

The cover art depicts a central, muscular Khorne warrior with a demonic, horned face. He is adorned with a necklace and a skirt made of human skulls. He holds a large, spiked battle-axe in his right hand and a severed head in his left. The background is a chaotic, bloody battle scene with other warriors and a dark, stormy sky. The overall color palette is dominated by reds, oranges, and browns, emphasizing a theme of violence and bloodshed.

# WARHAMMER

AGE OF SIGMAR

FACTION PACK

# BLADES OF KHORNE

# BATTLE TRAITS

Blades of Khorne armies can use the following abilities:

## ☉ Passive

**THE BLOOD TITHE:** *Khorne's warriors receive divine rewards when blood is shed – whether theirs or that of their foes.*

**Effect:** You start the battle with 0 **blood tithe points**. Earn 1 **blood tithe point** each time a unit (friendly or enemy) is destroyed.

## ☉ Reaction: Opponent declared a SPELL ability

**SPELLEATER CURSE:** *Beneath Khorne's hateful gaze, even the most experienced spellcasters feel their powers wane.*

**Declare:** You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn. Spend 2 **blood tithe points**.

**Effect:** That spell is unbound.

**KEYWORDS** BLOOD TITHE

## ☉ Any Movement Phase

**SLAUGHTER TRIUMPHANT:** *Reality convulses as Khorne's rage floods the battle.*

**Declare:** You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn. Spend 8 **blood tithe points**.

**Effect:** Pick 1 of the following effects:

- Add 1 to the Attacks characteristic of melee weapons used by friendly **BLADES OF KHORNE** units for the rest of the battle.
- Pick a friendly non-**UNIQUE BLOODTHIRSTER** unit that has been destroyed. Set up an identical replacement unit on the battlefield more than 9" from all enemy units.

**KEYWORDS** BLOOD TITHE

## ➤ Any Movement Phase

**MURDERLUST:** *All servants of Khorne feel the urge to kill, but when prey is near, the impulse becomes all-consuming.*

**Declare:** You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn. Spend 1 **blood tithe point** and pick a friendly **BLADES OF KHORNE** unit that is not in combat to be the target.

**Effect:** The target can move 3". It can move into combat.

**KEYWORDS** BLOOD TITHE, MOVE

## ⚔ Any Hero Phase

**BRASS SKULL METEOR:** *A brass skull crashes down to obliterate all in its path.*

**Declare:** You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn. Spend 4 **blood tithe points** and pick an enemy unit that is visible to a friendly **BLADES OF KHORNE HERO** to be the target.

**Effect:** Roll 8 dice. For each 3+, inflict 1 mortal damage on the target.

**KEYWORDS** BLOOD TITHE

## ⚔ Any Combat Phase

**HEADS MUST ROLL:** *The weapons brandished by Khorne's followers glisten with a gore-slick sheen.*

**Declare:** You can only use this ability if you have not used any **BLOOD TITHE** abilities this turn. Spend 6 **blood tithe points**.

**Effect:** For the rest of the turn, add 1 to the Rend characteristic of melee weapons used by friendly **BLADES OF KHORNE** units.

**KEYWORDS** BLOOD TITHE

# BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Blades of Khorne army. Each battle formation grants a different ability you can use in the battle.

## KHORNATE LEGION

⚔ **Once Per Turn (Army), Reaction:** You declared a **FIGHT** ability for a friendly **BLADES OF KHORNE DAEMON** unit

**BUTCHERS OF NATIONS:** *When the daemonic hosts of Khorne lead their Bloodbound followers into battle, they crush all before them in a storm of gore-splattered carnage.*

**Used By:** The unit using that **FIGHT** ability.

**Effect:** Pick a friendly **BLOODBOUND** unit that has not used a **FIGHT** ability this turn and is within 12" of the unit using this ability to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved.

## MURDER HOST

🛡 **Passive**

**STRENGTH THROUGH SLAUGHTER:**

*The shedding of blood in abundance enhances a Khornate daemon's ability to linger in reality.*

**Effect:** If a friendly non-**MONSTER BLADES OF KHORNE DAEMON** uses a **FIGHT** ability, it has **WARD (5+)** for the rest of the turn.

## BRASS STAMPEDE

⚔ **Passive**

**OBLITERATING CHARGE:** *Nothing can stop the thunderous onset of a Brass Stampede once it has scented the blood of the foe.*

**Effect:** If the unmodified charge roll for a friendly **BLADES OF KHORNE CAVALRY** unit is 8+, it has **STRIKE-FIRST** for the rest of the turn.

## BLOODBOUND WARHORDE

⚔ **Passive**

**TIRELESS CONQUERORS:** *Massed into a single mighty horde, the Bloodbound surge across the battlefield with blades held high, their rage and hatred rolling like a tidal wave before them.*

**Effect:** Add 1 to hit rolls for combat attacks made by friendly **BLOODBOUND** units that target an enemy unit that is contesting an objective you do not control.



# HEROIC TRAITS

COMMANDERS OF THE BLOOD LEGIONS (HERO only)

## ☀ Passive

**FIREBRAND:** *This champion rouses a murderous hatred within their minions through the blasphemous catechisms they roar in battle.*

**Effect:** If this unit is not a **PRIEST**, it has **PRIEST (1)**. If this unit is already a **PRIEST**, add 1 to banishment rolls for it instead.

## ➤ Passive

**RELENTLESS HUNTER:** *Nothing will stall this champion's murderous advance.*

**Effect:** If this unit is picked to be the target of the 'Murderlust' ability, it can move 6" instead of 3".

## ☀ Passive

**FAVOURED OF KHORNE:** *After claiming the skulls of eight worthy champions, this warlord has earned the favour of their patron.*

**Effect:** You begin the battle with 1 **blood tith** point.

# ARTEFACTS OF POWER

MURDEROUS ARTEFACTS (HERO only)

## ⚔ Any Combat Phase

**AR'GATH, THE KING OF BLADES:**  
*This daemon blade hungers for the flesh of champions and will not be denied by trickery or magic.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Ward rolls cannot be made for the target for the rest of the turn.

## ☀ Passive

**COLLAR OF CONTEMPT:** *This brutal carcanet wards its wearer from magic.*

**Effect:** This unit can use **UNBIND** abilities as if it had **WIZARD (1)**. Each time this unit unbinds a spell, inflict D3 mortal damage on the caster.

