



SLAUGHTERBOUND

90 PTS

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



⌘ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Lacerator and daemonic claw	Melee	6	2+	10	-2	2

AUFSTELLUNG

1x Slaughterbound (50mm)

Equipped with: Lacerator and daemonic claw

ABILITIES

CORE - Leader

Lord of the Eightbound

If this model is attached to a World Eaters Possessed unit during the Declare Battle Formations step, this model has the Deep Strike and Scouts 6" abilities.

Possessed Lord

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [Devastating Wounds] ability.

Rage Eternal

While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader

This model can be attached to the following units: EIGHTBOUND, EXALTED EIGHTBOUND

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.

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.