

WARHAMMER AGE OF SIGMAR

CHAOS BATTLETOME BLADES OF KHORNE





From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



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THE LORD OF SKULLS

There is no room for beauty or compassion in the black heart of Khorne, for his only desire is to see the realms burn in the fires of war. The Blood God's volcanic wrath cannot be tempered, and his favour can only be gained through ceaseless slaughter and a worthy tribute of skulls.

Khorne is the mighty Blood God of Chaos, rage incarnate and lord of slaughter. He is the destroyer of worlds and the manifestation of hatred, and by his will thousands of civilizations have been butchered. Khorne's mortal followers and his legions of daemons carve gruesome paths across the Mortal Realms. For the glory of their god, they spill the blood of all who stand before them and reap mountains of skulls for the Skull Throne.

Khorne's kingdom is in the Realm of Chaos, where for an endless expanse of time the Chaos Gods have battled for supremacy. Although the dark powers of these hellish deities have ever ebbed and flowed, mighty Khorne has

remained dominant. Khorne is paid tribute with every drop of blood that is spilt in battle, and whenever great wars are waged, Khorne's immortal being is greatly strengthened. The unending battles that consume the Mortal Realms only serve to empower the Blood God. Whether the fallen are the heroes of just causes or the servants of evil, Khorne cares not – all that matters is that the blood continues to flow.

Within the Realm of Chaos, Khorne's domain is a blood-stained, volcanic wasteland at the centre of which is the Brass Citadel. Here Khorne resides, enthroned atop a mountain of skulls, his baleful gaze scouring the Mortal Realms as he looks for worthy foes

against whom he can unleash his followers. Where his wrath is drawn, daemonic legions spill from the void and his chosen mortal armies – the Bloodbound – drown the lands in gore.

Amongst mortals Khorne is described in infinite fearsome ways, though most Khorne worshippers depict their deity as having the head of a monstrous war-hound. He is covered in baroque armour and with immensely muscled arms he wields his favoured blade. This ornate sword – which has been called Ender of Worlds, Allslaughter, and countless other titles – can cut through armies with a single hateful swing, and when imbued with the entirety of Khorne's wrath it can rend reality itself.



THE BLOOD GOD AND THE DARK PRINCE

Like the Realm of Chaos itself, alliances between the Chaos Gods are in constant flux. Infernal bonds are formed and then broken as Khorne, Nurgle, Tzeentch and the newly ascended Great Horned Rat constantly vie for supremacy and domination of the Mortal Realms, while the fate of Slaanesh remains unknown.

It is the missing Dark Prince that most stokes the ire of the Blood God, as he represents the antithesis of all that Khorne stands for. Where the followers of Khorne are spurred by his infinite wrath to acts of ever-greater carnage, the sycophants of the Dark Prince are intoxicated to the point of stupor by their debauchery, gorging themselves on the pursuit of pain rather than spilling the blood of untold masses. Where Khorne commands strength, Slaanesh inspires decadence, and where the Blood God bellows his rage, Slaanesh would wallow in the cacophony of his own excess.









THE BLOOD GOD'S REALM

Khorne's dominion is a blasted wasteland that echoes to the deafening clangour of industry and the tramp of marching legions. It is a pitiless realm, a place of only violence and toil inhabited by creatures of primal and malevolent rage.

The Realm of Chaos is a world of nightmares. In this warped plane of existence, deepest horrors and mortal fears are given form, and time and space twist insanely in upon themselves. Where the eight Mortal Realms are divided and defined by their features, so too is the Realm of Chaos carved into separate domains ruled over by the four Chaos Gods. The kingdom of Tzeentch is a crystalline maze of contradiction, the Garden of Nurgle is a vast composting cesspool, the lands of Slaanesh are filled with hypnotic horrors and the empire of Khorne is an endless, blood-stained battlefield.

The desolate landscape of the Blood God's domain contains nothing that

could be considered beautiful or harmonious. Such things have no meaning in an existence born from hatred, and in Khorne's reality there is naught but martial contests and unending war. In brutal fighting pits gouged into rocky plains, the greatest daemonic champions battle to gain favour with their deity. Where the largest monstrosities have been felled in battle, enormous craters serve as monuments to their ignominious defeat. The barren wastes are covered in fine sand formed of rock and bone that has been ground by the trampling marches of countless armies, and the carmine-coloured earth hints at the oceans of blood that it has absorbed. On occasion, a mighty mortal is

brought to battle in Khorne's domain. Most are butchered in moments – those who survive the trial are placed on the path of daemonhood, whether or not it is their wish.

Surrounding this domain is a serpentine spine of jagged volcanoes. Thousands of forges harness the roaring hellfire within and use it to create daemon blades and graven armour for Khorne's greatest champions. When the Blood God's fury is roused, this mountainous ring erupts; ash clouds blacken the sky and boulders the size of cities are hurled through the firmament. When Khorne rages, his bellows are heard throughout his kingdom, signalling the onset of war.

At the dark heart of Khorne's hellish domain is the Brass Citadel. Built in a time before time, the unfathomable scale of the Blood God's fortress makes a mockery of mountains and evinces the enormity of his power. Its colossal walls are spattered with gore and topped with crenulated spikes that claw through the dark clouds belched forth from Khorne's foundries. Vast arrays of braziers hang from cruel hooks, shedding their burning glow on the surrounding wasteland. The remains of champions slain in Khorne's fighting pits are strung, skinned and bleeding, from countless iron gibbets that jut from the highest fortifications. Their drippings streak down the burnished walls and collect in the moat of boiling blood that encircles this dread stronghold.

In the central keep is Khorne's enormous throne room. The air here has the coppery scent of a thousand abattoirs and the visceral humidity stains armour crimson. Around the perimeter stand eight titanic pillars which rise from a carpet of bone to the vaulted obsidian ceiling. Around these columns prowls Karanak, Khorne's three-headed hound, and from the chamber's rear comes the clang of furnace-daemons working at Khorne's anvil.

At the room's centre is a mountain of skulls that grows higher with each offering from Khorne's mighty legions. On the summit of this grisly mound is a great throne of brass. It is here that the Blood God sits and oversees the endless wars in the Mortal Realms.





DAEMONS OF THE BLOOD GOD

Manifestations of primal rage and bloodlust, daemons of Khorne care nothing for subtlety, and despise the cowardly trickery of magic. They wish only to feel flesh rend under their smouldering claws, to cleave and crush with their hell-forged weapons until the battlefield is drenched in gore.

Like blood gushing from a severed artery, the daemon hordes of Khorne pour across the Mortal Realms. With cruel blades they hack and hew through armies of warriors to satisfy the eternal bloodlust of their progenitor. As these daemoniac legions advance, the gore-soaked horns of amassed Bloodletters form a serrated sea of dripping crimson. The din of blaring horns, snarling warcries and shouted orders drowns the battlefield in murderous cacophony. From behind the horde comes the roar of infernal war engines as the maws of Skull Cannons and Blood Thrones bray hellishly in anticipation of the coming feast. Along the flanks of the formation prowl packs of slaving Flesh Hounds, sniffing for the sweet scent of fear that wafts from the enemy, while around them the ground trembles and cracks under the hellforged hooves of mighty Juggernauts ridden by howling Bloodcrushers. As this tide of red skin, brass and iron surges forward, it is darkened by the shadows of mighty Bloodthirsters, who crack the air and buffet the legions below with each beat of their great, leathery wings.

When the daemons of Khorne are unleashed upon their enemies, they fight with the relentless fury of their god-sire. They bathe in the sprays of warm blood that erupt with each slash of their claws and blades, and then

wrench the skulls of their still-living victims from their necks. The daemons butcher their enemies to the very last, for mercy is anathema to the lord of slaughter and therefore to his savage children also.



Daemons of Khorne are not living creatures in the way that the flesh-and-blood denizens of the Mortal Realms are. Rather, they are projections of their lord's infinite rage, drawn into existence and given form by his unfettered will. They arise from the violent roil of Khorne's domain, where the Blood God is the omnipotent master of all. They are fractured shards of his hateful essence, born of rage and consumed by barbaric impulses. Each daemon is given life for the singular purpose of murder and is unleashed upon the realms empowered with the might of Khorne's martial prowess.

Daemons are a gruesome parody of mortal creatures, their terrifying forms mimicking those of beasts and men. Across the Mortal Realms, the horror of Khorne's Daemon Legions is depicted and interpreted in many

different ways, from tribal tales to scholarly tomes of dread. Legends and proverbs exist throughout countless lands warning that the Blood God's hosts, though terrifyingly brutal, are merely the bow wave of his wrath. In Aqshy, the Fyreslayer Lodges of the Obsidian Dunes describe the rumbling marches of the daemon armies as being alike to the quakes that shake the land preceding a massive, earth-shattering eruption. To the sylvaneth glades of Ghyran, the individual blades of Khorne's children are akin to thousands of jagged teeth along the edge of a great felling saw controlled by the hand of the Blood God himself. Only in Azyr amongst the wizened slann is there true understanding of the Blood God's daemoniac hordes.

Although each daemon heeds the will of their creator, they do not need his command to kill, for slaughter is their sole purpose and their only obsession. All but the lowest of Khorne's daemons are able to act with the independent will of a nightmare given form. They can even fight amongst one another, and at times entire legions will engage in battles against others of their ilk. So long as it results in carnage, such dissension in the ranks is pleasing to Khorne, and his champions will challenge each other in the blood pits that litter his domain to attain greater glory before him.







LEGIONS OF KHORNE

To see a daemoniac legion on the warpath is to witness a terrifying display of martial might. Endless ranks of Bloodletters march beneath swaying banners of flayed skin, while overhead the bat-winged form of a Bloodthirster looms, malevolent and all-powerful, balefully roaring its promise of slaughter.

The Daemon Legions of Khorne share their god's singular brutality and lust for blood. Driven by his murderous will, they charge forwards to slaughter. But their frenzy is not without design, and their hatred is not without diabolical purpose.

Khorne is warfare made manifest, the embodiment of martial prowess and the epitome of wrath. No mortal can match his ken nor his lust for violence. Likewise, his children are blessed with unholy strength so that each of their axe swings carves through armour and cleaves bone. Their preternatural gifts of speed and precision allow their

jagged blades to thrust through parries and rend the flesh of their enemies. Those most favoured are also endowed with a portion of the Blood God's infinite military understanding. With but a fraction of his battle acumen, Khorne's generals are able to carve through armies, ordering their savage forces to shred massed infantry and leave the enemy champions to be engaged in glorious single combat.

A Daemon Legion charging its enemy has the appearance of a tumultuous stampede of rage-blind beasts. But this apparent tempest is actually a regimented military body, sharpened

like an executioner's axe for the sole purpose of murder. As a daemon forge's hellfires are stoked to infernal perfection for the crafting of blades, so too is the full fury of Khorne's children ignited moments before they cleave into an opposing army.

The bulk of a Daemon Legion is made up of Bloodletters. These barbaric shock troops charge snarling into the enemy lines, hacking through ranks of hapless foot soldiers with their enormous blades. Leading these fiendish killers are Bloodmasters, the captains and lieutenants of daemoniac armies. They slice their way through





the thick of battle until they come upon opposing champions who have managed to withstand the onslaught.

Where the enemy believes themselves secure behind walls of shields, stampedes of thunderous Bloodcrushers smash through defences like an avalanche of metal. Frenzied Bloodletters riding atop monstrous steeds eviscerate the scattered remnants of once-impenetrable formations, while their hell-forged mounts crush the fallen beneath anvil-sized hooves. The daemoniac Heralds of the Bloodcrushers are the Skullmasters, who lead charges of daemoniac cavalry to bring down the behemoths and gargantuan beasts that their enemy has brought to the fore.

Slavering Flesh Hounds race around the flanks to disembowel cowering wizards while Blood Thrones plough into and devour all who stand before

them. Those unfortunate enough to be ingested by a Skull Cannon's maw are roasted in the daemon machine's belly before their flaming skull is fired into the ranks of their allies.

On the greatest fields of battle, the fell generals of the daemoniac legions will themselves join the massacre. Few beings survive the Bloodthirsters' first volcanic outbursts of violence, for they are Khorne's most fearsome daemons and the embodiment of his dread fury.

Although Khorne's armies have the singular purpose of prosecuting his unending war upon the Mortal Realms, each legion and every cohort is a unique weapon of slaughter. The Reapers of Vengeance are the scythe with which Khorne harvests those who have incurred his wrath. Khorne cares little if his own armies are eradicated so long as their blood is poured out

with their defeat. But when an enemy force uses trickery or hated magic to win a battle, turning soldiers to stone or banishing daemons back to their twisted realm, the Reapers of Vengeance descend to claim the bloodshed that has been denied the Blood God.

In the realm of Ghur, the Bloodlords Legion hunts the mighty beasts that have survived since the Age of Myth. The enormous skulls of these legendary creatures are prized beyond all other spoils of slaughter. The many Bloodmasters of the legion engage in savage competition, urging their cohorts to greater acts of butchery that they may provide the worthiest offering to Khorne. Such is the scale of the carnage caused by this legion that at times Skulltaker, Khorne's most dread collector of heads, will join the hunt of the Bloodlords.





THE BLOODSOAKED VEIL

The wind grows hot enough to scald, and the smell of scorched blood fills the air. Great rents are torn across the fabric of the realm, and through pour the monstrous legions of Khorne. Bellowing oaths to their foul god, these red-skinned horrors bound towards the foe, eyes blazing with hateful rage.

In order for the daemonic legions of Khorne to cross the barrier between the Realm of Chaos and the Mortal Realms, bloody rituals and acts of great slaughter must be performed. Where sorcerers act as conduits for the other Ruinous Powers, the followers of Khorne slash the veil between worlds with gore-soaked blades. Khorne's mortal worshippers gather in tribes and warbands to praise their god with murder. They march across the plains and mountains of their realm leaving swathes of destruction in their wake. Where blood flows in unending rivers and skulls litter the land, there is

Khorne's gaze drawn and there do his daemons manifest.

In the midst of battle, the fanatics of the Bloodfeast Tribe devour the flesh of freshly killed heroes and imbibe their still-warm blood. As they do so, enormous brass chalices carried by the tribe's Slaughterpriests begin to fill with ichor, and when the gore of enough worthy foes has been consumed, the overflowing cups are poured onto the battlefield. The beacon of violence that this grisly ritual creates serves to guide slaughter-hungry daemons through the void between realms.

Other warbands have less sanctified methods for summoning the infernal legions. When the Brazen Butchers beset their enemies, they attempt to hack each foe into eight pieces. When the battlefield is covered with enough severed body parts, daemons begin to crawl from the piles of gore.