## ☀ Passive

**HALO OF BLOOD:** *A corona of crimson light glares above this warrior's head, marking them out as a true lord of war.*

**Effect:** Ignore negative modifiers to this unit's control score and to hit rolls and wound rolls for this unit's attacks.



# MANIFESTATION LORE

## JUDGEMENTS OF KHORNE

### ☼ Your Hero Phase

4

**SUMMON BLEEDING ICON:** A common sight in the crimson skies above Khorne's domain, a Bleeding Icon can be summoned to the Mortal Realms to skewer from on high those who have displeased the Lord of Battle.

**Declare:** If there is not a friendly **Bleeding Icon** on the battlefield, pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Bleeding Icon** wholly within 12" of the chanter and visible to them.

KEYWORDS

PRAYER, SUMMON

### ☼ Your Hero Phase

4

**SUMMON WRATH-AXE:** A Wrath-axe is a manifestation of Khorne's otherworldly anger, its razor-sharp edges glowing red-hot from the Blood God's rage. At signs of weakness or wizardry, such a blazing axe appears in the air, splitting reality with its downwards stroke.

**Declare:** If there is not a friendly **Wrath-axe** on the battlefield, pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Wrath-axe** wholly within 12" of the chanter, visible to them and more than 9" from all enemy units.

KEYWORDS

PRAYER, SUMMON

### ☼ Your Hero Phase

4

**SUMMON HEXGORGER SKULLS:** Hexgorger Skulls are the physical manifestation of Khorne's hatred of the arcane arts. They drift across the battlefield, seeking to feed upon eldritch energy and those conjurers who attempt to use it.

**Declare:** If there is not a friendly **Hexgorger Skulls** invocation on the battlefield, pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, then make a chanting roll of D6.

**Effect:** Set up a **Hexgorger Skulls** invocation wholly within 12" of the chanter, visible to them and more than 9" from all enemy units. A **Hexgorger Skulls** invocation has 2 parts that must be set up within 8" of each other.

KEYWORDS

PRAYER, SUMMON



# PRAYER LORE

## BLOOD BLESSINGS OF KHORNE

### ✂ Your Hero Phase

5

**UNHOLY FLAMES:** *The priest imbues the blades of their allies with daemonic fire, so that they may claim skulls with horrific ease.*

**Declare:** Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible friendly **BLADES OF KHORNE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

**Effect:** Add 1 to the Rend characteristic of the target's melee weapons for the rest of the turn. In addition, if the chanting roll was 10+, add 1 to wound rolls for the target's attacks for the rest of the turn.

KEYWORDS

PRAYER, UNLIMITED

### ☼ Your Hero Phase

4

**WITCHBANE CURSE:** *A blood-hex is placed upon a craven wizard of the enemy, sapping their willpower.*

**Declare:** Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible enemy **WIZARD** within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Subtract 1 from the target's power level, to a minimum of 0, until the end of your next turn. In addition, if the chanting roll was 8+, inflict 3 mortal damage on the target.

KEYWORDS

PRAYER

### ✂ Your Hero Phase

4

**BLOOD BOIL:** *Spitting ritualistic words of wrath into the air, the priest turns the blood coursing through the veins of the enemy red-hot, burning them from the inside out.*

**Declare:** Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

**Effect:** Roll a number of dice equal to the number of models in the target unit. For each 5+, inflict 1 mortal damage on the target. In addition, if the chanting roll was 8+, subtract 1 from wound rolls for the target until the start of your next turn.

KEYWORDS

PRAYER



• BLADES OF KHORNE WARSCROLL •  
**SKARBRAND**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Slaughter	4	3+	2+	2	4	-
Carnage	2	3+	2+	2	8	Crit (Mortal)

✂ Passive

**SKARBRAND'S RAGE:** *Skarbrand's infamous fury cannot be quenched. Attacking him only serves to stoke his anger.*

**Effect:** While this unit has 10 or more damage points, or if it did not use a **FIGHT** ability last turn, or if it is the first turn of the battle, the Attacks characteristic of its **Slaughter** is 6.

✂ Passive

**INESCAPABLE WRATH:** *No one is safe from Skarbrand's rampages.*

**Effect:** Add 1 to the number of dice rolled when making charge rolls for this unit, to a maximum of 3.

✂ Once Per Turn (Army), Any Combat Phase

**ROAR OF TOTAL RAGE:** *When Skarbrand roars, heads explode and blood boils in the veins of his victims.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll either 3 dice or a number of dice equal to the number of damage points this unit has. For each 4+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

WARMASTER, UNIQUE, HERO, MONSTER, WARD (5+)

KEYWORDS

CHAOS, BLADES OF KHORNE, DAEMON, BLOODTHIRSTER



• BLADES OF KHORNE WARSCROLL •  
WRATH OF KHORNE  
**BLOODTHRISTER**



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hellfire Breath	8"	2D6	2+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Mighty Axe of Khorne and Bloodflail		6	3+	2+	2	4	Anti-HERO (+1 Rend)

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Mighty Axe of Khorne and Bloodflail** is 4.

**Once Per Turn (Army), Any Combat Phase**

**COMMANDER OF TYRANTS:**

*Bloodthirsters of lesser rank are compelled to follow the orders of these bellowing greater daemons.*

**Declare:** Pick up to 3 other visible friendly non-**UNIQUE BLOODTHRISTER** units to be the targets.

**Effect:** Add 1 to the Attacks characteristic of each target's melee weapons for the rest of the turn.

**Once Per Turn (Army), Any Combat Phase**

**VENGEANCE OF KHORNE:** *Wrath of Khorne Bloodthirsters are the Lord of Battle's agents of vengeance, sent to claim the skulls of those who have offended him.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** Roll 8 dice. For each 4+, inflict 1 mortal damage on the target.

**KEYWORDS** **RAMPAGE**

HERO, MONSTER, FLY, WARD (5+)

**KEYWORDS**

CHAOS, BLADES OF KHORNE, DAEMON, BLOODTHRISTER

• BLADES OF KHORNE WARSCROLL •  
**BLOODTHIRSTER**  
 OF INSENSATE RAGE

**MELEE WEAPONS**

Atk Hit Wnd Rnd Dmg

Ability

Great Axe of Khorne	5	3+	2+	2	5	Anti-INFANTRY (+1 Rend)
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**Passive**
**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Great Axe of Khorne** is 3.

