

EXALTED DEATHBRINGER

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.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ruinous Axe	1"	3	4+	3+	-1	2
Bloodbite Axe	1"	6	3+	4+	-	1
Impaling Spear	2"	5	3+	3+	-1	1

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

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.