The desecration of a Realmgate can bring entire daemonic legions to the battlefield. Should Khorne's attention be drawn by the ritual despoilment of a gate with the viscera of its guardians, the passage between worlds can be linked directly to Khorne's domain.





Across the Mortal Realms, the sage and foolish alike seek blessings of magic to repel their enemies or attain everlasting glory. They beseech the eldritch powers of their people or call upon the Chaos gods, hoping that their adulation will be rewarded with powers of witchery. Some supplicants become mighty wizards, gifted with a portion of divine magic as reward for their studied prayers. But none entreat Khorne for gifts of sorcery, as it is known that such requests will never be answered save perhaps for a visitation by the Blood God's hordes.

Khorne despises magic, for it is the antithesis of martial prowess. Strength, skill and face-to-face slaughter are the sole tenets of worship that he demands. Those who use magic eschew the bloody revelry of close combat, transmogrifying the field of battle instead of soaking it in gore. Their lives are spent studying ancient tomes

and learning obsequious litanies rather than tearing free the skulls of their enemies and offering them to Khorne as his rightful tithe.

The reek of magic enrages the Blood God. The flux-cairns of the Tzeentchian Arcanites and the ancient glades of the sylvaneth draw his baleful gaze, for in such places the aura of enchantment hangs thick. His legions fall upon these sites, like predatory animals swarming a lumbering beast, and through their butchery they smother the redolence with the pure scent of freshly spilt blood.

Few draw more of Khorne's ire than the seraphon, for these warriors of Azyr are magic given form. Even when their reptilian flesh is rent by blades, blood does not flow – their bodies merely evaporate as their life-force flows back to their slann masters.



THE RANKS INFERNAL

Though they are savage creatures at heart, daemons of the Blood God adhere to a strict supremacist hierarchy, in which the most powerful and ferocious beings dominate all others. Though Khorne's rage burns hot, he is also lord of all things martial, and he orders his ranks with brutal efficiency.

Khorne commands daemons as numerous as the stars. Each bears the marks of the Blood God – strength, ferocity and seething rage – yet their role in his wars of gruesome conquest vary. The mighty rule over the multitudes, for this is the way of Khorne. Each daemon has a place in the great hierarchy, which is structured like a grim pyramid of skulls with Khorne sitting at the pinnacle.

Directly below Khorne are the eight Exalted Bloodthirsters of the first host. These horrific daemons are beings of unfathomable power, capable of sundering armies single-handedly. They are Khorne's august generals, and from the Brass Citadel they prosecute

his wars upon the realms. After aeons of inurement to battle, even the mightiest champions are but playthings to the Exalted, undeserving of slaughter in single combat. Only the greatest armies with ranks tens of millions deep are worthy of having their blood spilled by the Exalted's own blades.

Each Exalted commands eight Bloodthirsters of the second host, the Lords of Murder. Though subordinate, their stygian might is only slightly less than that of the Exalted. In turn, every Lord of Murder has under its command eight Wrath of Khorne Bloodthirsters of the third host. Each Wrath of Khorne Bloodthirster commands eight Bloodthirsters of the fourth host who

each command eight Bloodthirsters of the fifth host, and so on down to the Bloodthirsters of the eighth host.

The Bloodthirsters of Unfettered Fury are the prime overlords of Khorne's daemoniac legions. A legion comprises eight cohorts, each led by a Herald or even a mighty Bloodthirster from the eighth or higher rank. Within each cohort are the soldiers of Khorne's vast armies. These cohorts take different shapes – some bristling with Bloodletters, others made up yet more terrifying beasts – and their strength may wane as individual daemons are felled, but they always wax as daemoniac essences coalesce and rejoin the slaughter.



THE SACRED NUMBER EIGHT

There is no mortal record of why the number eight is sacred to Khorne, for this number has been bound to him and he to it since before time began. Some say that eight is his number because eight mighty gods were slain by Khorne in the moment of his birth, and their skulls are the foundation for his skull throne. Others have postulated that eight great ages of war and slaughter will pass before Khorne's blood-thirst is finally slaked. Whatever the reason, Khorne's daemoniac legions and the hordes of his mortal followers revere the number eight as the blessed value of the Blood God. On the Corroded Escarpment in Chamon, idolaters of Khorne sacrifice eight noble warriors in the crafting of each of their brass-graven statues, casting their hearts within the molten metal and burnishing the facets with their blood. In Ghyran, aspirant tribesmen of the Fleshcarvers Warband are initiated into the ranks of Bloodreavers only after they have sawn off two of their own fingers and two of their own toes to display the sacred number eight proudly on their body.

KHORNE

EXALTED BLOODTHIRSTERS OF THE FIRST HOST

BLOODTHIRSTERS OF THE SECOND HOST

BLOODTHIRSTERS OF THE THIRD HOST

BLOODTHIRSTERS OF THE FOURTH HOST

BLOODTHIRSTERS OF THE FIFTH HOST

BLOODTHIRSTERS OF THE SIXTH HOST

BLOODTHIRSTERS OF THE SEVENTH HOST

BLOODTHIRSTERS OF THE EIGHTH HOST



Legion



**CHARNEL
HOST**

- Bloodthirster of Unfettered Fury
- Bloodmaster, Herald of Khorne
- 8 packs of Bloodletters



Each cohort is formed around eight packs of daemons, chosen to support their leader's preferred method of slaughter. A Wrath of Khorne Bloodthirster may lead a Blood Hunt of Flesh Hounds and Bloodcrushers, whereas a Bloodthirster of Unfettered Fury may march before a Charnel Host of amassed Bloodletters.



HERALDRY OF THE BLOOD GOD

Khorne's daemon armies are unwavering in their pursuit of fresh blood to spill, and relentless in their savage quest for worthy skulls for the Skull Throne. The sole purpose of their existence is slaughter in the Blood God's name, and they enact this purpose with murderous vigour.



Khorne's daemons are fragments of his quenchless murderlust, and their very flesh and armour serves as a banner of the Blood God's will. All have red skin and scales, though within this uniformity there is variance. Some daemons, such as those of the Brass Onslaught cohort, are a vivid, bright shade of red, the colour of fresh arterial blood or even of molten iron. Others, such as those of the Jagged Tide, are a much deeper shade, like that of muscle tissue or thickly caked gore. Certain daemons bear the same colouring across their entire muscled form, whereas others, like the Severers, display discolouration on parts of their bodies. The horns, claws and hooves of Khorne's daemons are similarly varied, ranging from those that are white as sun-bleached skulls to those that are sheathed in thin layers of crimson skin, and those that are purest obsidian black. The blades and plates of armour that they bear to battle are made of hell-forged iron and brass, and the weapons of those daemons imbued with a great portion of Khorne's fury glow with the raging fire of volcanoes. The Jagged Tide is a cohort notable for wielding blood-red weapons, whereas the armour worn by the Baleful Lords is black as endless night. Daemons of a given cohort tend to share the same colouring, as they have been willed into existence to serve the same purpose in Khorne's murderous designs.



This blood-red daemon of the Goreriders goes to war atop a Juggernaut whose iron muscles are sheathed in a skin of deepest crimson.



A Juggernaut's metal flesh grows to match the will of its rider, becoming the colour of bone, blood or iron.



The black-horned daemons of the Brass Onslaught wield brazen weaponry.



With each savage kill, the bloody extremities of the Severers darken.



The red flesh of the dead covers the claws and horns of the Crimson Butchers.



So brutal are the hellblades of the Jagged Tide that they themselves bleed constantly.

The forms of Bloodletters often begin to resemble the Herald, Daemon Prince or Bloodthirster leading their cohort, sprouting bony protrusions or scabbing over with blood-red skin.



ICONS OF KHORNE

Whether they are held aloft on totem poles of bleached bone, or emblazoned in brass upon the hides of thundering warbeasts, the blasphemous symbols of Khorne stoke the raging battlelust of the Blood God's cohorts to ever-greater heights.

The rune of Khorne flies above the ocean of horns that is the Bloodlords legion. Within this vast daemonic army, individual cohorts are branded with further grim iconography on their flesh and banners.



The Graven Roar Gorethunder Cohort adorn their fell daemon engines with grinding wheels.



The Goreriders Bloodthunder Stampede bear the skull-mark of their Juggernaut steeds.



The Charnel Host known as the Jagged Tide furnish their banners with hellblade icons.



The crossed blades of the Severers Murderhost foretell of their grim skull-harvests.



None escape the Bloodrush Cohort when this Blood Hunt surrounds their enemies.



The Baleful Lords convene their Council of Blood under the icon of Khorne's wrathful eye.



Eight-pointed skulls leer atop poles as the Brass Onslaught Skullseeker Host bears down.



Banners of skin scrawled with the mark of the Crimson Butchers flap above this Blood Host of Khorne.

Artefacts of Slaughter

Forged in hellfire, the weapons of Khorne's armouries are singular in their gruesome purpose. These vicious tools of butchery are bestowed not only upon the Blood God's daemons, but also upon his favoured mortal champions. Those warriors armed with Khorne's blood-blessed weaponry become mighty despots, until they themselves are killed by one more worthy of Khorne's gifts.

Carnage & Slaughter

The twin axes of the infamous Bloodthirster known as Skarbrand are named for the daemons bound within them. Since their defeat at Skarbrand's hands, they have been his slaves, imprisoned in his weapons and forced to kill for his glory. Their rage at this ignominy causes each blade to burn like a flaring sun.



Blade of Blood

When Khorne gifts a blade of blood to a Bloodmaster or Skullmaster, it entwines with the daemon's being, hellfires burning from the blade's edge to the claws clutching the hilt. Not only is this gift a weapon, it is a measure of the Blood God's wrath bestowed upon his chosen.



Goreaxe

A Blood Warrior's goreaxes are forged by the Skullgrinders of their Warhorde. Each warrior is tasked with keeping their own weapons sharpened, honing the edges against armour and bone, and the mightiest Blood Warriors wield the most razor-like blades.



Hellblade

Hellblades are formed from the essence of their Bloodletter bearer, and as the daemon kills and grows in power so too does their infernal weapon. Jagged points and crescent-shaped gouges appear along the hellblade's edges, all the better to shred the flesh of their victims.

Wrathforged Axe

With each blow, a wrathforged axe unleashes shards of fury from the raging daemon imprisoned within. These brutal weapons are favoured by Lords of Khorne who lead their mortal armies from atop monstrous Juggernaut steeds, cleaving through multiple foes as they thunder into the ranks of their enemies.



Armour of Scorn

Crafted from bands of bladed metal joined with skulls and bone, the Armour of Scorn is a trophy won in Khorne's fighting arenas. A daemon adorned with this plate can withstand the most fearsome blows, so long as the armour's own bloodthirst is quenched regularly.



Collar of Khorne

No daemons are more favoured by Khorne than his Flesh Hounds, all of whom wear brass collars to ward against the taint of magic. Such devices can be adapted into a gorget of the same design, wrought to fit the neck of a mortal follower or daemon champion who is worthy.

Gorecleaver

The daemon encaged within Gorecleaver hungers eternally for flesh. This hateful weapon is not so much swung as it is directed towards its enemies, and when it strikes it surges ever forward, tearing through iron and steel armour to reach the meat inside.





THE BLOODBOUND HORDES

They are the Bloodbound, the mortal thralls of Khorne, and the realms tremble at their passing. In their wake, the mightiest civilizations of the Mortal Realms have been left as ruins. Heroes and champions beyond count have been hacked and torn apart, their skulls added to towering ritual piles.

First come frenzied howls, like those of some feral, maddened beast, the scrape of blood-slick blades on armour and the pounding of iron-shod feet. This is the martial cacophony that announces the arrival of a Bloodbound Warhorde upon the battlefield. All else is terror and slaughter as a numberless tide of ironclad warriors sweeps forth to crash into the enemy ranks, hacking, tearing and crushing with wild abandon. As they rip the foe apart, bellowed oaths to mighty Khorne echo from their

gore-splattered lips. These savage killers embody the maddened bloodlust of their eternal patron, destroying everything that lies before them in the Blood God's name. The Lord of Skulls demands that the blood flow in endless torrents, and his mortal hordes are only too eager to obey his holy word.

Warriors from many different backgrounds answer the call of the Blood God, from once-noble knights who find themselves addicted to the

crash and thrill of battle, to tribal nomads long abandoned by the light of Sigmar, who have turned to the Dark Gods in a simple bid to survive. Sometimes former prisoners are given a stark choice – embrace the way of the horde or find themselves spitted and bound for the flesh-feasts. To Khorne it matters not from where his servants hail, only that they serve his will.

Since the dawn of the Age of Chaos, the Bloodbound have slaughtered their way





across the Mortal Realms, sundering everything in their path. None could stand before them, for their ferocity and battle rage is all but unstoppable once roused. Mighty empires were crushed underfoot, their works of art smashed and their library-cities burned to ashes. All knowledge and hope was lost, and blood flowed thick enough to fill entire oceans. When there were no foes left to butcher, the Bloodbound turned on their fellow Chaos-worshippers; the foetid legions of Nurgle, the twisted hosts of Tzeentch, and the depraved servants of Slaanesh. Even Khorne's mighty brothers seethed at his growing might, and the shattered realms played host to a new conflict – the Dark Gods' eternal game of dominance writ large. Though he suffered many great losses to his devious and intractable brothers, none amongst them could rival the sheer power of Khorne's daemonic

legions and Bloodbound hordes, hardened as they were by the preceding centuries of slaughter.

The Blood God's mortal armies longed for a worthy foe. Their wishes were answered at last when the Gates of Heaven were thrown open, and Sigmar's armies burst into the Mortal Realms. Carried upon the celestial tempest, the Stormcast Eternals crashed to earth, the personification of the wrath of the God-King brought to bear against the forces of Chaos. No sooner had they arrived than the Bloodbound surged to meet them. At last the Warhordes of Khorne had found an adversary worthy of the challenge. No mortal warriors were these, but martial demigods, strong of arm and utterly fearless. Finally the long years of aimless slaughter were passed, and the Blood God's favoured warriors cleaved their axes through celestial

armour and flesh. Each savage hack was a bountiful offering to Khorne, the violent deaths of mighty champions a glorious tribute.

With the resurgence of Sigmar, the Bloodbound's dominance of the Mortal Realms has been sorely tested. Much ground has been lost, and old foes reemerge from the shadows, keen to take advantage of Khorne's distracted state. Though he scorns their weak and petty ambition, the Blood God welcomes all challengers. Conflict is all that matters, and with every vicious, gore-splattered engagement his Bloodbound Warhordes are stripped of the weak and unworthy amongst their ranks. Those that remain are the fiercest and most redoubtable killers in the realms, and all those who stand in their way will soon feel the wrath of their cruel axes.