**Passive**

**OUTRAGEOUS CARNAGE:** *Where a Great Axe of Khorne strikes, lashes of flame erupt from the split earth to annihilate those nearby.*

**Effect:** Each time an attack made by this unit scores a critical hit, inflict D3 mortal damage on each enemy unit within 8" of it after the **FIGHT** ability has been resolved.

**Once Per Turn (Army), Any Charge Phase**
**SHATTERING CHARGE:** A

*Bloodthirster of Insensate Rage is an avatar of supreme carnage upon the battlefield, shattering formations with the force of its descent.*

**Declare:** If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

**Effect:** Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If the target is **INFANTRY**, inflict an additional 3 mortal damage on it.

**KEYWORDS****RAMPAGE****KEYWORDS**

HERO, MONSTER, FLY, WARD (5+)

CHAOS, BLADES OF KHORNE, DAEMON, BLOODTHIRSTER

• BLADES OF KHORNE WARSCROLL •  
**BLOODTHIRSTER**  
 OF UNFETTERED FURY



RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Lash of Khorne		8"	4	3+	3+	1	D3	Shoot in Combat
MELEE WEAPONS			Atk	Hit	Wnd	Rnd	Dmg	Ability
Mighty Axe of Khorne			6	3+	2+	2	4	Anti-MONSTER (+1 Rend)

**Passive**

**BATTLE DAMAGED**

**Effect:** While this unit has 10 or more damage points, the Attacks characteristic of its **Mighty Axe of Khorne** is 4.

**Your Charge Phase**

**BECKON THE HUNT:** *The air shudders and convulses with each crack of the Bloodthirster's whip as it drives those in its shadow to bring slaughter and bloodshed in the name of Khorne.*

**Declare:** Pick a friendly non-**UNIQUE BLADES OF KHORNE DAEMON** unit to be the target.

**Effect:** For the rest of the turn, add 1 to the number of dice rolled when making charge rolls for the target, to a maximum of 3.

**Once Per Turn (Army), Any Combat Phase**

**ENSNARING LASH:** *The Lash of Khorne wraps around an enemy, stripping flesh as they try to pull away.*

**Declare:** Pick an enemy **MONSTER** in combat with this unit to be the target.

**Effect:** If the target is in combat with this unit when the target is picked to use a **FIGHT** ability:

- It must pick this unit to be the target of the pile-in move (Core Rules, 15.3).
- Subtract 1 from hit rolls and wound rolls for attacks made as part of that **FIGHT** ability against this unit.

**KEYWORDS**

**RAMPAGE**

**KEYWORDS**

HERO, MONSTER, FLY, WARD (5+)

CHAOS, BLADES OF KHORNE, DAEMON, BLOODTHIRSTER





• BLADES OF KHORNE WARSCROLL •

# KARANAK

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Savage Maws and Goreslick Claws	6	4+	3+	1	2	Anti-HERO (+1 Rend)

## Deployment Phase

**PREY OF THE BLOOD GOD:** *Karanak hunts those who have earned the Blood God's ire.*

**Effect:** Pick an enemy **HERO** to be this unit's quarry (see 'Stalk the Prey'). You can pick a **HERO** in reserve.

## Passive

**FIRST OF THE PACK:** *Where the Hound of Vengeance hunts, his bestial kin are sure to follow in pursuit, empowered by Karanak's single-minded fury.*

**Effect:** While this unit is wholly within 12" of a friendly **Flesh Hounds** unit, add 2 to charge rolls for this unit. In addition, while any friendly **Flesh Hounds** units are wholly within 12" of this unit, they can ignore the effect of the 'Beast' ability.

## Enemy Movement Phase

**STALK THE PREY:** *Karanak's intended quarry is relentlessly and mercilessly run to ground.*

**Effect:** If this unit's quarry moved this phase, this unit can move up to 8". It cannot move into combat during any part of that move and must end that move closer to its quarry.

KEYWORDS

CORE, MOVE



KEYWORDS

UNIQUE, HERO, BEAST, WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON



• BLADES OF KHORNE WARSCROLL •  
**SKULLTAKER**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Slayer Sword	6	2+	3+	2	2	Anti-HERO (+1 Rend), Crit (Mortal)

✂ Any Combat Phase

**HEROES' BANE:** *Khorne's eternal champion seeks out the worthiest of foes and demands they face him in single combat.*

**Declare:** Pick an enemy **HERO** in combat with this unit to be the target.

**Effect:** For the rest of the turn, while the target is in combat with this unit, this unit has **STRIKE-FIRST** but all combat attacks it makes must target that enemy **HERO**.

⚙ Passive

**SKULLS FOR THE SKULL THRONE!:** *Skulltaker leaves only trophies taken from the strongest opponents at the foot of Khorne's throne.*

**Effect:** Each time an enemy **HERO** is slain by this unit, you receive 1 additional blood tithe point.



KEYWORDS

UNIQUE, HERO, INFANTRY, WARD (5+)

CHAOS, BLADES OF KHORNE, DAEMON

• BLADES OF KHORNE WARSCROLL •  
**FLESH HOUNDS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blood-dark Claws	4	4+	3+	-	1	Anti-WIZARD (+1 Rend), Companion

➤ **Passive**

**UNFLAGGING HUNTERS:** *When blood is scented, nothing will keep a Flesh Hound from its prey.*

**Effect:** Add 2 to charge rolls for this unit.

● **Passive**

**BEAST**

**Effect:** This unit has a maximum control score of 1.



**KEYWORDS**

BEAST, CHAMPION (1/5), WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON



• BLADES OF KHORNE WARSCROLL •  
**BLOODMASTER**  
 HERALD OF KHORNE



MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Blade of Blood	5	3+	3+	1	2	Anti-INFANTRY (+1 Rend), Crit (Mortal)

**✂ Reaction:** You declared a **FIGHT** ability for this unit

**THE BLOOD MUST FLOW:** *Rallied by bloody example, Khorne's lesser daemons leap into combat.*

**Effect:** Pick a friendly **Bloodletters** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, subtract 1 from ward rolls for damage points inflicted by each of those **FIGHT** abilities.



