



• WARSCROLL •

LORD OF PAIN



Lords of Pain are champions of Slaanesh who have sampled countless vices and excesses. Armed with wicked soulpiercer maces, they lead warbands of devoted followers and are always eager to demonstrate their mastery of all forms of agony.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulpiercer Mace	2"	5	3+	3+	-1	2

DESCRIPTION

A Lord of Pain is a single model armed with a Soulpiercer Mace.

ABILITIES

Share the Pain: *Lords of Pain have mastered every kind of torment and are adept at enduring the most terrible of agonies – as well as gifting the same sensation to their foes.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. In addition, if a wound or mortal wound is negated by this ability in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

COMMAND ABILITY

Paragon of Depravity: *Lords of Pain are held in awe by Slaanesh's mortal supplicants, who seek to emulate the excessive carnage perpetrated by these depraved champions.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **HEDONITE MORTAL** unit wholly within 12" of this model. You can re-roll hit rolls for attacks made by that unit in that phase.

KEYWORDS

CHAOS, MORTAL, SLAANESH, HEDONITE, HERO, LORD OF PAIN