THE PATH OF SKULLS

Khorne demands much of those who follow him. The Blood God is an unforgiving deity, and those who fail to appease him are subject to swift and brutal punishment. Yet for those with the strength to tread the path of skulls and pass its deadly trials, the reward is untold power.

Khorne's worshippers do not congregate in temples or partake in cloistered prayer. They meet on the battlefield to praise their god through ruthless and unending slaughter, for this is the only offering that is suitable for the Blood God. As such, Khorne's followers are not proselytised through words but through violence. Some are born into tribes of blood culture, where eating the heart of a slain enemy is a rite of passage to become a warrior. Others see Khorne's bloodlust as the precept by which great power and dominance over the Mortal Realms are achieved. Still others do not willingly devote themselves to Khorne, but are instead slowly overtaken by an insatiable love of bloodshed as they seek vengeance for murdered loved ones or engage in violence for some other just cause. Regardless of the reason, a mortal who becomes a follower of Khorne has only carnage in their future, for they have stepped onto the path of skulls. It is an avenue to immortality that is crowded with hopefuls, but only the strongest and most selfish survive to the end.

When those on the path gather en masse, they plunder, raid and engage in frenzied battles with armies of unbelievers to appease their deity. The skulls of the slain are given up in worship, with those of the mightiest warriors making the most hallowed

of offerings. Filled with unquenchable wrath, these fanatics are spurred to spill more and more blood. There is no discrimination in where this blood comes from, and Khornate warriors will gladly kill their own leaders to gain greater glory for themselves.



Eventually a follower of the path may engage in so much brutality that they will be chosen to undertake one of the eight archaic Trials of Khorne. If the trial is survived, the gore-covered acolyte is made Bloodbound, one of Khorne's chosen warriors. These favoured servants are bestowed with daemonic gifts of strength and martial prowess. Their veins quake with Khorne's own unending rage and the iron smell of fresh blood becomes to them like the sweet smell of air

to a drowning man. Those who are greatly blessed will have fingers that grow into savage claws, their mouths will fill with rows of jagged fangs or immense horns will erupt from the sides of their skulls. With each kill they seek further gifts that will transfigure them into the image of their god, and with each drop of blood they offer, their mortality recedes and is replaced by daemonhood.

On the path of skulls, there are many routes that a warrior may take. A Bloodreaver may leave behind them a wake of decapitated foes so long that their already bulging muscles become engorged with daemonic might. A Blood Warrior who has imbibed the gore of mighty enemies may hear the pulses of those around beating in his ears, calling to him like a discordant choir that is his to conduct. When a champion has soaked entire continents in the blood of the defeated, they may rise to lead their Warhorde as a Mighty Lord of Khorne. But even then Khorne still demands more slaughter, for the path has but two destinations. Those pledged to Khorne will continue killing in his name until their mortality is abandoned entirely and they are transformed into a mighty Daemon Prince. Alternatively, they themselves will meet a violent, bloody death. Either way, the sacrifice is a pleasing offering to the lord of slaughter.



Arbhax screamed as he slew, howling Khorne's name with each crunch of his axe through sigmarite armour. The Blood Warrior used his weapon to hook aside a Liberator's shield, his return swing scything through the gold-armoured warrior's neck. The decapitated Stormcast dissolved into crackling energy that arced away skywards, and Arbhax felt Khorne's eyes upon him. At his side Vorghos, his last surviving comrade, was fighting with equal fury. As Arbhax watched through a red haze, Vorghos shrugged off a thunderous hammer-blow to his chest and planted his axe in the face-plate of the last remaining Stormcast.

The Liberator flashed away, and Arbhax turned, gaze roving the corpse-strewn battlefield for fresh foes. He never saw the blow coming, sudden agony exploding between his shoulder blades as he was thrown face-first into the mud. Snarling, Arbhax managed to roll himself over, only for Vorghos to plant one brass-shod boot on his chest. As the other Blood Warrior raised his axe for the killing blow, Arbhax spat hate-filled curses at him, yet it was only right. The strongest prevailed. Blood for the Blood God. With that last thought, Vorghos' axe came down and Arbhax met his end.





THE RISE OF KHUL

Of the countless Lords of Khorne who lead Bloodbound armies in their assaults across the Mortal Realms, the name Korghos Khul stands alone. Granted an extended life for his conquests in the Realm of Fire, Khul has vowed to claim it all in the name of Khorne.

As the Age of Chaos dawned, the worshippers of the Dark Gods swept into the Mortal Realms in untold numbers. Korghos Khul's deeds during those times of unrivalled carnage earned him the blessing of Khorne, granting him long life, impossible strength and the ability to dominate all but the strongest-willed. In return, Khul promised to conquer the entirety of the Realm of Fire in the Blood God's name.

Khul assembled a vast Warhorde known as the Goretide, and began slaughtering his way across the unbound vastness of Aqshy, tearing down countless mighty kingships and empires that stood in his path. He had conquered vast swathes of territory

and claimed the skulls of tribesmen beyond number when the gates of Azyr opened. From the heavens came the God-King's chosen warriors, the Stormcast Eternals. The Hammers of Sigmar were the first into the fray, led by the noble Vandus Hammerhand. It was Khul, relishing the chance to test himself against these golden-armoured exemplars, that first met him in battle. As the Goretide hurled themselves against the defiant Stormcasts, the two lords of war clashed in single combat. Khul's daemonic axe yearned to devour the Lord-Celestant's soul, but it was the Hammerhand who emerged triumphant. Khul's failure to take the skull of this mighty foe has haunted him ever since. His every waking

thought has turned to the destruction of the Hammerhands Warrior Chamber and the slaughter of their champion.

As the bloody Realmgate Wars ground on, Khul continued to track his quarry. At the Flameworlds of Aqshy he almost fell upon them, yet at the last moment he was betrayed by his supposed ally, the Daemon Prince Lord Skinskein of the Orb Infernia, who abandoned the Goretide in the midst of battle and allowed the Stormcasts to escape. Khul's wrath was absolute – he slew his betrayer and claimed dominance over his daemonic legions. With the Goretide's power now greater than ever, Khul stands ready to embrace his destiny and drown the realms in blood.

GRIZZLEMAW

Lifetimes of service to Khorne have earned Korghos Khul many foul boons. His daemonic axe was bestowed after the slaughter of Scorched Keep. His suit of blood-soaked armour was earned through countless acts of unspeakable violence. Yet perhaps his most prestigious possession is the Flesh Hound Grizzlemaw, gifted to Khul following his horrific purge of the Direbrand tribe. This muscular daemonic beast can tear a man to shreds with its razor-sharp teeth and claws, while its barbed brass collar, crafted in the daemonic forges of the Blood God's realm, negates magic cast in its presence. Grizzlemaw delights in devouring terrified mages who find themselves suddenly stripped of their power. Despite the Flesh Hound's uses, Khul cannot help but be reminded of his greatest failure every time he looks upon the creature, for Vendell Blackfist, chief of the vanquished Direbrands, escaped the edge of the Mighty Lord's axe and was reborn anew as Vandus Hammerhand, Lord-Celestant of the Hammers of Sigmar, and Khul's sworn nemesis.







THE CHOSEN OF KHORNE

The very sight of an assembled Bloodbound Warhorde is enough to send paroxysms of terror rippling through an opposing army. With a Mighty Lord of Khorne or Lord of Khorne on Juggernaut leading them on, hordes of blood-maddened savages sweep down upon their foe, and the butchery begins.

Worshippers of Khorne are not bound together by oaths of fealty. They pledge themselves to no one save the Blood God himself. Although they despoil the realms in packs and tribes, unified by hatred and the desire for slaughter, these savage fanatics will turn upon each other when there are no other victims whose skulls can be reaped. As such, it is the responsibility of the warlord to keep their horde from ripping itself apart through ceaseless carnage, marching against ever-greater foes to satisfy the bloodlust and drive for individual glory.

Although all bloodshed is an offering to Khorne, he bestows his greatest favours on those who spill the blood of the mighty. As a Khornate warrior gains renown in battle, with dozens and then hundreds of kills to his name, so too does the chance increase that a clanmate will seek to take his head. Many a dauntless champion has fallen to a jagged blade through the jugular or a brutal hammer blow to the spine, even when all their enemies lie bleeding out before them. Others are challenged to gladiatorial duels in blood-caked arenas, where crowds of spectators cheer as the victors disembowel their opponents. Psychotic mortals and pseudo-daemonic fiends flock to the ranks of those whose gory survival marks them as a true chosen of Khorne.

A Lord of Khorne commands the fury of an entire Bloodbound Warhorde. Under his grim banner are tribes of Bloodreavers, packs of hulking Skullreapers and droves of thundering Skullcrushers. Where other armies have camaraderie, Khornate warriors show only open hostility to one another, but they fight together so long as each is given a part to play in the slaughter. A Lord of Khorne wields the savagery and hatred of his hordes like a butcher's cleaver, expertly carving through an enemy army, savouring every tender cut and sliced organ.

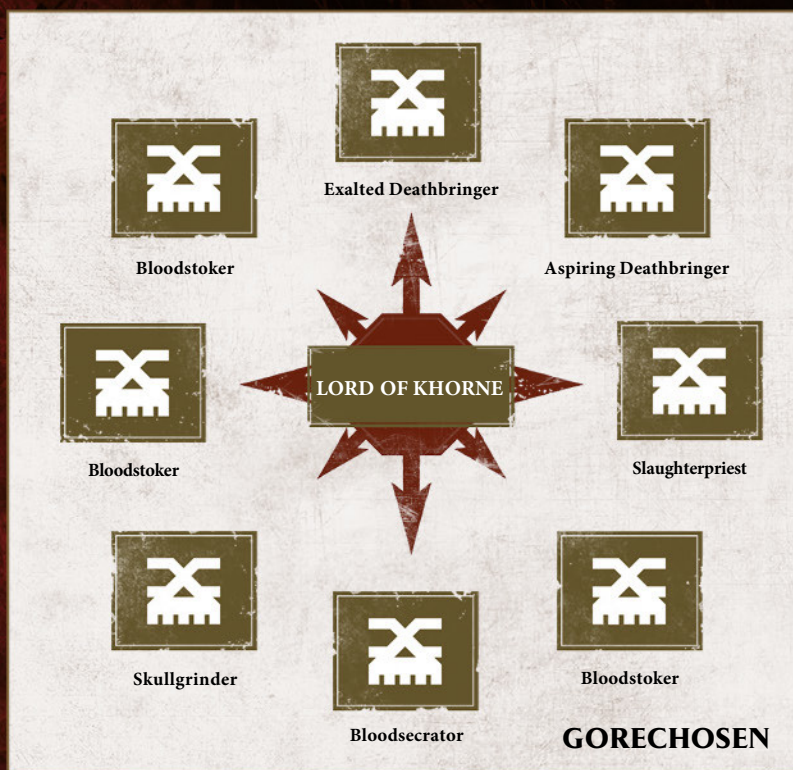


Directly beneath the Lord of Khorne are his Gorechosen – his eight mightiest and most favoured champions. Each member of the Gorechosen is a famed killer in their own right, with numerous campaigns

of genocide to their name. They are the Lord of Khorne's personal guard, and they are also the most likely to bury a serrated axe blade in the back of his skull, so he keeps them close at hand where their seething ambitions can be observed.

Below the Gorechosen are the sprawling warbands of the Bloodbound army. Each of these hordes is marshalled under a champion who, through increasing acts of ferocity and carnage, looks to ascend to the ranks of the Gorechosen. Warbands take on many shapes, but all share the unquenchable rage and hunger for violence bestowed on them by Khorne. A Bloodbound Warband contains throngs of Bloodreavers and Blood Warriors bolstered by Skullreapers and a Bloodseccator. Gore Pilgrims are zealots who congregate under Bloodseccators and Slaughterpriests and follow them in their bloody battle-worship. The Blood Warriors of the Bloodforged are led by daemonically warped Skullgrinders and Wrathmongers, Khorne's warrior smiths, who armour themselves in the sprayed gore of their enemies. When an entire Bloodbound Warhorde comes together, their murderlust is unstoppable. They rampage across the Mortal Realms, leaving nothing in their wake but oceans of blood and mountains of skulls.

BLOODBOUND WARHORDE



 The Gorechosen comprises an Exalted Deathbringer and seven other champions, be they Skullgrinders, Slaughterpriests or other blood-soaked warriors who have proven their worth. There are always eight Gorechosen. If one is slain, another aspirant rises from amongst the champions of the Warhorde to take his place.

The core of a Bloodbound Warhorde is divided into eight distinct groups of warriors – each of these warbands is a honed battle force, able to shed rivers of blood for Khorne. When several warbands from a single Warhorde fight together, their collective fury is unmatched.

The Gorechosen of this Warhorde has three Bloodstokers to whip the savages masses into a frenzy. Their ranks also boast two tribes of Gore Pilgrims who chant their undying devotion to bloodshed.



Though some Bloodbound Warhordes are mercilessly elitist, slaughtering out of hand any warrior not chosen by Khorne, most find themselves with a tide of savage beasts and ragged minions marching beneath their banner. From wild packs of Khorgoraths and nomadic bands of Bloodreavers to Khorne-sworn Slaves to Darkness and mighty monsters, these barbarous hordes only serve to make Bloodbound Warhordes yet more dangerous. It is from this multitude of savages that the raging warbands emerge. Whether through carnivorous instinct or the brutal will of the Lord of Khorne, each warband is shaped to have a purpose on the battlefield. Each formation of warriors is a cruel instrument of warfare, a weapon with which to spill the viscera of the enemy.

WARHORDES OF KHORNE

The grim favour of the Blood God is the prize sought by all Bloodbound warriors, and it can be attained only through relentless violence and bloodshed. When Khorne's Warhordes wage war they do so not for wealth, honour or even survival – they kill only for the gruesome glory of their Dark God.



THE GORETIDE

Korghos Khul's Goretide is a teeming mass of murderous butchers. They were the first of Khorne's mortal servants to clash with the Hammers of Sigmar at the Gates of Azyr, and the glorious blood-feud has raged ever since.



When a Bloodreaver first enters the Goretide, the remnants of their first victim are used to stain their metal armour red.



A Blood Warrior with a mighty double-bladed axe. His armour plates are an arterial red, while their edging and detail are picked out in brass.