KEYWORDS

HERO, PRIEST (1), INFANTRY, WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON

• BLADES OF KHORNE WARSCROLL •  
**SKULLMASTER**  
 HERALD OF KHORNE



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blade of Blood	5	3+	3+	1	2	Anti-INFANTRY (+1 Rend), Crit (Mortal)
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

✂ Any Charge Phase

**SLAUGHTEROUS CHARGE:** *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

**Declare:** If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

**Effect:** Make a crushing charge roll of D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

✂ Once Per Battle (Army),  
Any Charge Phase

**HERALD OF TRAMPLING DEATH:** *The earth shatters under the metal hooves of a Slaughtermaster and its warriors, a wall of living brass that crushes all before it.*

**Declare:** Pick a friendly **Bloodcrushers** unit within this unit's combat range to be the target.

**Effect:** For the rest of the turn, weapons used by this unit and the target have **Charge (+1 Damage)**.



KEYWORDS

HERO, CAVALRY, WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON

• BLADES OF KHORNE WARSCROLL •  
**BLOODLETTERS**

**MELEE WEAPONS**

Atk Hit Wnd Rnd Dmg

Ability

Hellblade

2


3+

3+

1

1

Crit (Mortal)

 End of Any Turn

**THE THINNING VEIL:** *As heads roll and blood flows, more daemons from beyond the veil are summoned forth to partake in the slaughter.*

**Effect:** If this unit is in combat, you can return D3 slain models to this unit.

**KEYWORDS**

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10), WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON



• BLADES OF KHORNE WARSCROLL •  
**BLOODCRUSHERS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodcrusher Hellblade	2	3+	3+	1	1	Anti-Infantry (+1 Rend), Crit (Mortal)
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

✂ Any Charge Phase

**SLAUGHTEROUS CHARGE:** *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

**Declare:** If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

**Effect:** Make a crushing charge roll of D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3), WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON

• BLADES OF KHORNE WARSCROLL •  
**SKULL CANNON**



RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Burning Skulls	15"	4	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Hellblades	4	3+	3+	1	1	Crit (Mortal)	
Gnashing Maw	1	4+	3+	1	D3	Companion	

### Passive

**GRIND THEIR BONES, SEIZE THEIR SKULLS:** *Enemy skulls shorn by the Bloodletters atop the Skull Cannon are used as fiery munitions.*

**Effect:** If any enemy models are slain by a **FIGHT** ability used by this unit, after that **FIGHT** ability has been resolved, this unit can immediately use a **SHOOT** ability as if it were your shooting phase.

### Passive

#### GRUESOME BOMBARDMENT:

*Piercing laughter and growls erupt from the Skull Cannon's jaws before its grisly missiles strike home – a salvo that can shatter the will.*

**Effect:** If any damage points are allocated to an enemy unit by a **SHOOT** ability used by this unit, subtract 3 from that enemy unit's control score for the rest of the turn.



KEYWORDS

WAR MACHINE, WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON



• **BLADES OF KHORNE WARSCROLL** •  
 HERALD OF KHORNE ON  
**BLOOD THRONE**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blade of Blood and Hellblades	7	3+	3+	1	2	Anti-INFANTRY (+1 Rend), Crit (Mortal)

Once Per Turn (Army),  
 Your Movement Phase

**BLOOD CALL:** *Words of wrath uttered in the Dark Tongue slice bleeding wounds in the skin of reality, from which pour more daemons of the Blood God to reinforce his legions.*

**Declare:** Pick a friendly **BLADES OF KHORNE DAEMON** unit that started the battle with 3 or more models and that has been destroyed to be the target.

**Effect:** Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.



KEYWORDS

HERO, PRIEST (1), WAR MACHINE, WARD (6+)

CHAOS, BLADES OF KHORNE, DAEMON





• BLADES OF KHORNE WARSCROLL •  
**CLAWS OF KARANAK**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Weapons of the Hunt	3	4+	3+	-	1	Crit (2 Hits)

### Deployment Phase

**THE SCENT OF BLOOD:** *These savage warriors roam ahead of the advancing army, seeking out the enemy so that they can be the first to draw blood.*

**Effect:** This unit can use the 'Normal Move' ability as if it were your movement phase.

### Passive

**PACK HUNTERS:** *The unearthly howls of Flesh Hounds send these killers into a blood-mad frenzy that sees them rip up and bite their enemies like a pack of dogs.*

**Effect:** While this unit is wholly within 12" of a friendly **Flesh Hounds** unit, this unit's combat attacks score critical hits on unmodified hit rolls of 5+.



KEYWORDS

INFANTRY, CHAMPION (1/8)

CHAOS, BLADES OF KHORNE, BLOODBOUND



• BLADES OF KHORNE WARSCROLL •

# REALMGORE RITUALIST

MELEE WEAPONS	Atk	Hit	Wnd Rnd	Dmg	Ability	
Ritual Dagger	1	3+	3+	2	D6	-

✂ Once Per Battle (Army),  
Your Movement Phase

**DESECRATING BLOOD RUNES:** *The Ritualist carves blasphemous runes into the earth with their gore-slickened dagger, bringing down a rain of gore that drives Khorne's faithful into a frenzy.*

**Declare:** Pick an objective or terrain feature within this unit's combat range to be the target.

**Effect:** For the rest of the battle, add 1 to hit rolls for combat attacks made by friendly **BLOODBOUND** units while they are wholly within 12" of the target.



KEYWORDS

HERO, PRIEST (1), INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN



• BLADES OF KHORNE WARSCROLL •

# MIGHTY LORD OF KHORNE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Axe of Khorne	5	3+	3+	2	2	-
Flesh Hound's Blood-dark Claws	4	4+	3+	-	1	Anti-WIZARD (+1 Rend), Companion

### Passive

**LORD OF THE BLOODBOUND:** *With bellowed commands and sworn vows of bloodshed, this mighty warlord commands their warriors to charge down the enemy.*

**Effect:** Add 1 to charge rolls for friendly **BLOODBOUND INFANTRY** units while they are wholly within 12" of this unit.

