignore one wound this model receives following an attack. This ability cannot be used to restore Wounds already received in previous turns.

“Your Weapons are Useless!”

This model gains a 5+ invulnerable save.

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Weapons & Equipment – Immense Scythe

WS	BS	S	T	W	I	A	LD	SV
3	2	10	10	8	2	5	10	5+