Warcroll

Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher. Each is a whirlwind of violence amidst the madness of battle, leaving nothing but twitching corpses in their wake.

**DESCRIPTION**
An Exalted Deathbringer is a single model armed with one of the following weapon options: Ruinous Axe and Skullgouger; Bloodbite Axe and Runemarked Shield; or Impaling Spear.

**ABILITIES**
**Blooded Lieutenant:** Glory is best earned within sight of the mighty, and opportunity best seized within sight of their defeat.

If this model is not your general, add 2 to the Attacks characteristic of this model’s melee weapons while it is wholly within 12" of a friendly Khorne general.

**Runemarked Shield:** Magic’s craven hand recoils from this shield’s battle-worn surface.

Roll a dice each time you allocate a wound or mortal wound to a model armed with a Runemarked Shield that was inflicted by a spell. On a 2+ that wound or mortal wound is negated.

**KEYWORDS**
CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, EXALTED DEATHBRINGER

**MELEE WEAPONS**

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<th></th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
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<tr>
<td>Ruinous Axe</td>
<td>1&quot;</td>
<td>3</td>
<td>4+</td>
<td>3+</td>
<td>-1</td>
<td>2</td>
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<tr>
<td>Bloodbite Axe</td>
<td>1&quot;</td>
<td>6</td>
<td>3+</td>
<td>4+</td>
<td>-</td>
<td>1</td>
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<tr>
<td>Impaling Spear</td>
<td>2&quot;</td>
<td>5</td>
<td>3+</td>
<td>3+</td>
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<td>1</td>
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**Skullgouger:** *This bladed vambrace can turn aside enemy attacks and deliver brutal counterblows.*

In the combat phase, if the unmodified save roll for an attack that targets a model armed with a Skullgouger is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved.

**Brutal Impalement:** *With well-aimed thrusts of an impaling spear, an Exalted Deathbringer can skewer his victim and raise them into the air as a gory, helpless trophy.*

If the unmodified wound roll for an attack made with an Impaling Spear is 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.

**COMMAND ABILITIES**

**Brutal Command:** *Deathbringers will not tolerate cowardice from any quarter, and enforce discipline by whatever bloody means necessary.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly **Khorne Mortal** units that are wholly within 18" of that model.