### Once Per Turn (Army), Your Combat Phase

**'BRING ME THEIR SKULL!':** *Axe held aloft, this warlord orders one of his Gorechosen forward.*

**Declare:** Pick a friendly **GORECHOSEN** unit wholly within 12" of this unit to be the target.

**Effect:** The target has **STRIKE-FIRST** for the rest of the turn.



### KEYWORDS

HERO, INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND



• BLADES OF KHORNE WARSCROLL •  
**LORD OF KHORNE**  
 ON JUGGERNAUT



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wrathforged Axe	6	3+	3+	1	2	-
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

✂ Any Charge Phase

**SLAUGHTEROUS CHARGE:** *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

**Declare:** If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

**Effect:** Make a crushing charge roll of D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

⚙ Passive

**LORD OF THE BRASS STAMPEDE:** *Carnage erupts as the full force of a mounted Khornate warhorde collides with the enemy.*

**Effect:** If this unit charged this turn, for the rest of the turn, the following effects apply to friendly **BLADES OF KHORNE CAVALRY** units while they are wholly within 18" of this unit:

- Add 1 to charge rolls for those units.
- You can re-roll crushing charge rolls for those units.



KEYWORDS

HERO, CAVALRY

CHAOS, BLADES OF KHORNE, BLOODBOND

• BLADES OF KHORNE WARSCROLL •  
**BLOODSECRATOR**

**MELEE WEAPONS**

Atk Hit Wnd Rnd Dmg

Ability

Ensorcelled Axe

4

3+

3+

1

2

-

✂ **Once Per Battle (Army),**  
**Any Combat Phase**

**RAGE OF KHORNE:** *The Bloodsecrator slams his banner into the ground, flooding the battlefield with the violent energies of Khorne's hellish domain.*

**Effect:** Add 1 to the Attacks characteristics of melee weapons used by friendly **BLOODBOUND** units for the rest of the turn.

🚩 **Passive**

**ICON OF THE BLOOD GOD:** *The massive brass-and-bone icons hefted by the Bloodsecrators inspire the Bloodbound to fight until their last, gore-flecked breath.*

**Effect:** If a friendly **BLOODBOUND** unit wholly within 12" of this unit uses the 'Rally' command, you can make 3 additional rally rolls of D6.

**KEYWORDS**

HERO, INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN



• BLADES OF KHORNE WARSCROLL •

# SKARR BLOODWRATH

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
The Bloodstorm Blades	6	3+	3+	1	2	Crit (2 Hits)

## ✂ Passive

**MURDEROUS PARAGON:** *To Wrathmongers, Skarr Bloodwrath is an exemplar of mindless carnage, and like him, they fight to the death hoping to be reborn to kill again.*

**Effect:** If this unit is in combat, add 1 to the Attacks characteristic of melee weapons used by friendly **Wrathmongers** units while they are wholly within 12" of this unit.

## 🚩 Any Movement Phase

**THE SLAUGHTERBORN:** *Skarr Bloodwrath has been killed on battlefields beyond count, but each time he has been reborn amidst the clash of blades and the screams of the dying.*

**Declare:** This unit can use this ability if it has been destroyed.

**Effect:** Roll 2D6. On an 8+, set up a replacement unit on the battlefield more than 9" from all enemy units.

KEYWORDS

CORE



KEYWORDS

UNIQUE, HERO, INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND



• BLADES OF KHORNE WARSCROLL •  
**SLAUGHTERPRIEST**

**MELEE WEAPONS**

Bloodbathed Weapon

Atk Hit Wnd Rnd Dmg

4 3+ 3+ 1 2

Ability

-

⚙ Once Per Turn (Army), Your Hero Phase

**BLOOD SACRIFICE:** *A Slaughterpriest knows better than any that Khorne cares not from where the blood flows...*

**Declare:** Pick a friendly unit within this unit's combat range to be the target.

**Effect:** Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Gain 1 **blood tithe point**.

⚙ Passive

**SCORN OF SORCERY:** *Slaughterpriests share their god's hatred of sorcery and those who use it.*

**Effect:** This unit can use **UNBIND** abilities as if it had **WIZARD (1)**.

**KEYWORDS**

HERO, PRIEST (1), INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN

• BLADES OF KHORNE WARSCROLL •  
**SKULLGRINDER**

**MELEE WEAPONS**

Atk Hit Wnd Rnd Dmg

Ability

Brazen Anvil

4

4+

3+

1

3

Anti-MONSTER (+1 Rend)

**Passive****BONE-CRUSHING STRIKES:**

Larger beasts feel the full brunt of the Skullgrinder's anvil as it crashes into their flank, shattering ribs and sending them sprawling.

**Effect:** If this unit uses a **FIGHT** ability, all of the attacks target the same enemy **MONSTER**, and any of the attacks score a critical hit, that **MONSTER** has **STRIKE-LAST** for the rest of the turn.

**Once Per Battle (Army),  
 Deployment Phase**

**TEMPERED BY FURY:** Until the horns for battle are sounded, Skullgrinders are known to work on their craft ceaselessly, tempering the weapons of their fellow warriors so that they glow red-hot with the rage of Khorne.

**Declare:** Pick another friendly **BLOODBOUND HERO** within 8" of this unit to be the target.

**Effect:** Pick 1 of the target's melee weapons. Add 1 to the Rend characteristic of that weapon for the rest of the battle.

**KEYWORDS**

HERO, INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN

• BLADES OF KHORNE WARSCROLL •

# ASPIRING DEATHBRINGER



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Goreaxe and Skullhammer	7	4+	3+	1	2	-

⚔ **Reaction:** You declared a **FIGHT** ability for this unit

**FURIOUS WARLEADER:** *An Aspiring Deathbringer's quest for renown sees them amass bands of equally ambitious warriors.*

**Effect:** Pick a friendly **Blood Warriors** unit that has not used a **FIGHT** ability this turn and is within this unit's combat range to be the target. The target can be picked to use a **FIGHT** ability immediately after the **FIGHT** ability used by this unit has been resolved. If it is picked to do so, add 1 to wound rolls for attacks made by this unit and the target for the rest of the turn.