SKULLFIEND TRIBE

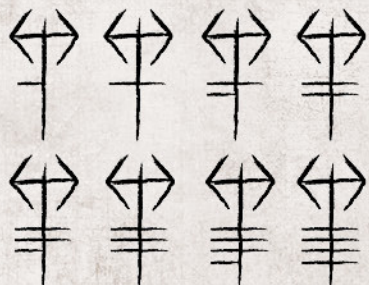
As the Skullfiend Tribe charge into battle, their only thought is to reap the skulls of their enemies as offerings for Khorne. Skullfiend warriors seek ever-deadlier opponents, for the mightier the foe, the more worthy the offering.



By soaking their helms in pools of gore, Blood Warriors of the Skullfiend Tribe display their own heads as trophies waiting to be claimed by a worthy foe.



Skullfiend Tribe Bloodreavers adorn themselves in black, brass and red. The only white they wear is the pure bone colour of skulls they have claimed.



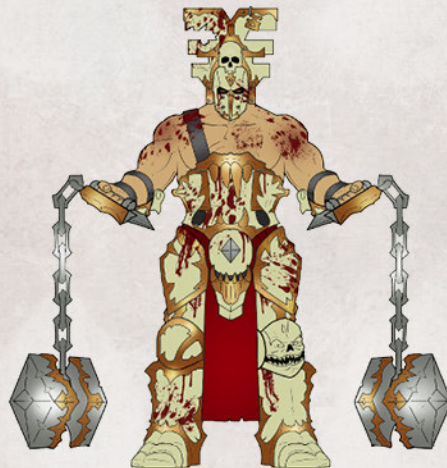
Bloodbound Warhordes mark their flesh and armour with Khornate runes. These brutal inscriptions differ from tribe to tribe, but each set of runes has eight variations.



A Blood Warrior of the Brazen Butchers clad in plate armour stained with the ground flesh of past enemies.



The armour of Lord Khuldrak's Reapers bears the colours of the forge fires in which they craft their brutal weapons.



The Flayed wear light-coloured armour that grows redder with each gruesome kill, as is seen on this Wrathmonger.



The Iron Horde seek to adorn themselves with the black and grey of pure wrought metal.



Though clad in black, the hands of the Murderfist tribe are reddened from tearing out the hearts of their enemies.



Like a network of freshly opened veins, the armour of the Eight-blooded is covered in rivulets of red etching.



Like all Grimskull warriors, this Blood Warrior has carved his helm from the skull of a worthy enemy.

THE AGES OF BLOOD

Since the last days of the Age of Myth, the call of the Blood God has echoed through the realms. Hordes of mortal warriors and legions of daemoniac butchers have paid savage tribute to Khorne, bathing the lands in gore and collecting skulls for the Skull Throne.

THE GREAT SLAUGHTER

WITH THE FRAGILE ALLIANCE BETWEEN SIGMAR AND NAGASH SUNDERED, THE GOD-KING RETREATED BEHIND THE GATES OF AZYR. NONE REMAINED TO DEFY THE WILL OF THE DARK GODS. KHORNE'S ARMIES SLAUGHTERED AND REAVED A BLOODY PATH ACROSS THE MORTAL REALMS. YET SOON, LITTLE WORTHY PREY WAS LEFT TO HUNT, AND THE BLOOD GOD'S WRATHFUL EYE TURNED UPON HIS FELLOW GODS.

THE FIRST GORESTORM

The Chrome Kingdoms were torn asunder by hundreds of thousands of Wrathmongers gathered under the banner of Akor Ragemaker, one of the mightiest Skullgrinders to ever live.

THE FOETID WATERS DARKEN

In the Plague Lakes of Vhynosoir the Bloodbound united with Nurgle's faithful for a massed waterborne invasion of the city of Mirehold. As soon as the city fell, the Khornate warriors turned on their pox-ridden allies, burning their entire fleet to cinders.

INTO THE DARKNESS

After littering Aqshy with ziggurats of skulls, Gore Pilgrims from the Iron Horde tribe passed through a hidden Realmgate to Ulgu. Though they never returned, blood now seeps from the shadows cast by their bone monuments.

THE BLEEDING HEART OF CHAMON

Though the guardians of Perforos believed their underground city impregnable, they were defenceless against the upward surge of the Clans Skryre. As skaven hordes bloodied the boroughs, the Flensing Blades Legion were drawn to the citadel. The daemons materialised and butchered the city's defenders, and rather than be slaughtered themselves, the skaven turned on each other in a hopeless attempt to appease the daemoniac horde, until only the most vicious amongst them remained.

WAGES OF DECEIT

The Hateful Impalers Warhorde was infiltrated by the Fatechanger Irrak Gryllx, who turned the Mighty Lord and his Aspiring Deathbringer bloodily against each other. The tribe was slaughtered to the last in the infighting, and the Tzeentchian Lord revelled in his trickery – but from the pooled blood arose the Severers to set upon Gryllx with their cruel blades.

LAST STAND AT SLAUGHTERPOINT

The orruks of Badstomp's tribe were trapped atop the crags of Slaughterpoint by a Khornate horde led by Valkia. The greenskins held out for three turns of the chiming moon, but were finally massacred after a combined charge of Blood Warriors, Skullreapers and Chaos Knights smashed their stockade to splinters.

BLEEDING OF THE EVEROAK

The Slaughterborn Warhorde, led by Lord Hakkon Redbeard, cleaved a bloody path through the Singing Glades, hacking their way through ranks of sylvaneth and breaching the lower boughs of the towering Everoak. A running battle was fought through the ancient tunnels of the mountain-sized tree, and rivers of gore seeped forth like crimson sap.

FRESH CONQUESTS

WITH THE APOCALYPTIC CULMINATION OF THE ALLPOINTS CAMPAIGN, THE REALMGATE WARS FINALLY CAME TO AN END. WHILST SIGMAR CONSOLIDATED AND REINFORCED HIS RECONQUERED DOMAINS, THE BLOOD GOD PLANNED NEW BLOODY CRUSADES AND MASSACRES. ON ALL SIDES RIVALS EMERGED, BOTH OLD AND NEW. THEY PLOTTED TO USURP THE LORD OF SKULLS' POWER, BELIEVING HIM WEAKENED AND VULNERABLE. YET CONFLICT BREEDS ONLY STRENGTH, AND THE BLOOD GOD'S LEGIONS MARCHED FORTH UNDIMINISHED, THEIR EYES FIXED UPON NEW CONQUESTS.

THE BLOOD HUNT RIDES

Led by the Bloodthirster known only as the Hungering One, the Red Tide Blood Hunt swept across the Razorplains of Ghur. The stampede of Bloodcrushers and Flesh Hounds rampaged through the orruk tribes lying in its path, but none knew the true quarry it sought.

THE REALMGATE WARS

AFTER MANY CENTURIES OF SILENCE, THE GATES OF AZYR WERE THROWN OPEN, AND MASKED DEMIGODS IN GLEAMING WAR-PLATE STRODE INTO THE MORTAL REALMS, BORNE BY THE CELESTIAL STORM. THESE MIGHTY WARRIORS MADE HASTE TO SECURE THE VITAL REALMGATES, ELDRITCH PATHWAYS BETWEEN WORLDS. THEY WERE MET BY THE BLOODBOUND AND THEIR DAEMONIC ALLIES, WHO REJOICED TO ONCE AGAIN FIND A WORTHY FOE TO SLAUGHTER. BITTER AND BLOODY WARRAGED ACROSS THE UNIMAGINABLE DISTANCES OF THE REALMS.

KHUL RETURNS

With his Goretide bolstered by the daemonion legion claimed at the Orb Infernia, Korghos Khul ambushed the Heavenhost chamber of the Hammers of Sigmar at Farrakyre Pass, decimating their number.

THE RED MUSTERING

As the Stormcast Eternals and their allies retook portions of the Mortal Realms, a deafening tremble shook the gore-soaked earth throughout the Blood God's domain...



REIGN OF GORE





BLOODTHIRSTERS

The greatest of Khorne's daemons, Bloodthirsters are hideous avatars of warfare and bloodshed, whose mere presence is enough to send even the bravest mortal warrior mad with fear. They are a force of utter carnage on the battlefield, carving enemies into bloody chunks with their hell-forged weapons.

Bloodthirsters are the mightiest warriors of Khorne's Daemon Legions. They are his generals and personal guard, primal manifestations of war that exist only to maim, slaughter and destroy. To see one enter battle is to witness sheer, unfettered ruin. A single Bloodthirster can devastate entire enemy formations, hewing scores of mortal warriors apart with every swing of its brutal weapons. Those rare few who witness such an assault and somehow live to tell the tale speak in fearful tones of a towering, bestial form enveloped in rune-scarred brass armour, dropping from the skies on bat-like wings into the very heart of the melee. There, where the rage and terror of war is at its highest peak,

does the daemon begin its orgy of unrelenting slaughter.

There are eight tiers of Bloodthirster in Khorne's legions, each with its own title and duty, and each gifted its own unique weapons and symbols of rank. The Wrath of Khorne Bloodthirsters comprise the third tier. They are the Blood God's agents of vengeance, sent to tear apart those who have personally insulted him. Relentless hunters, they snare their quarry with cruelly barbed bloodflails before hacking them apart with double-bladed axes. The Bloodthirsters of Insensate Rage are of the sixth host, and are charged with the task of shattering seemingly unbreakable foes. A single swipe from

their vast double-handed axe can obliterate an entire enemy battle-line in an eruption of gore. Bloodthirsters of Unfettered Fury are of the eighth and lowest rank, though their might is still beyond mortal reckoning. Clad in baroque armour, they march at the head of Khorne's daemonic armies, pulverising enemy ranks with serrated lash and deadly axe.

Regardless of their rank, to face a Bloodthirster is to face utter obliteration. There is no room for manipulation or subtlety in the mind of these abominations – they care only for the crash and clatter of war, and for the feeling of skulls shattering beneath their wicked axes.

SKARBRAND

Most favoured of all Khorne's Bloodthirsters was Skarbrand. It was he that tore down the doors of Slaanesh's depraved palace and drowned it in tides of blood. It was he that slew two fellow Bloodthirsters in single combat, and bound their wrathful souls into his mighty axes, Carnage and Slaughter.

None could stand before the might of the Blood God's trusted servant, his right hand of ruin. Yet fierce was the prideful rage that dwelt within Skarbrand's breast. It took but a whisper from cunning Tzeentch to fan the fires of the Bloodthirster's hubris and set him against his master. One dark day when Khorne's back was turned, Skarbrand struck. With a defiant roar, he leapt towards the Blood God, putting all his hideous

strength into a blow that would have cleaved a mountain in twain. However, all that mighty strike achieved was the merest chink in Khorne's brass armour.

Awful to behold was the Blood God's wrath. Seizing the traitor by the throat, Khorne choked all reason and thought from Skarbrand, leaving only the blazing rage that had led to his betrayal. Then he hurled the daemon across creation, exiling him from the Realm of Chaos for all time. Since that day, Skarbrand has slaughtered his way across the realms, trapped for ever in a state of pure, incandescent fury. In the long years since his exile, Skarbrand has filled whole oceans with blood and raised mountains of skulls, thereby serving the Blood God more faithfully than ever before.





HERALDS OF KHORNE

Even amongst the brutal ranks of Khorne's legions, there are those who excel beyond their murderous peers. These frenzied and unstoppable killers have earned special favour in the eyes of the Blood God through deeds of unimaginable carnage.

BLOODMASTERS

Only those daemons who have accomplished particularly notable acts of brutality are worthy of the title Bloodmaster. Driven to madness by an insatiable need for slaughter, these

daemonic champions hack and tear at their foes with a single-minded fury, leaving nothing but bloody chunks in their wake. Such deranged ferocity pleases Khorne greatly, and thus he blesses his Bloodmasters with blades

of blood. These profane artefacts slaver for the taste of viscera, and guide their wielder's swings unerringly towards vulnerable spots in their opponent's defence. As the Bloodmaster's wrath builds, the emanations of its battle rage fuel nearby daemons of Khorne, lending a portion of the champion's unfettered fury to their own attacks. Soon, all that is left of the foe is a pile of ruined corpses, another bountiful offering of skulls for the honour of the Blood God.

SKULLMASTERS

There are those amongst the Heralds of Khorne that favour the headlong charge of daemonic cavalry, that relish the sensation of skulls shattering beneath brazen hooves, and will thunder into the thick of battle to seek out the worthiest victims. These mounted champions are known as Skullmasters, and each rides to war upon an armoured Juggernaut of Khorne. This pairing results in a force of breathtaking destruction. Few indeed are the foes that can withstand the charge of a Skullmaster, or worse still a Bloodthunder Stampede led by such a creature. Those not split open by the daemonic rider's blade of blood and drained of their essence are ground to bloody paste beneath its Juggernaut's smouldering hooves, or spitted upon its razor-sharp horns.





SKULLTAKER

The daemon known as Skulltaker is Khorne's immortal champion and perhaps the mightiest of all his Heralds. He has walked the realms for endless millennia, collecting trophies beyond counting in honour of his dark master. Skulltaker seeks out only the greatest champions, marching up to the gates of their fortress holds or tribal camps and demanding that his quarry come out and face him in single combat. Those who accept are offered a brief salute of Skulltaker's upturned blade before the daemon rushes forward to meet them, as swift as a headsman's axe. Millennia of single combat have forged Skulltaker into a peerless duelist. At his blade have fallen some of the most renowned

warriors in the realms. Warboss Grukka Groteye of the Scraplokk Ironjawz fell after a day and a half of battle at the breaking of Fangmaw Pass. The Fyreslayer Farnirr Vorensson, first Runeson of the Enfgaard Lodge, was cut down at the summit of the Diamond Stair, his headless corpse hurled into the swirling abyss below.

Though Skulltaker's predatory instincts allow him to immediately identify his enemy's fatal weaknesses, he does not look to slay his opponent outright. Instead, he strikes at limbs and eyes, hoping to blind or cripple. Once his foe lies helpless before him, the daemon strides forwards and wraps his claws around their head.

Eldritch fires flare and swirl around Skulltaker's talons, searing away the flesh and muscle of his victim's skull until all that is visible is bleached bone. With smooth, practised ease, Skulltaker gives a sharp twist of his arm, snapping the freshly stripped skull free from the spine. After taking a brief moment to admire his latest prize, the daemon sets off in search of his next victim. When he returns to Khorne's realm, Skulltaker presents these trophies to his master. Most will be impaled on spikes around the Brass Citadel, but the skulls of those opponents who provided particularly good sport are left to Skulltaker to keep, and he hooks them onto his cloak as prized mementos.





