



EXALTED EIGHTBOUND

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades ANTI-MONSTER 3+, ANTI-VEHICLE 3+	Melee	4	3+	8	-3	2

EXALTED EIGHTBOUND

M	T	SV	W	LD	OC	5+
10"	6	3+	3	6+	1	5+

EXALTED EIGHTBOUND CHAMPION

M	T	SV	W	LD	OC	5+
10"	6	3+	3	6+	1	5+

ABILITIES

Brazen Fury

In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

Rend and Tear

Each time a model in this unit makes a melee attack that targets a Monster or Vehicle unit, until the end of the phase, improve the Damage characteristic of that attack by 1.

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

2-5x Exalted Eightbound - Equipped with: Chainblades (40mm)

1x Exalted Eightbound Champion - Equipped with: Chainblades (40mm)

RULES

Blessings of Khorne

If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

They then use the two 2s to activate Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.