KEYWORDS

HERO, INFANTRY

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN



• BLADES OF KHORNE WARSCROLL •

# EXALTED DEATHBRINGER



## MELEE WEAPONS

Deathbringer Weapon

Atk Hit Wnd Rnd Dmg

4 4+ 3+ 1 3

Ability

-

## End of Any Turn

### FIRST OF THE GORECHOSEN:

*Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher.*

**Effect:** If any damage points were allocated to an enemy unit by this unit's combat attacks this turn and that enemy unit has been destroyed, **Heal (5)** this unit and give this unit a **glorious ascent token**.

## Passive

**GLORIOUS ASCENT:** *With a hefty toll of skulls reaped in the name of the Blood God, Exalted Deathbringers are formidable fighters granted supernatural might by their patron.*

**Effect:** Add 1 to the Attacks characteristic of this unit's **Deathbringer Weapon** for each **glorious ascent token** it has.



## KEYWORDS

HERO, INFANTRY, WARD (5+)

CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN

• BLADES OF KHORNE WARSCROLL •  
**BLOODREAVERS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Reaver Blades and Axes	2	4+	3+	-	1	-

✂ Passive

**BLOOD FOR THE BLOOD GOD!:** A howling mass of Bloodreavers is never more dangerous than when seized by the frenzy of the charge.

**Effect:** Add 1 to the Rend characteristic of this unit's melee weapons for the rest of the turn if this unit charged in the same turn.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

CHAOS, BLADES OF KHORNE, BLOODBOUND

• BLADES OF KHORNE WARSCROLL •

# MIGHTY SKULLCRUSHERS



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gorebathed Glaive or Axe	3	3+	3+	1	1	Charge (+1 Damage)
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

### Any Charge Phase

**SLAUGHTEROUS CHARGE:** *The crushing mass and stamping hooves of Khorne's Juggernauts are a threat to all in their path.*

**Declare:** If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

**Effect:** Make a crushing charge roll of D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3)

CHAOS, BLADES OF KHORNE, BLOODBOUND



• BLADES OF KHORNE WARSCROLL •  
**SKULLREAPERS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Daemonforged Weapons	4	4+	3+	1	2	Crit (Mortal)

● Passive

**TRIAL OF SKULLS:** *The Trial of Skulls is not a single test but rather a deadly grind in which only constant battle offers any hope of success. Khorne knows no forgiveness, and those who fail to prove their devotion are struck with crippling mutations. This looming threat lends the Skullreapers a manic determination in battle, for nothing could be worse than the horrible consequences should they appear weak in the eyes of their wrathful god.*

**Effect:** If this unit destroyed an enemy unit this turn, add 8 to this unit's control score. If this unit did not destroy an enemy unit this turn, it has a control score of 1 that cannot be modified.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/5)

CHAOS, BLADES OF KHORNE, BLOODBOND

• BLADES OF KHORNE WARSCROLL •  
**WRATHMONGERS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wrath-flails	4	4+	3+	1	1	Crit (2 Hits)

✂ Passive

**BLOODFURY:** *The maddening blood-vapour that surrounds Wrathmongers can plunge their foes into a self-destructive rage.*

**Effect:** Each time an unmodified hit roll for a combat attack that targets this unit is 1, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.

✂ Passive

**CRIMSON HAZE:** *A frenzy-inducing cloud of blood and gore fills the air wherever Wrathmongers swing their flails.*

**Effect:** While this unit is in combat, add 1 to the Attacks characteristic of melee weapons used by friendly **BLOODBOUND** units, excluding **Wrathmongers** units, while they are wholly within 12" of this unit.



KEYWORDS

INFANTRY, CHAMPION

CHAOS, BLADES OF KHORNE, BLOODBOUND

• BLADES OF KHORNE WARSCROLL •  
**BLOOD WARRIORS**



MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Goreaxe	3	4+	3+	1	1	-
Goreglaive	3	4+	3+	2	2	-

Each model in this unit is armed with a Goreaxe.

- 1/10 models can replace their Goreaxe with a Goreglaive.
- The champion cannot replace their weapons.

**✖ Passive**

**NO RESPITE:** *Dying as they lived, Blood Warriors devote even their final moments to killing.*

**Effect:** Each time a model in this unit is slain by a combat attack and that model was in combat with the attacking unit, roll 2 dice. For each 5+, inflict 1 mortal damage on the attacking unit after the **FIGHT** ability has been resolved.



INFANTRY, CHAMPION, STANDARD BEARER (1/10)

KEYWORDS

CHAOS, BLADES OF KHORNE, BLOODBOND



• BLADES OF KHORNE WARSCROLL •  
**BLOODSTOKER**

**MELEE WEAPONS**

Atk Hit Wnd Rnd Dmg

Ability

Torture Blade and  
Blood Whip

4 3+ 4+ 1 2

-

➤ **Once Per Turn (Army),  
Your Movement Phase**

**WHIPPED TO FURY:** *The ferocious bite of a Bloodstoker's lash reminds every Khorne follower of the bloody dues their master expects.*

**Declare:** Pick a friendly non-**HERO BLOODBOUND** unit within this unit's combat range to be the target.

**Effect:** For the rest of the turn, the target can use **CHARGE** abilities even if it used a **RUN** ability in the same turn.

**KEYWORDS****HERO, INFANTRY****CHAOS, BLADES OF KHORNE, BLOODBOUND, GORECHOSEN**



• BLADES OF KHORNE WARSCROLL •  
**KHORGORATH**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bone Tentacles	6"	3	3+	4+	-	1	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Claws and Fangs		5	4+	2+	1	2	Companion

**Once Per Turn (Army), Any Combat Phase**

**HORRIFIC PREDATORS:** *Khorgoraths are nightmarish beasts, given form only to harvest skulls.*

**Declare:** Pick an enemy unit in combat with this unit to be the target.

**Effect:** Roll a dice. On a 3+, the target cannot use commands for the rest of the turn.

**End of Any Turn**

**TAKER OF HEADS:** *Swallowing the skulls of its victims breathes a twisted sustenance into the Khorgorath's brutish body.*

**Effect:** If this unit is in combat, **Heal (3)** this unit.

KEYWORDS

RAMPAGE



KEYWORDS

MONSTER

CHAOS, BLADES OF KHORNE, BLOODBOND

• BLADES OF KHORNE WARSCROLL •  
**BLEEDING ICON**

⚙ **Reaction:** Opponent declared a command for a unit within 8" of this MANIFESTATION

**SIGIL OF DOOM:** *Shedding gore as it hovers menacingly in the air, the Bleeding Icon is a fearsome portent of doom.*

**Effect:** Roll 2D6. On an 8+, that command has no effect, it still counts as having been used and the command points spent to use it are still lost.