DAEMON ENGINES

Products of the nightmarish industry that arms and armours the legions of Khorne, these horrific daemonic engines are powered by a hateful sentience. Bound to a chassis of warped flesh and rune-scarred metal, these slaving horrors can be sated only by bloodshed and slaughter.

SKULL CANNONS OF KHORNE

Birthered from the monstrous soul-forges that fuel Khorne's endless wars, the Skull Cannons are a nightmare given form. These sentient abominations desire nothing more than to feel the crunch of flesh and bone underneath their spiked wheels, and give praise to the Blood God with every foe torn to shreds within their grinding maw. The only parts of their victims that are kept intact are the skulls, which are fed into the great cannon mounted atop the machine. Here they are infused with a fragment of Khorne's

ever-burning wrath, coated in a pitch of boiling blood and fired with an ear-splitting roar towards the enemy ranks. Piercing laughter peals from chattering jaws before the missiles slam home, erupting in a thunderous fireball that sends broken, charred bodies spinning through the air. The horror of seeing friends and allies shredded and their remains put to such horrific purpose has broken the will of many a mortal warrior. If the initial barrage does not scatter the foe, the sight of the Skull Cannons racing towards them over a sea of ruined corpses, a cloud of gore erupting behind them, surely will.

Two Bloodletters of Khorne ride this nightmarish creation into battle, shovelling fresh skulls into the cannon's maw and directing its spiteful rage as best they can. These daemons are the same pair that oversaw the Skull Cannon's creation in the furnaces beneath the Brass Citadel, and they take a creator's pride in its every atrocity, prompting it onwards to claim more souls in the name of the Blood God. In truth, the Skull Cannons require little urging; they are as wrathful and murderous as any Khornate champion, and exult in the ruination and horror left behind in their wake.





BLOOD THRONES OF KHORNE

The Blood Thrones of Khorne are potent manifestations of the Blood God's infernal power. These brass-clad daemon engines are fashioned in the image of the very dais upon which Khorne himself is enthroned. Belching sulphurous smoke from hell-forged engines, they roar across the battlefield, crushing all in their path beneath spiked wheels, grinding bones to dust and wetting the earth with a torrent of gore. Those who manage to dive out of the path of one of these profane contraptions instead find themselves spitted upon the hellblades of its Bloodletter charioteers, or hacked down by the Herald of Khorne who rides upon the throne itself.

Few can comprehend the countless acts of slaughter and atrocity that a Herald of Khorne must commit to earn its place upon a Blood Throne, for such profane gifts are not given lightly. These daemon engines are tokens of Khorne's favour, and a mark of the highest

status. Legend tells that each of the Blood Thrones is forged from a sliver of brass taken from the Blood God's own hallowed throne, infused with a fraction of his own ever-simmering rage. Whether these tales are true or no, it cannot be denied that the daemoniac vessels bound to each engine are amongst the most prideful and vicious of all those in Khorne's service. None but the Heralds of Khorne possess the will to keep their murderous rage upon the leash.

As the Blood Throne races towards the enemy line, its Herald stands tall, Blade of Blood in hand. With baleful eyes it scans the battlefield for enemy champions or other worthy foes whose skulls will make the most prestigious tribute to mighty Khorne. His quarry chosen, the Herald urges his Blood Throne forward, roaring with abominable delight as the monstrous chariot slices and smashes its way towards its prey. Blood Thrones often lead Gorethunder Cohorts into battle, directing the bombardments of the

hellish Skull Cannons. When several gaping holes are torn in the enemy line, the Herald urges his hideous mount forward and carves a bloody swathe through the ranks of the disorganised foe. Great gouts of crimson gore erupt into the air, and the awful sounds of splintering bone and tearing flesh can be heard as the daemon engine crushes all before it.

Creatures that fall beneath the Blood Throne's smoke-wreathed bulk are churned up within its hungry maw. They are turned to bloody gruel and consumed, healing whatever wounds the fell machine may have suffered. Yet whilst all blood is considered equal in the eyes of the Blood God, the skulls of the fallen are not. Those plundered from cowards are fed into the baleful workings of the daemon engine, but those of the valiant slain are claimed instead by the Herald of Khorne. He strips flesh from bone and mounts them on the throne itself, where they will forever remain as a grim testament to the folly of opposing Khorne.



KHORNE'S CHOSEN

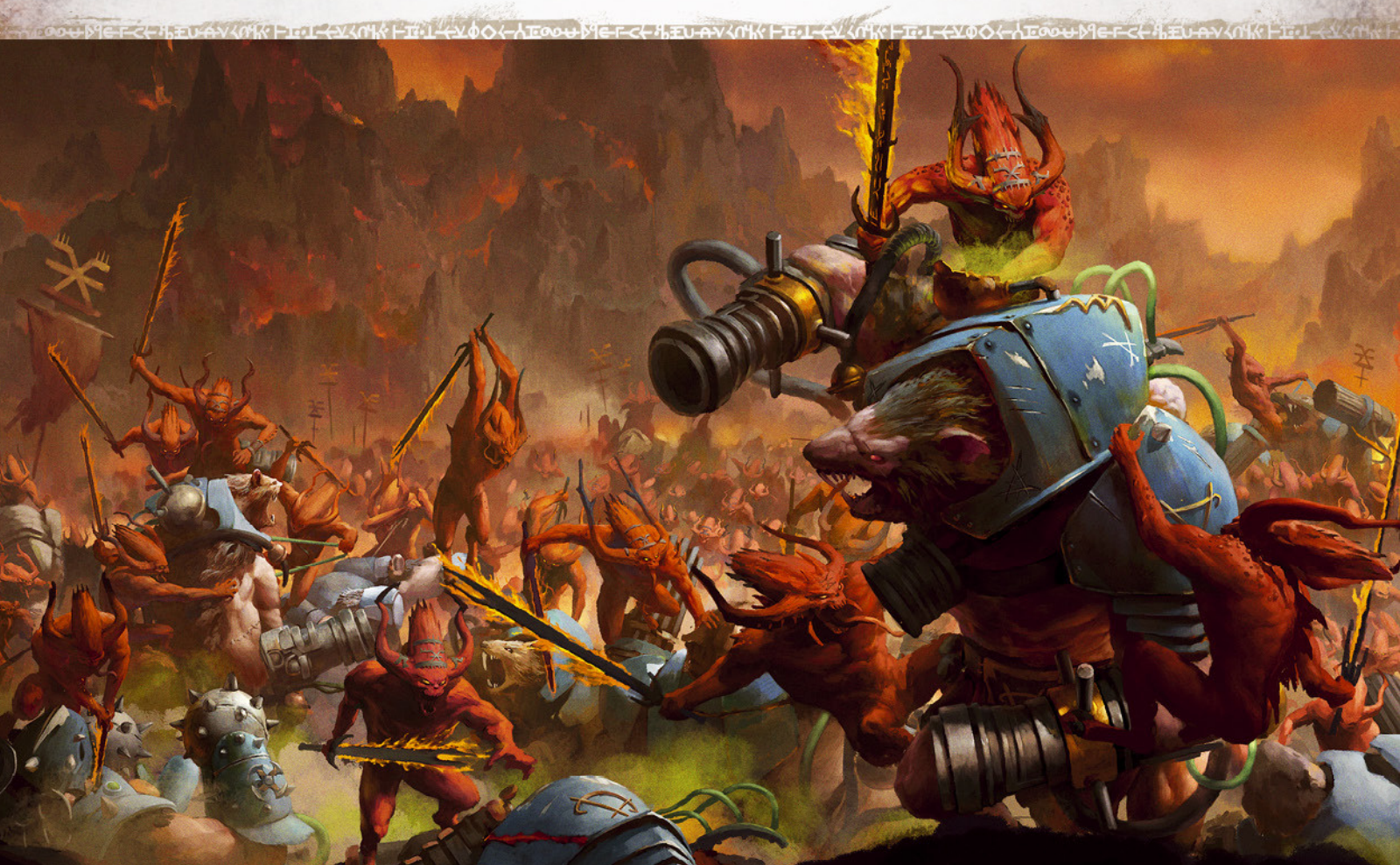
Filled with an unquenchable desire for bloodshed, the lesser daemons of Khorne march forth in endless regiments. The earth is scorched and churned beneath rank upon rank of brimstone hooves, and the air rings to the clamour of bestial voices bellowing their devotion to the Blood God.

BLOODLETTERS

Whether through explosions of fury or brutal design, shards of Khorne's wrathful essence congeal and are given form. These fragments become Bloodletters, the lithe and muscular warriors of the Blood God's hosts. They are the most numerous of Khorne's daemonic children, and while a single Bloodletter is deadly, a whole pack is truly terrifying. Drawn to battle like scavengers to carrion, they charge towards their enemies with savage ferocity, black tongues flicking in anticipation of the taste of blood.

When Bloodletters march against the armies of Khorne's enemies, they carry with them grim banners that hint at the carnage to come. Some display the names of slain heroes, inked in the blood that pooled as these champions lay dying. Others are draped with entrails and gore from the countless mortal bodies that have been torn to shreds by Khorne's Daemon Legions. The pungent, coppery waft of these banners tells of the Bloodletters' coming, as does the soul-chilling chorus of hateful bellows that accompanies their red procession.

Each Bloodletter wields in its sinewy claws a giant hellblade, a blackened iron sword forged with heinous power. A hellblade is an extension of a Bloodletter's cruel essence, and can therefore never be discarded nor torn from its owner's grasp. With a well-placed slash, a hellblade can fell even the mightiest warriors, sucking all the blood in the body towards the grievous wound so that it may pour out for Khorne. With each sanguine kill, the hellblade and its owner grow stronger, imbued with more of the Blood God's strength and anger.





BLOODCRUSHERS

Bloodcrushers are Khorne's daemonic shock cavalry. They are the unholy union of an especially murderous Bloodletter and a daemon-forged Juggernaut mount. Together they plough through enemy formations, the Juggernaut goring its victims with its brutal horn as the rider swings its hellblade in vicious arcs. The force of a charging Bloodcrusher can collapse the staunchest of battle-lines, leaving behind a carpet of gore as decapitated bodies are trampled into the mud.

A Bloodletter becomes a Bloodcrusher when its excessive acts of violence have gained it particular favour in the eyes of the Blood God. If the daemon is deemed worthy of the blessings of Khorne, it is taken deep within the Brass Citadel to the great stockade, an

enclosed steppe so large that its cracked earth dips beyond the horizon. In this enormous chamber, the floor quakes constantly under the thundering hooves of thousands of Juggernaut herds. The giant beasts stampede across the plain and ram furiously into each other. Sparks fly as their riveted metal hides clash and plumes of ashen smoke billow from their snouts. The Khornate runes carved into their brass and iron hides glow with the heat of a furnace as molten metal blood courses through their daemonic bodies.

Juggernauts are feral monsters that only respond to strength, and must be dragged from the stockade before serving a daemon rider. Bloodletters grab the brass collars of Juggernauts or leap onto their back from the stockade's iron-spiked palisade, attempting to

wrestle control of the metal monsters. Most are flung, gored or stomped into the ground before the Juggernaut devours what remains of their essence. However, those who manage to survive through the thrashing and bucking emerge from the Brass Citadel with a truly fearsome steed.

A Juggernaut can never be completely broken. Trying to tame one is like trying to harness an avalanche or funnel an erupting volcano. When Bloodcrushers go to battle, it is the war-mount, not the rider, who decides where they will attack. When the Juggernaut sights an enemy, its blood begins to boil and it bursts into a flat-out charge. The Bloodletter merely stands on its steed as it is borne through the combat, hacking from on high with homicidal fervour.





HOUNDS OF WRATH

To hear the baying of the Blood God's hounds is to hear the certainty of imminent demise. Once these blood-hunters have scented their prey, there is no chance of escape. These daemonic animals are tireless, and will never cease the hunt until they taste their quarry's flesh between their fangs.

FLESH HOUNDS

Flesh Hounds are Khorne's most favoured daemonic servants. They are his blood hunters, sent to track down those who have drawn his wrath. With a single blast of the Blood God's great brass horn, the Flesh Hounds are roused from their slumber and loosed upon the hunt. Their scaled, muscular bodies are as much reptilian as they are canine, and with sabre-like claws they tear muscle from bone and rip organs from bodies. Once they have feasted, they return to the cavernous lairs within the Brass Citadel where they gnaw on the joints of their prey.

Each Flesh Hound wears a studded brass collar gifted to it by Khorne. In casting these collars, molten metal is infused with the blood of powerful wizards who have been slain by Khorne's legions. Furnace-daemons then hammer out the brazen gorgets on the anvil that sits in the chamber of the Skull Throne. When fixed around a Flesh Hound's neck, each brass collar exudes a portion of the Blood God's mighty will, repelling the influence of magic through sheer contempt. In this way, Khorne's prized hunters cannot be thrown off the blood scent of their quarry by devious spells and trickery.

In battle, Flesh Hounds are usually released prior to the main attack. Red froth drips from their snarling maws as they charge towards the opposing army. With powerful limbs they launch themselves at the front rank of their enemies, crunching through the armour of infantry to get to the meat within or tearing at the underbellies of cavalry and monstrous beasts. Other daemons follow in their wake, eager to hack into those who are being savaged. When the battle is over, Flesh Hounds hunt down any who have fled the carnage, ensuring none escape the fate that Khorne demands.





KARANAK

The three-headed daemon Karanak is the alpha of all Flesh Hounds. He is Khorne's personal hunter and the manifestation of the Blood God's vengeance. He prowls around the Skull Throne, tireless as his master's rage. Each recess and shadow of the great chamber is sniffed out in turn as Karanak searches for intruders. Careless Bloodletters who venture too far into the vaulted hall are set upon by the daemon hound, their essence torn apart mercilessly. When Karanak runs out of playthings to devour, he lies at the foot of the skull mountain, gnawing on bones that are not worthy enough to be added to his master's throne.

Karanak is sent to hunt those who have caused the Blood God's infinite wrath to erupt. Mighty warriors who have proved to be snivelling cowards, great blade-masters who have become sullied with magic, and Khorne's own champions who have failed him in battle – all are prey to Karanak. When one of Karanak's three snouts locks on to a scent, the fate of the hunted is already sealed. The first head tracks its quarry across space, picking out the specific blood-scent of the target, no matter which realm they are in and no matter how far they run. The second head is able to perceive through time, seeing those who try to hide from Khorne's wrath in the recesses of history as well as those who will incite his rage in the future. The third head tracks the movements of prey from within their own minds, ensuring that those who manage to outwit the Blood God still betray themselves through their own thoughts.

