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Master Tormentor Morghoul

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Abuse	2	8	-	-		

Target friendly warbeast gains +2" of movement and +2 STR for one round and immediately suffers d3 damage points.

Torment	2	10	-	12		X

Target model damaged by Torment loses Regenerate and Tough for one round. Damage from Torment cannot be transferred.

Unrelenting	2	6	-	-		X

Anytime target friendly model suffers damage from an enemy attack, it may immediately move up to its SPD in inches if it is not stationary. Target model cannot be targeted by free strikes during this movement.

FIELD ALLOWANCE	C	POINT COST	57
VICTORY POINTS	5		

FIELD ALLOWANCE	U	POINT COST	109
VICTORY POINTS	3		

FIELD ALLOWANCE	U	POINT COST	62
VICTORY POINTS	2		

Master Tormentor Morghoul

Morghoul

Anatomical Precision - If Morghoul's melee damage roll fails to exceed target living model's ARM, the target automatically suffers one damage point.

Inflict Pain - Anytime Morghoul hits a warbeast with a melee attack, he may place one fury point on or remove one fury point from the target warbeast.

Perfect Balance - Morghoul cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Perfect Balance negates back strike bonuses against Morghoul. When knocked down, Morghoul may stand up during his activation without forfeiting his movement or action.

Rippers

Double Strike - Morghoul may make one melee attack with each Ripper when he spends a fury point for an additional attack.

Illustration by Daryl Mandryk

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Master Tormentor Morghoul

A virtuoso of the painglove arts, Master Tormentor Morghoul inflicts unrelenting agony without even touching his victims. By unleashing an explosion of torment, he severs the intimate connection between warlocks and their warbeasts to drown out all thoughts but survival.

Feat: Pain & Agony

While within Morghoul's control area this round, enemy warbeasts cannot be forced or have damage transferred to them.

Bonded Warbeasts	Type of Bond

Titan Gladiator Heavy Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Subdue	2	Self	4	-		

Enemy models/units beginning their activation within 5" of the model using this animus cannot charge, make special attacks, or give or receive orders this round.

Titan Gladiator

Bull-Headed - When the Titan Gladiator frenzies, if it would charge a model, it slams that model instead. If the Titan Gladiator cannot slam that model, it frenzies normally.

Chain Attack – Grab & Smash - If the Titan Gladiator hits with both of its initial War Gauntlet attacks against the same target in the same activation, after resolving the attacks it may immediately make a double-hand throw, head-butt, head/weapon lock, push, or throw attack against the target without being forced.

Grand Slam - The Titan Gladiator may slam without being forced. The Titan Gladiator does not suffer the normal attack roll penalty for making a slam attack. Models slammed by the Titan Gladiator are moved an additional 2".

Massive Tusks - The Titan Gladiator gains +3 to slam damage rolls.

War Gauntlets

Claw - The Titan Gladiator's War Gauntlets have the abilities of Claws.

Illustration by Brian Snoddy

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Cyclops Savage Light Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Prescience	2	6	-	-		

Target friendly Skorne model may boost attack and damage rolls after making the rolls this round.

Cyclops Savage

Future Sight - The Cyclops Savage may boost attack and damage rolls after making the rolls.

Falchion

Reach - 2" melee range.

Illustration by Brian Snoddy

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