MANIFESTATION, INVOCATION, FLY, WARD (6+)

KEYWORDS

CHAOS, BLADES OF KHORNE





• BLADES OF KHORNE WARSCROLL •

# HEXGORGER SKULLS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Stream of Molten Blood	2	2+	4+	-	D3	-

### ⚙ Passive

#### MULTIPLE PARTS

**Effect:** When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and both its parts are removed from play.

Each time this **MANIFESTATION** moves, both its parts must end within 8" of each other.

Each part of this **MANIFESTATION** is armed with a **Stream of Molten Blood**.

### ⚙ Passive

**HEXGORGERS:** *Hexgorger skulls exist purely to destroy magic.*

**Effect:** For each part of this **MANIFESTATION** that is within 8" of a **WIZARD** (friendly or enemy), subtract 1 from casting rolls for that **WIZARD**.



### KEYWORDS

MANIFESTATION, INVOCATION, FLY, WARD (6+)

CHAOS, BLADES OF KHORNE



• BLADES OF KHORNE WARSCROLL •

## WRATH-AXE

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Wrath-axe	3	3+	2+	2	D3	-

## Your Movement Phase

**HATRED'S EDGE:** *The supernatural blade scrapes along the ground, its razor edge cutting in half those too slow to get out of the way. It then rises in the air before smashing down with deadly force upon Khorne's enemies.*

**Declare:** Pick up to 3 enemy units that this **MANIFESTATION** passed across this turn to be the targets.

**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

MANIFESTATION, INVOCATION, FLY, WARD (6+)

CHAOS, BLADES OF KHORNE



• BLADES OF KHORNE WARSCROLL •  
**SKULL ALTAR**

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Impassable

⚙️ **Passive**

**WORDS OF HATE:** *As much a platform of violent oratory as bloody sacrifice, the exhortations of Khorne's priests echo from this brass-clad edifice like the tolling of infernal bells.*

**Effect:** While this terrain feature has an Invoker:

- Add 1 to chanting rolls for the Invoker.
- The Invoker cannot use **MOVE** abilities.
- Instead of measuring range or visibility to the Invoker, measure to this terrain feature instead.
- All attacks that would target the Invoker target this terrain feature instead.
- If this terrain feature is destroyed, before removing it from the battlefield, inflict D3 mortal damage on the Invoker. Then, set up the Invoker on the battlefield wholly within 3" of this terrain feature and not in combat. That unit is no longer an Invoker. If it is not possible to set up the Invoker, it is slain.

➤ **Your Hero Phase**

**ASCEND THE ALTAR**

**Declare:** If this terrain feature does not have an Invoker, pick a friendly **BLADES OF KHORNE INFANTRY PRIEST** within 3" of it to be the target.

**Effect:** Place the target on this terrain feature. The target is now an Invoker (see 'Words of Hate').

➤ **Your Movement Phase**

**DESCEND THE ALTAR**

**Effect:** If this terrain feature has an Invoker, set up the Invoker on the battlefield wholly within 6" of this terrain feature and not in combat. That unit is no longer an Invoker.

⚙️ **Reaction:** A friendly unit within 18" of this terrain feature was picked to be the target of an enemy spell

**HATRED OF SORCERY:** *Khorne's depthless scorn of magic radiates from these altars in waves.*

**Effect:** Roll a dice. On a 5+:


- If this terrain feature has an Invoker, gain 1 **blood tithes point**.
- Ignore the effect of that spell on that friendly unit.

This terrain feature can use this ability more than once per phase but you can only roll once for each friendly unit per spell cast.



## SPEARHEAD

# **BLADES OF KHORNE** **BLOODBOUND GORE PILGRIMS**

 This Spearhead army consists of the following units:


### GENERAL

- ◆ Slaughterpriest

### UNITS

- ◆ 5 Blood Warriors
- ◆ 5 Blood Warriors
- ◆ 10 Bloodreavers
- ◆ 3 Mighty Skullcrushers



 The Bloodbound are Khorne's sacred destroyers. These mortals have not only earned the War God's mark but also his favour, and they channel it through acts of harrowing close-quarters brutality. Khorne's warriors claim that his only true temple is the battlefield, his only prayers the screams of the dying, and his only libations the blood of the slain. Some, however, become especially ritualistic in their killing, believing that each life extinguished allows their god to project more of his essence into reality. These warbands are known as Gore Pilgrims and form honour guards for the raving warrior-priests of the Blood God.

Following the bellowed commands of their Slaughterpriest master, throngs of Bloodreavers charge forwards, heedless of their own lives – for Khorne demands only slaughter as a price for his boons. Blood Warriors drive the foe from their places of security, reconsecrating lands to their raging patron with each enemy they cut down. Amongst many Bloodbound hordes, packs of Mighty Skullcrushers are outsiders, realm-roaming warriors who join a tribe only for immediate carnage. Those who fight with the Gore Pilgrims, however, are the most rabid of true believers – a brass stampede that is first into the fray and the last ones standing when Khorne's holy work is done.

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***'BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!'***

**– Battle cry loosed from uncounted throats since time immemorial**

---

## BATTLE TRAITS

### ⚙ Passive

**THE BLOOD TITHE:** *Khorne's warriors receive divine rewards when blood is shed; whether the sacrifice is theirs or that of their foes matters not.*

**Effect:** Each time a unit is destroyed during the battle, you receive 1 **blood tithe point**.

### ⚔ Once Per Turn, Any Hero Phase

**HEADS MUST ROLL:** *A terrible hunger is awoken in the gore-slick weapons of the Bloodbound.*

**Declare:** Spend 3 **blood tithe points** and pick up to 3 friendly units.

**Effect:** Add 1 to the Rend characteristic of those units' melee weapons until the start of your next turn.

### ⚔ Once Per Turn, Any Hero Phase

**MURDERLUST:** *All servants of Khorne feel the urge to kill, but when prey is near, the impulse becomes all-consuming.*