When he has a scent fixed in his nostrils, Karanak begins his pursuit, running slowly at first and then ever faster as he nears his victim and the smell of blood grows stronger. As he looks across the dark void between worlds he sees his prey shining like the burning heart of a volcano, illuminated by Khorne's immense hatred. Each of Karanak's three heads begins to howl, louder and more dreadful with every bounding step. This daemonic dirge echoes throughout the realms, drawing other Flesh Hounds to join in the hunt. As the number of daemons increases, so too does the snarling din and the hunger for meat. For the doomed quarry, the growling sound of pursuit is ever in their ears, following them wherever they flee. Whether a day, a month or a year later, the slavering jaws of Karanak and his pack inevitably bring silence.

Karanak kills his victims with lightning speed, sinking all three sets of teeth into flesh to swiftly sate his appetite for blood, as well as that of his master. The carcass is then dragged back to the Realm of Chaos, to the Brass Citadel where it is laid at the feet of Khorne. If the quarry put up a worthy fight, the skull is added to his Skull Throne, while the remains are left for Karanak. For days, the splintering crack of bones echoes throughout the chamber with every crunch of Karanak's jaws.





PARAGONS OF MURDER

Each of Khorne's Bloodbound armies is led by a lord of war, a figure of such dread power and sinister charisma that they can hold the volatile mass of a Warhorde together through sheer strength of will. These peerless killers number amongst the greatest warriors in all the realms.

LORDS OF KHORNE

Clad in iron and brass and commanding countless savage warriors, the Lords of Khorne are the Blood God's greatest mortal champions. The deep scars that criss-cross their bulging muscles tell of lifetimes spent waging wars and committing atrocities. When a Lord of Khorne spies a worthy enemy, he falls upon them like the blade of a guillotine, bringing swift and inescapable death. He wades through ranks of soldiers with the full fury of his god, severing heads with every swing of his axe and roaring praises to Khorne. Under showers of arterial blood he butchers heroes and monsters, kings and beasts. All are but skulls to be piled high in honour of Khorne.

Lords of Khorne are those warriors whose gruesome deeds have set them apart from the throngs of the Blood God's worshipers. They have levelled empires, massacred entire civilizations, and driven whole races extinct through persistent carnage. For these bloody offerings, Khorne rewards them with tools of violence, gifting them ensorcelled axes from one of Brass Citadel's myriad furnaces. A Lord of Khorne may also be accompanied in battle by a ferocious daemon hound or ride atop a molten-blooded Juggernaut. But if a Lord fails to slay more enemies and shed increasing amounts of blood each day, these gifts will be taken by one more deserving. So a Lord of Khorne must also watch his own

warriors, lest they believe themselves worthy of his dread title.

Lords of Khorne can arise from anywhere in the Mortal Realms, and each is shaped by the lands in which they have battled. One might be a fearsome warrior-king, a born conqueror. Another may be a fearless barbarian who leads a mighty horde in a screaming charge towards the enemy. Whatever their nature, armies flock to their banner like scavengers following an apex predator. These soldiers fight not for coin or loyalty but for the chance of slaughter. With the Lord of Khorne leading them to battle, they never want for opportunities to commit acts of brutality.



AXES OF KHORNE

The axe is Khorne's favoured weapon. Heavy, brutal, and ideal for lopping heads, the axe suits the Blood God's warriors perfectly. It is unsurprising, then, that when Khorne gifts one of his followers with a weapon of power, it will nearly always be an axe of Khorne. The precise nature of these fell weapons varies, dependent upon the whims of the Blood God and of the daemoniac smiths who forge them. One axe might be a black-spiked creation of living brass that screams as it devours the souls of its prey, while the next may be a bone-fanged horror that rips holes in reality, or a twisted blade that flickers with daemonfire and sets its victims alight at the slightest touch. Others still cause living wounds that rapidly grow so that the slightest cut will tear a warrior in half. Whatever its form, an axe of Khorne always bears the Blood God's rune, and contains the bound essence of a raging daemon. Such a blade must be fought and mastered at all times, for it will take the life of an unworthy wielder as easily as those of his foes.



VALKIA THE BLOODY

Known as the Gorequeen in Aqshy and Lady Wrath in Hysh, Valkia the Bloody was once a mortal warrior. Legend tells that she used to be a merciless tribal chief dedicated wholly to the Blood God. Such was her barbarity that her own people gathered in a great horde to offer her skull to Khorne. Furious at their betrayal and faced with hundreds looking to take her head, she fought with the explosive anger of a Bloodthirster, impaling hundreds on her spear before she was finally cut down. So impressed was Khorne that he breathed hellish vigour into her mangled body. Valkia travelled, bleeding, to the Blood God's kingdom, where she was reborn as a winged daemon queen.

After returning to butcher the remainder of her tribe, Valkia carved out her own kingdom in Khorne's domain, the volcanic fastness known as Mount Ashenfel. It is from here that she flies to battle, drawing to her side daemonic legions and mortal hordes alike. The Daemon Prince Locephax once foolishly chided Valkia, saying she was more suited to being a slave than a warlord – his still-living head adorns her shield to this day.

To incur Valkia's wrath is to invite death, for her innumerable conquests have won her more favour than any other of Khorne's champions. During the Realmgate Wars, she led the Redblade Riders to victory against Bloab Rotspawned, and fought bloody wars against the Tempest Lords from the plains of Asphyxia to the Crystal Henge atop the Unreachable Mountain.

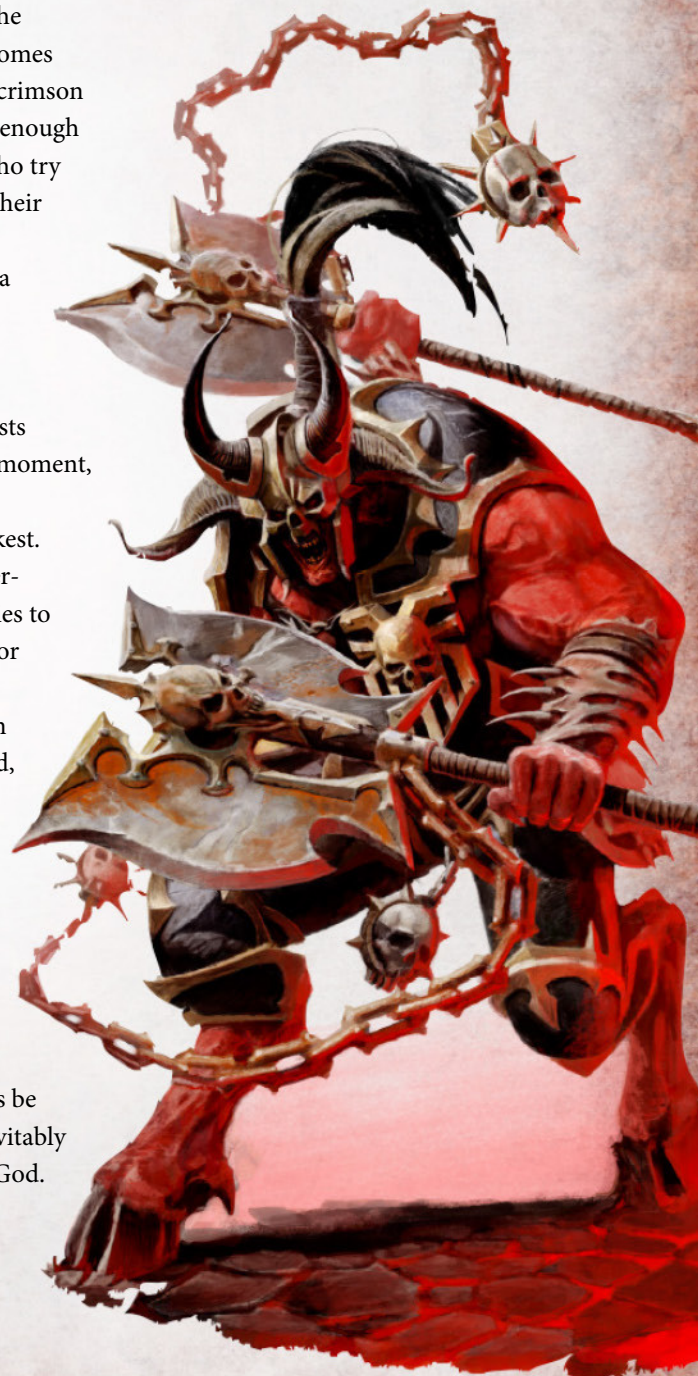
SKARR BLOODWRATH

To stand before Skarr Bloodwrath is to face a cyclone of blades whipped up by bloodlust and mindless fury. He rages across the battlefield lashing his chained axes at those foolish enough to engage him, slicing through armour, flesh and bone with preternatural precision. With every slash the quicksilver blur of metal becomes further clouded in sprays of crimson gore. Few foes ever get close enough to strike a blow, and those who try are viciously dismembered, their body sliced to pieces even as their severed head travels in a bloody arc to the ground.

Skarr gives no thought to strategy or conquest – he exists only for the slaughter of the moment, barrelling into his enemies wherever the fighting is thickest. Like a madman, he seeks ever-deadlier foes and vaster armies to battle, showing no concern for his own life as he becomes intoxicated with hatred. Even when he is finally vanquished, falling to the combined might of heroes who have waded through the blood of their allies to take him down, he does not stay dead for long. So long as Khorne's power flows through the realms, Skarr Bloodwrath will always be reborn, for his rampages inevitably prove pleasing to the Blood God.

Hordes of Bloodbound follow Skarr's gruesome trail, looking to partake

in his carnage. Wrathmongers in particular flock to his side, for to them he is the eye of the storm around which the reaping winds blow. His armies are inevitably led to a violent end, but the destruction they cause first is the stuff of dark legend.



THE GORECHOSEN

A Lord of Khorne's inner circle is known as the Gorechosen, and is comprised of the eight champions highest in his favour. They act as his honour guard and advisors, though no warlord can ever rest easy alongside such powerful and ambitious rivals.



EXALTED DEATHBRINGER

The Gorechosen of every Warhorde always contains at least one Exalted Deathbringer. They are the Lord of Khorne's dread lieutenants, his most fearsome soldiers and his deadliest rivals. Through endless wars and countless genocides an Exalted Deathbringer has risen through the ranks of the Bloodbound until they are but one more kill away from commanding their Warhorde. Should the Lord of Khorne be slain, either in battle or at the hand of one of their own warriors, an Exalted Deathbringer will take up their mantle, butchering all other pretenders.



BLOODSTOKER

The Bloodstokers are sadistic taskmasters whose job it is to keep the unruly ranks of the Bloodbound tribes in line. Possessed of cruel, barbed whips and vicious torture blades, Bloodstokers drive their charges into a killing rage with a rain of furious lashes that carve flesh from bone. Where other warriors wield hammers and axes, a Bloodstoker wields the heaving might of the Warhorde. In this way, they harvest more skulls than any single champion of Khorne could ever hope to match. Truly talented Bloodstokers are a boon to any Chaos Lord, for they can drive his followers to ever greater acts of slaughter.



SLAUGHTERPRIEST

Slaughterpriests are the murderous demagogues of the Blood God, able to control the flows of blood coursing through the veins of warriors. Bloodbound savages are stirred to a frenzy at the sound of a Slaughterpriest's bellowed prayers, their hearts are set racing with the insatiable fury of Khorne. Through dread invocations a Slaughterpriest can also boil the blood surging inside of their enemies, causing cries of agony as eyes burst in fountains of red fluid. These fell priests are themselves deadly killers, and stride boldly into battle with their weapons poised to take a tithe of the enemies' blood.



SKULLGRINDER

Like any mortal army, the Bloodbound hordes require arms and armour to wage their unending wars. Those who craft brutal and efficient weapons are high in Khorne's favour, and none more so than the warrior-smiths known as Skullgrinders. These enigmatic figures travel between the tribes, forging lethal blades for Khorne's faithful even as they join them in battle. Skullgrinders swing their blessed anvils forth on heavy chains, crumpling armour and shattering bone to dust with every blow. With each foe slain, the weapons of their Bloodbound allies blaze fiercely with unholy flames.



ASPIRING DEATHBRINGER

Most of those who serve Khorne come to a swift and brutal end. To live as Bloodbound is to kill constantly, slaying enemies as well as mortal and daemonic challengers alike. Aspiring Deathbringers are long survivors of this bloody crucible, homicidal champions whose excessive butchery has earned them the fearful respect of their Warhorde. When other dread champions fall, this only fuels the Aspiring Deathbringers' lust for blood and glory. Relentlessly savage, these gore-flecked executioners inspire even the lowliest warriors to ever greater acts of violence.



BLOODSECRATOR

Bloodsecrators typically avoid the internal power struggles of the Gorechosen, caring little for personal glory, and living only to slay in Khorne's name. Bloodsecrators bear huge, skull-wreathed icons of Khorne into battle. These profane artefacts are lodestones of Khornate energy, and by unleashing their stored fury Bloodsecrators are able to tear the veil between worlds. Once such a wound in reality has been opened, the Blood God's mortal followers are exposed to the raging anarchy of his domain. Khorne's faithful are driven into a maddened battle-frenzy as the eternal wrath of their god envelops them.



MORTAL HORDES

Whether they hail from the nomadic tribe of a desolate wasteland or the noble line of a royal house, no warrior who steps onto the battlefield is immune to the call of the Blood God. There are always those ready to embrace the path of skulls, and so Khorne's Bloodbound hordes swell with eager killers.

BLOOD WARRIORS

Blood Warriors are relentless butchers whose ferocity has been forged in the white heat of battle. Encased in plate armour, they stride fearlessly into the midst of combat where they can hack at their foes with savage axes and drive their spiked fists into exposed flesh. Even when wounded, a Blood Warrior will fight until the last of his own vital fluid has been poured out for Khorne.

Not until a mortal is drenched head to foot in the gore of his enemies does he become a Blood Warrior. When Khorne sees such a killer, he claims the mortal soul for his own and bestows upon the warrior the dreaded Red Baptism. Some say that the mortal's own blood scabs over his skin to form armour, whereas others claim that the warrior's armoured plates are a living, bleeding part of their body.

The Baptism can engulf anyone, be they devoted acolytes or mindless savages. Even those who fought against the Blood God's hordes mere hours before can find themselves overtaken by hatred and visions of slaughter. Whatever the case, from the moment of his choosing a Blood Warrior is gripped by an unquenchable thirst for battle, and for the rest of his days he is an unquestioning servant of Khorne.





