

# EXALTED DEATHBRINGER

Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher. Second only to the Mighty Lords of Khorne, each Exalted Deathbringer is a whirlwind of violence amid the madness of battle, who leaves nothing but severed heads and twitching corpses in his passing.



## 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

## DESCRIPTION

An Exalted Deathbringer is a single model. Some Exalted Deathbringers wield a Ruinous Axe and carry a Skullgouger, while others enter battle armed with a Bloodbite Axe and carrying a Runemarked Shield.

## ABILITIES

**Blooded Lieutenant:** If this model is not your general, he makes 2 additional attacks whilst he is within 12" of a **KHORNE** general.

**Runemarked Shield:** If an Exalted Deathbringer carrying a Runemarked Shield suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 2 or more, the wounds are ignored.

**Skullgouger:** Each time you make a save roll of 6 or more in the combat phase for an Exalted Deathbringer with a Skullgouger, he turns aside the attack and delivers a brutal counterblow, inflicting D3 mortal wounds on the attacking unit.

## COMMAND ABILITY

**Brutal Command:** If this model uses this ability, all **MORTAL KHORNE** units in your army within 12" of the Exalted Deathbringer can use his Bravery characteristic instead of their own until your next hero phase. If there is a unit from your army within 1" of the Exalted Deathbringer when he uses this ability, you can inflict D3 mortal wounds on that unit to increase its range from 12" to 24".

KEYWORDS

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