**Declare:** Spend 1 **blood tithe point** and pick up to D3 friendly units.

**Effect:** Each of those units can move D6" (roll for each).



**REGIMENT ABILITIES:** Pick 1 of the following regiment abilities.

**⚙ Once Per Turn, Start of Your Turn**

**FAVoured OF KHORNE:** *These blood-marked warriors are the victors of many battles and court the favour of their patron.*

**Effect:** Roll a dice. On a 2+, you receive 1 **blood tithe point**.

**🛡 Passive**

**BLOOD-WOKEN RUNES:** *Fell runes of resilience are carved into the armour of these warriors, needing only the touch of a foe's blood to be empowered.*

**Effect:** Friendly units have **WARD (5+)** if they have used a **FIGHT** ability in the same phase.

**ENHANCEMENTS:** Give your general 1 of the following enhancements.

**🛡 Your Hero Phase**

**RESANGUINATION:** *The Slaughterpriest calls upon Khorne's favour to sear the wounds of an ally so that they can continue to shed the blood of the enemy.*

**Declare:** Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

**Effect:** On a 3+, **Heal (D3)** that unit.

**🛡 Passive**

**THE CRIMSON PLATE:** *This ancient armour bestows Khorne's protection upon its wearer, provided it is burnished daily with the blood of champions.*

**Effect:** Your general has **WARD (5+)**.

**⚔ Any Combat Phase**

**HEADHUNTER:** *Even Khorne's priests will seek out the worthiest of foes against which to test their martial prowess.*

**Declare:** Pick an enemy **HERO** in combat with your general.

**Effect:** Your general has **STRIKE-FIRST** this phase, but all attacks made by them this phase must target that enemy **HERO**.

**⚔ Your Hero Phase**

**UNHOLY FLAMES:** *The priest imbues the blades of their allies with daemonic fire, so that they may claim skulls with horrific ease.*

**Declare:** Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

**Effect:** On a 4+, add 1 to the Rend characteristic of that unit's melee weapons until the start of your next turn.





Slaughterpriests are the holiest of Khorne's mortal champions, possessed of a spiritual connection with the Lord of the Skull Throne. Where the priests of another deity might channel their essence through sorcery or simpering prayer, these brutal demagogues gain power through ritually drinking the blood of butchered foes and allies alike whilst bellowing their invectives to the raging skies. As well as being formidable warriors in their own right, a Slaughterpriest can command blood in the name of its rightful master – compelling it to boil within an enemy's veins before bursting forth in gruesome sanguinary sprays.

• SPEARHEAD WARSCROLL •

## SLAUGHTERPRIEST

✘	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Hackblade and Wrath-hammer	4	3+	3+	1	2	-

### ✘ Your Hero Phase

**BLOOD BOIL:** *Spitting ritualistic words of wrath into the air, the Slaughterpriest turns the blood coursing through the veins of the enemy red-hot, burning them from the inside out.*

**Declare:** Pick a visible enemy unit within 16" of this unit to be the target, then make a chanting roll of D6.

**Effect:** On a 4+, inflict D3 mortal damage on the target.

### ⚙ Your Hero Phase

**BLOOD SACRIFICE:** *The Slaughterpriest answers their god's call for blood by sacrificing one of their own.*

**Declare:** Pick a friendly unit within this unit's combat range to be the target.

**Effect:** Roll a dice. On a 2+, inflict D3 mortal damage on the target and you gain 1 **blood tithe point**.



KEYWORDS

HERO, PRIEST, INFANTRY



The ground shakes as the Mighty Skullcrushers ride into battle.

These are the chosen mortal knights of Khorne, forming a stampede of cursed lances and hellforged metal that can shatter any shieldwall with the force of its charge. Each Skullcrusher has drawn the attention of a Juggernaut, goading it to burst from its prison within Khorne's domain and chase them down, before breaking the daemon through their brutality and force of will. Together, armoured champion and brass-skinned daemon are nigh impossible to slay.

• SPEARHEAD WARSCROLL •

# MIGHTY SKULLCRUSHERS

✘	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Bloodglaive	3	3+	3+	1	1	Charge (+1 Damage)
	Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

## ✘ Your Charge Phase

**BRASS STAMPEDE:** *Nothing can stop the thunderous onset of Khorne's Juggernauts once they have scented the blood of the foe.*

**Declare:** If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a dice.

**Effect:** On a 2+, inflict 1 mortal damage on the target.



**KEYWORDS**

CAVALRY



Blood Warriors are those who have drawn the War God's gaze through acts of great carnage. Each has undergone the dreaded Red Baptism – a grisly process in which their skin agonisingly scabs over with thick layers of blood, before hardening into formidable armour. Armed with cleaving blades and spiked gauntlets, the Blood Warriors revel in the battle-strength their divine favour affords. All know, however, that their wrathful god might rescind his boons as swiftly as he provided them. So do the Blood Warriors never rest in their murder-making, fighting even at the point of death to drag down one last enemy in the name of the Blood God.

• SPEARHEAD WARSCROLL •

# BLOOD WARRIORS

✘	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Goreaxe and Gorefist	3	4+	3+	1	1	-

✘ Passive

**NO RESPITE:** *Dying as they lived, Blood Warriors devote even their final moments to killing.*

**Effect:** Each time a model in this unit is slain, you can pick an enemy unit in combat with this unit and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.



KEYWORDS

INFANTRY





Bloodreavers form the howling masses of the Bloodbound warhordes. Though rightly feared by their enemies for their murderous fury, they are themselves cursed. To earn a place amongst the Brazen One's armies, each has endured gruelling trials, the last of which is to consume the flesh of their own fallen. Such a monstrous desecration ensures there can be no turning back from the path of skulls. Bloodreavers congregate around the Slaughterpriests in frothing packs, fighting beyond sanity and surging back to their feet when struck down in battle rather than disgracing themselves before the prophets of their deity.

• SPEARHEAD WARSCROLL •

## BLOODREAVERS



✘	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Reaver Blades	2	4+	3+	-	1	-

### End of Any Turn

**FRENZIED DEVOTION:** *When fighting in the presence of their leaders, these warriors fight until the bitter end.*

**Effect:** If this unit is within 8" of your general, you can return D3 slain models to this unit.



KEYWORDS

INFANTRY, REINFORCEMENTS