MIGHTY SKULLCRUSHERS

When a blood-soaked warrior of the Mortal Realms has proven themselves worthy, they may find themselves approached by a Juggernaut of Khorne. The mortal then has but eight brief heartbeats in which to decide his own fate. In the first few moments comes the realisation that a lifetime spent fighting has drawn the attention of this hell-forged monstrosity. The clangour of battle and the smell of murder has wafted its way to the stockade in Khorne's realm. Stirred by the blood-scent, the Juggernaut has burst through the brass gates and thundered across the veil between worlds, seeking a worthy warrior to bear.

With the next heartbeats come promise, visions of the glorious carnage that could be achieved with this dread steed. The fortresses of this warrior's enemies will no longer hold back his wrath, for he will ride a living meteor that will turn barricades to splinters. Hundreds of enemies will fall to his fell axe and be crushed beneath the stampede of his metallic mount.

With the final heartbeat comes ultimatum, the decision to submit completely to the Blood God or be killed there and then. Any hesitation and the Juggernaut will gore the warrior mercilessly until he is torn to bloody shreds. But to accept this blessing is to become a Mighty Skullcrusher, a knight of the Bloodbound and bringer of slaughter. They will kill for Khorne from this day forth, until they too are slain in brutal worship of him.

BLOODREAVERS

So vast are the tribes of Bloodreavers that when gathered for war they engulf the fields of battle like an ocean of flesh and iron. With every murderous surge the ground shakes beneath their feet. Armies and kingdoms are swept away in the deluge of their fury, fields are sown with bones and valleys filled with blood. Though a Bloodreaver appears puny in comparison to Khorne's mightiest Bloodbound champions, their ferocity makes them more than capable of slaughtering most mortal foes, and in numbers they can bring down great monsters with the savage skill of pack animals.



The darkest truth about the Bloodreavers is that most began their lives as tribesmen. During the Age of Chaos, they fought hard against the onslaught of Khorne's armies, but like all before them were inevitably overwhelmed by the Blood God's hordes. Although consumed by

barbarism, the Bloodbound are not without a sadistic cunning, and usually offer a choice to those enemies who fight well: they can either be devoured slowly in the cannibalistic feasts that succeed battle, or they can partake in the revelling and prove their bloodlust by gorging on the flesh of their fallen allies. Few refuse, and from the first dripping mouthful of warm flesh their souls belong to Khorne.

With each bite, the taste of forbidden meat grows sweeter to the Bloodreavers. Where first they gag in disgust, they soon learn to savour the textures a living body has to offer – the satisfaction of tearing quivering muscle from bone, the gush of flavour as juicy entrails burst between teeth, the delicious screams as sinew is ripped through bleeding skin. Their diet of raw flesh makes Bloodreavers lean and muscular, as does their constant pursuit of new and different prey. This predatory physique makes them ideal hunters, able to run down and butcher enemies with relentless fury.

Soon, their muscles bulge beyond mortal proportions as they are gifted with strength from the Blood God himself. But as Khorne's blessings empower they also corrupt. Any traces of guilt and morality that may remain are eradicated, leaving Bloodreavers as single-minded thralls of battle. Some lose their sanity completely or devolve into writhing Chaos Spawn, but most find themselves consumed with a lust for violence and gore. Whatever they once were is lost forever, drowned in blood and war until only the worship of Khorne remains.



CHAMPIONS OF SLAUGHTER

There are those amongst the ranks of the Bloodbound who risk their very soul in pursuit of unnatural blessings to enhance their already terrifying martial prowess. These champions of slaughter have taken the first steps on a dark path that will lead either to ascension or damnation.

WRATHMONGERS

Hulking brutes bedecked in brass and iron, the Wrathmongers are savage berserker warriors who have abandoned their humanity in search of Khorne's favour. Whipping their ruinous wrath-flails about them with unnatural strength, they hurl themselves into the thick of battle, crushing skulls and shattering bones to dust. Wherever they fight, both ally and foe are driven to new heights of barbaric slaughter, for a foul red mist surrounds the Wrathmongers, a terrible gift from the Blood God that can infect even the most resolute troops with a manic battlelust.

Even warriors of the Bloodbound learn to be wary of these psychotic slaughterers. Wrathmongers are no longer entirely human, having fully embraced the path of Khorne and given themselves over to ancient and terrible rites of ascension. None but the Slaughterpriests know the truth of the terrible ritual by which the Wrathmongers gain their profane gifts, but whispers tell of the Trial of the Brass Cage, of gore-soaked gladiatorial challenges and the imbibing of foul concoctions. Whatever the truth of this transformation, those few that survive emerge as Wrathmongers, their muscle-bound forms swollen and mutated. Where once blood ran through their veins, now it has been replaced by

scorching, sizzling ichor, which erupts from their pores in a crimson mist. Those unfortunate foes that step into this sulphurous vapour are seized by visions of slaughter and fall prey to a terrible battle madness. Even the most stalwart and iron-willed warriors are turned to mindless savages, falling upon those they once called friends and tearing them limb from limb in a frenzy of barbarous slaughter. Thus, even should the Wrathmongers fall, the blood still flows in Khorne's name.

SKULLREAPERS

Barrelling into the fray with the force of a falling comet, the Skullreapers hack and tear at their foes with frenzied brutality. Heads fly and ruptured bodies are sent hurtling through the air as these unnaturally strong killers smash their way further into the press of flesh, searching for the worthiest skulls with the unnerving voracity of wolves on the hunt.

Skullreapers hail from the Bloodreaver tribes, those cannibalistic butchers who form the greatest portion of the Bloodbound ranks. The life of a Bloodreaver is typically a short and brutal one, ending in madness or violent death, and rare indeed are those who can survive its daily horrors. The few that manage such a feat grow in strength and will, their bodies twisted and warped through constant worship

of Khorne, their souls blackened and drenched in the blood of countless slaughtered victims.

There is only one path to follow for such warriors. They must undertake the Trial of Skulls and risk utter damnation for a taste of true power. Each Bloodreaver tribe has its own variation of this final test, yet the core demand remains the same: every single day a Skullreaper must offer up eight worthy skulls to the Blood God. Should they fail in this task, the ramifications are dire. Failed champions are struck by horrific mutations, or left helpless as their bodies waste and crumble away, inch by painful inch. These failed Skullreapers will gladly offer up their own heads rather than endure the dishonour of the alternative – to end their lives as a malformed ruin, a warning for those who would displease wrathful Khorne.

The looming threat of such an ignominious end lends the Skullreapers a manic determination in battle. They fear no enemy, for no gory fate could be worse than being judged undeserving by their pitiless god. Should the day's end approach with no sign of an enemy to face, the Skullreapers will search amongst their own kind for the skulls they so sorely need.



BESTIAL HORRORS

Not all those who slay for Khorne wield the axe or the sword. Amongst his favoured servants are those lost to primal, incandescent fury, monstrous figures swollen and malformed by the corrupting touch of their bloody-handed patron.

KHORGORATHS

With a roar as thunderous as an avalanche, the Khorgorath bounds into battle. Helpless foes are snatched up and torn to pieces by scythe-like claws, while osseous, fanged tentacles lash forth to rip and tear. Blades strike against its iron-hard flesh, but nothing can halt the beast's ravenous rampage. Soon, all that can be heard is the awful crunching sound as the Khorgorath gluts itself upon the severed heads of the slain.

These monsters were once savage predators of the realms, captured by Bloodletters and hauled within the depths of the Brass Citadel. There they were subjected to horrific mutations, their bodies warped into savage shapes pleasing to the Blood God, their minds twisted and clouded by a terrible longing for the skulls of his foes. So fierce is this hunger that it causes the creatures physical pain, and the only way the agony can be averted is by feasting upon the macabre trophies so desired by their dark master. To this end, a Khorgorath will throw itself into each fight without thought or restraint, turning its monstrous gifts from Khorne to deadly effect. When a Khorgorath has gorged itself so thoroughly that leering skulls begin to protrude from its straining flesh, it makes its way back to the domain of the Blood God. There it vomits forth

its hideous bounty of bone. No sooner has it done so than its insatiable hunger is stoked afresh, driving it forth again to do Khorne's bloody work.

SCYLA ANFINGRIMM

The ferocious abomination known as Scyla was once a mortal champion of Khorne, rewarded for countless acts of savage brutality with a bestial form and a towering, unquenchable rage. Scyla is a living battering ram, an unstoppable engine of destruction with the strength to tear a fully armoured Stormcast Eternal in half with his bare hands. In the many centuries since his transformation, Scyla has committed countless acts of slaughter, driven by an incandescent fury that can never be satisfied. He often fights alongside the Bloodbound tribes, where his presence is regarded as the very highest omen of the Blood God's favour. After the foe lies bloody and torn, Scyla's wrath will inevitably fall upon those who battled at his side mere moments ago. Yet the tribes welcome this risk. To be torn limb from limb at the hands of Khorne's favoured Spawn is seen as a great honour.





ARMIES OF THE BLOOD GOD



Driven by blind fury, Skarbrand carves into the Stormcast formation standing boldly before his daemonic brethren...





A Skullmaster leads the Bloodcrushers of a Bloodthunder Stampede in a devastating frontal charge.



The Blood Throne and Skull Cannons of a Gorethunder Cohort barrel past the Bloodletters of their legion.



A Blood Host of Khorne, led by a Bloodthirster of Insensate Rage, encircles its foes.





Karanak leads a slaving pack of Flesh Hounds in a Blood Hunt.

The Reapers of Vengeance pour through the arcane mist that has shielded this sylvaneth grove from Khorne's wrath.



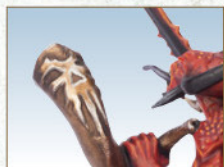
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Bloodhunter



**Iconbearer with
Bloodsoaked Banner**



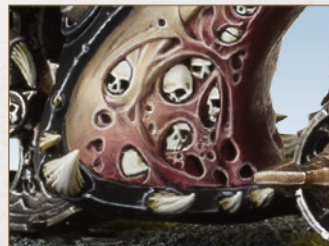
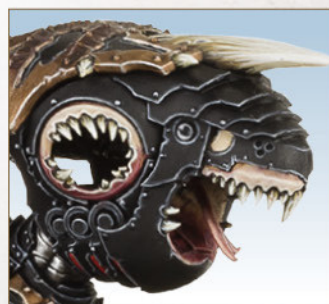
Hornblower



Bloodletters

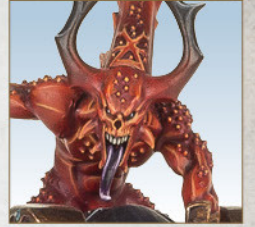


Skull Cannon

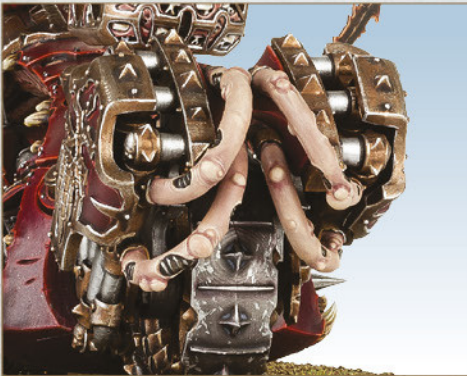




Bloodhunter



Bloodcrusher

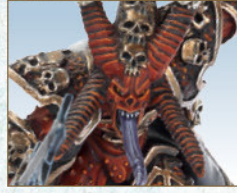


Blood Throne

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Skultaker

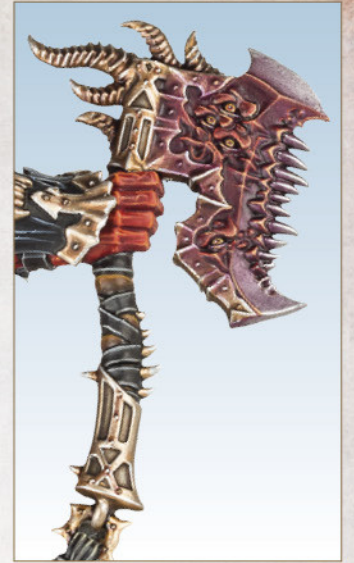


Bloodmaster, Herald of Khorne

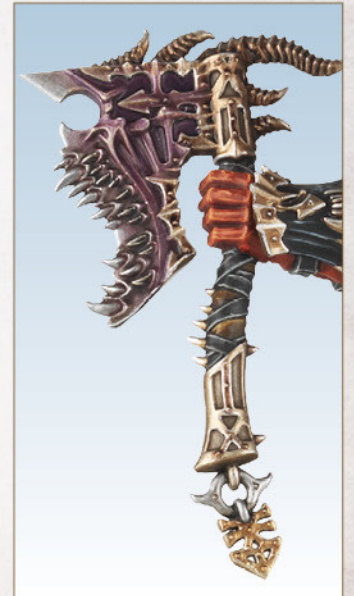


Bloodthirster of Unfettered Fury





Slaughter



Carnage



Skarbrand

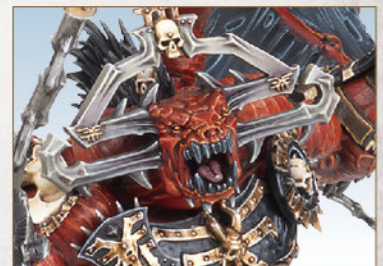
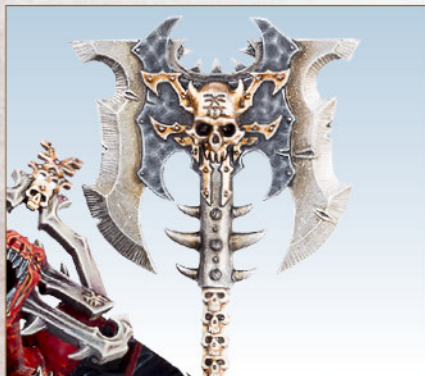


Karanak



Flesh Hounds





Wrath of Khorne Bloodthirster



Bloodthirster of Insensate Rage



Korghos Khul and his formidable Gorechosen march at the head of the Goretide.

Mighty Skullcrushers and Blood Warriors surge forwards, eager to claim the glory of the battle's first blood.



Scyla Anfingerimm rampages towards the enemy, flanked by Wrathmongers and a Khorgorath.



A Lord of Khorne personally leads his Warhorde's Brass Stampede in a thunderous charge.



A pair of Slaughterpriests seek out the worthy foes that their blood may be poured out for Khorne.

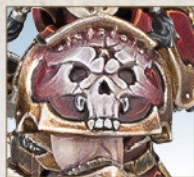
Though their flesh is sallow and putrid, the heads of Crypt Hunters are still prized trophies for the Skullfiend Tribe.



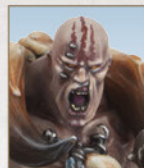
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Aspiring Deathbringer



Exalted Deathbringer



Slaughterpriest



Skullreapers



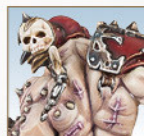
Wrathmonger



Head alternative



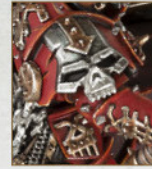
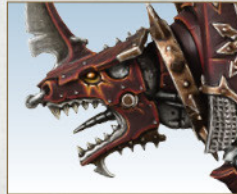
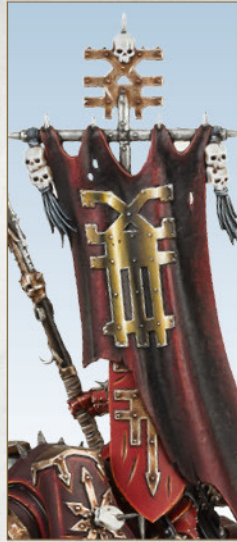
Exalted Deathbringer with Impaling Spear



Slaughterpriest with Hackblade and Wrath-hammer



Skullgrinder



Mighty Skullcrushers



Skarr Bloodwrath



Scyla Anfingrimm



Valkia the Bloody

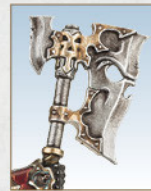
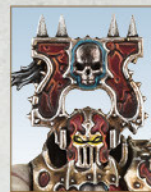
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Bloodstoker



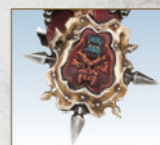
Chaos Champion



Blood Warrior with gore glaive



Blood Warriors



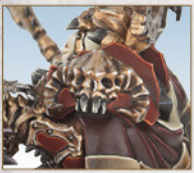
Khorgorath



Bloodsecrator



Bloodreavers



Mighty Lord of Khorne



Lord of Khorne on Juggernaut



**Blood Warrior of the
Skullfiend Tribe**



**Blood Warrior of the
Eight-Blooded**



**Chaos Champion from the
Axes of Skarbrand**



**Blood Warrior of the
Brazen Butchers**



THE BLADES OF KHUL

With the Daemon Prince Lord Skinskein dead at the hand of Korghos Khul, the Goretide's ranks are now bolstered by the daemonic legion of Orb Infernia. With both mortal and daemon warriors under his command, Khul is set to unleash even greater butchery upon the realms.

Korghos Khul marches to battle at the head of his bloodthirsty Khornate army, his daemon hound Grizzlemaw prowling hungrily at his side. Flanking Khul are the two most vicious members of his Gorechosen – the

Slaughterpriest Lakshar Bloodspeaker and the Bloodstoker Vekh the Flayer. Together, these brutal lieutenants stir the Gorechosen into a battle frenzy, with Bloodspeaker bellowing prayers to Khorne as Vekh's lashing blood

whip spurs the Warhorde onward. Following in Khul's bloody wake are bands of Blood Warriors looking to further prove themselves in battle before their lord, whilst on the front lines a group of Skullreapers eyes



the opposing army, looking for the worthiest heads to be taken and offered to Khorne. Also racing ahead of the horde are packs of howling Flesh Hounds, their maws frothing as they draw nearer to the fresh meat of the enemy. On the flanks of the army are regiments of Bloodcrushers and Mighty Skullcrushers, their Juggernaut mounts gathering speed as they stampede across the battlefield, as well as a Blood Throne driven by a frenzied Herald. In the midst of these beasts strides a

Khorgorath – a hulking mountain of red skin and muscle – as well as other champions of Khul's Gorechosen – an Exalted Deathbringer looking to gain even more of Khorne's favour in battle, and a Bloodseccator awaiting the outpouring of gore so that he may open a bleeding wound in reality itself. At the back of the horde, a roaring battery of Skull Cannons prepares to unload its gruesome barrage of carrion shots, and waves of snarling Bloodletters, cannibalistic Bloodreavers and whirling

Wrathmongers eagerly press forward to butcher the enemy. Swooping above the bristling blades of the Warhorde are two of Khorne's most terrifying monstrosities, a Bloodthirster of Unfettered Fury and a Bloodthirster of Insensate Rage, their anger burning so hot that the very air around them blurs. So mighty is Khul's army even Scyla Anfigrimm has joined the fray. This Khornate spawn has an insatiable need to kill, and when following Khul he is never short of victims.



MARCH ON THE MORTAL REALMS





FORCES OF KHORNE

On the following pages you will find rules and abilities for your Khornate army. These include powerful allegiance abilities and items, exciting battleplans, and warscrolls and battalions that describe the murderous forces of the Blood God in games of *Warhammer Age of Sigmar*.

ALLEGIANCE ABILITIES

From powerful blessings granted by Khorne to esoteric artefacts of incredible power, this section provides rules and abilities for the Blood God's armies, both mortal and daemon alike.

ALLEGIANCE

Every unit and warscroll battalion in *Warhammer Age of Sigmar* owes allegiance to one of the Grand Alliances – either **ORDER**, **CHAOS**, **DEATH OR DESTRUCTION**. Many units and warscroll battalions also have more specific allegiances – for example, **KHORNE OR DAEMON**. If all the starting units and warscroll battalions in your army follow **KHORNE** – including any units that you assign the **KHORNE** keyword to during set-up – then your army has the **KHORNE** allegiance. An army with the **KHORNE** allegiance – sometimes known as a **KHORNE** army – can use the potent allegiance abilities found on the following pages.

When your army qualifies for more than one allegiance – e.g. all of the units are **KHORNE** and **CHAOS** – you must choose which allegiance your army will use before each game. These restrictions aside, you can use allegiance abilities whenever you play games of *Warhammer Age of Sigmar*.

Battle Traits: An allied army fights with unity and cohesion, granting it additional boons. See opposite for the battle traits available to **KHORNE** armies.

Command Traits: Each leader has their own style of command. See page 80 for the command traits available to **KHORNE** generals.

Artefacts of Power & Daemonic

Gifts: These profane treasures and blessings from Khorne are borne to war by the mightiest heroes. See pages 81-82 for the artefacts **MORTAL HEROES** from your army can possess, and pages 83-84 for the gifts **DAEMON HEROES** from your army can be granted by their dark patron.

Blood Blessings: Devoted followers of Khorne can beseech the Blood God for aid in taking their enemies' skulls. See page 85 for the dark prayers available to **PRIESTS** from your army.

NAMED CHARACTERS

Karanak, Skarbrand, Skulltaker, Scyla Anfingrimm, Skarr Bloodwrath and Valkia the Bloody are singular and powerful champions of Khorne, with their own unique personalities and bespoke items of terrifying power. As such, these models cannot have a command trait or artefact of power.

BATTLEPLANS

The followers of Khorne have their own unique methods and tactics in war – the battles they fight are unlike those of any other army. The two battleplans on pages 86-89 allow you to wage war as the Blood God wills.

PATH TO GLORY

On pages 90-97 you will find rules for playing a Path to Glory campaign. These enable you to field your Khorne miniatures as a formidable warband, and fight an immersive campaign in which your forces grow stronger with each victory. Included are warband tables to help you collect your army and a warband roster you can use in your games.

WARSCROLL BATTALIONS

This section describes formations made up of several units that combine their strengths to gain powerful new abilities. By fielding these formations you can muster a Bloodbound Warhorde or daemonic Blood Host on the tabletop. There are rules for fielding some of the most renowned warbands and daemon hosts, each possessing its own strengths and distinct character.

WARSCROLLS

This section describes the characteristics and abilities of the individual Khornate models and units.

ALLEGIANCE ABILITIES

A Khorne army is a terrifying sight, a horde of frenzied killers, foaming at the mouth in their blood-mad battlelust. This section describes the battle traits that a Khorne army possesses, and the command traits that its general can have.

BATTLE TRAITS

Armies with the **KHORNE** allegiance gain the following abilities:

Blood for the Blood God!: As Khorne's warriors shed blood they draw their infernal master's burning gaze; whether the sacrifice is theirs or their foes' matters not.

A **KHORNE** army generates Blood Tithe points during the course of each battle; the controlling player must keep a record of how many points their army accrues. A Blood Tithe point is generated each time a unit belonging to either player is wiped out – Khorne cares not from whence the blood flows! The maximum number of Blood Tithe points an army can have at any one time is 8; any additional points generated are lost.

Blood Tithe points can be expended at any point in either player's hero phase, but only once per phase. To do so, pick one reward on the Blood Tithe table that has a value equal to or less than your current number of Blood Tithe points and immediately resolve its effects. When one or more Blood Tithe points are expended, any remaining points are lost, though more points can be generated later in the game as normal.

BLOOD TITHE TABLE

Points Expended	Reward
--------------------	--------

- | | |
|---|--|
| 1 | Bloody Exemplar: Select a KHORNE HERO from your army that has a command ability on their warscroll and immediately use that command ability. If this model is your general, they can use another command ability as normal. |
| 2 | Spelleater Curse: Choose this reward immediately after a WIZARD has cast a spell anywhere on the battlefield; it is automatically unbound. You may not choose this reward after having attempted to unbind the spell. |
| 3 | Murderlust: Select a KHORNE unit from your army; that unit can either move as if it were the movement phase or charge as if it were the charge phase. |
| 4 | Crimson Rain: Roll a D3; all KHORNE models on the battlefield immediately heal that many wounds. |
| 5 | Apoplectic Frenzy: Select a KHORNE unit from your army; that unit can immediately pile in and attack as if it were the combat phase. |
| 6 | Brass Skull Meteor: Pick a single unit anywhere on the battlefield; that unit immediately suffers D3 mortal wounds. In addition, roll a dice for each unit within 8" of the unit you picked; on a roll of 4 or more, the unit being rolled for suffers a mortal wound. |
| 7 | Relentless Fury: Until your next hero phase, each time a KHORNE model in your army is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it. Use the lowest line on the damage table if it has one on its warscroll when resolving this attack. |
| 8 | Blood Pact: Set up a new KHORNE DAEMON unit anywhere on the battlefield that is more than 9" from any enemy models. This unit cannot move in the following movement phase. |

COMMAND TRAITS

In addition to their command abilities, if they are a **HERO**, the general of a **KHORNE** army can have a command trait from the appropriate list below. Depending on whether your general is a **DAEMON**, **BLOODBOUND** and/or **MORTAL**, you can choose a command trait from the Khorne Daemon, Khorne Bloodbound or Khorne Mortal table respectively (if they qualify for more than one table, you can pick which one to use). Pick the trait that best suits your general's personality. Alternatively, you can roll a dice to randomly determine a trait. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

KHORNE BLOODBOUND

D6 Command Trait

- 1 **Arch-slaughterer:** You generate one additional Blood Tithe point each time your general slays an enemy **HERO** or **MONSTER**.
- 2 **Unrivalled Battlelust:** If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.
- 3 **Slaughterborn:** You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.
- 4 **Mark of the Cannibal:** If your general slays one or more enemy models in the combat phase, they heal 1 wound at the end of the phase.
- 5 **Bloodsworn:** **KHORNE MORTAL** units from your army within 8" of your general can use your general's Bravery characteristic in place of their own when making battleshock tests.
- 6 **Disciple of Khorne:** Add 1 to the Attacks characteristic of all melee weapons wielded by your general (but not any weapons used by their mount if they have one).

KHORNE DAEMON

D6 Command Trait

- 1 **Arch-slaughterer:** You generate one additional Blood Tithe point each time your general slays an enemy **HERO** or **MONSTER**.
- 2 **Unrivalled Battlelust:** If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.
- 3 **Slaughterborn:** You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.
- 4 **Immense Power:** Add 1 to the Damage characteristic of all melee weapons wielded by your general (but not any weapons used by their mount if they have one).
- 5 **Aspect of Death:** Each time an enemy unit within 8" of your general fails a battleshock test, one additional model flees from the unit.
- 6 **Devastating Blow:** Any wound rolls of 6 for attacks made by your general in the combat phase inflict a number of mortal wounds equal to the weapon's Damage characteristic instead of being resolved normally.

KHORNE MORTAL

D6 Command Trait

- 1 **Arch-slaughterer:** You generate one additional Blood Tithe point each time your general slays an enemy **HERO** or **MONSTER**.
- 2 **Unrivalled Battlelust:** If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.
- 3 **Slaughterborn:** You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.
- 4 **Hungry for Glory:** You can re-roll all hit and wound rolls of 1 for your general when attacking enemy **HEROES** or **MONSTERS**.
- 5 **Berzerker Lord:** Roll a dice each time your general suffers an unsaved wound or mortal wound in the combat phase; on a roll of 5 or 6, the wound or mortal wound is ignored.
- 6 **Violent Urgency:** You can re-roll failed charge rolls for your general and any **KHORNE** units from your army that are within 8" of him at the start of the charge phase.

ARTEFACTS OF POWER

Whether burning-edged ebon blades, blood-drinking daemon weapons, or ornate suits of heavy plate armour that glow with fell, crimson runes, all artefacts wielded by the mortal followers of Khorne are potent tools of death and destruction.

If a **KHORNE** army includes any **MORTAL HEROES**, then one may bear a murderous artefact. Declare which **HERO** has the artefact after picking your general, and then pick which artefact the **HERO** has. Ideally, that artefact should fit the appearance of the model, or the bloodstained backstory you have given them. Alternatively, pick one of the following tables and roll a dice to randomly select one.

If the **HERO** is also **BLOODBOUND**, they may bear an item from the Trophies of War table (pg 82) instead of any other artefact, and if the **BLOODBOUND HERO** carries a **TOTEM**, they may wield an item from the Banners of Khorne table (pg 82) instead of any other artefact.

You may choose one additional **MORTAL HERO** to have an artefact of power for each warscroll battalion in your army. The same model cannot have more than one artefact.

MURDEROUS ARTEFACTS

Any **KHORNE MORTAL HERO** can be given one of the following murderous artefacts. A weapon picked to be a murderous artefact cannot be a weapon used by a mount.

D6 Murderous Artefact

- 1 **Heart Seeker:** Drawn by the pulsating heartbeat of its next victim, the daemon caged within this weapon guides the hand of its wielder to murder.

Pick one of this **HERO's** melee weapons to be a Heart Seeker. You can re-roll failed wound rolls with this weapon.

- 2 **Collar of Khorne:** Infused with the blood of eight slain wizards, this brutal carcanet wards its wearer from the corrupting influence of magic.

The bearer can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

- 3 **Blood Drinker:** When this blade is dry it tears at the souls of its bearer, but when drenched in blood it fills them with unholy vigour.

Pick one of this **HERO's** melee weapons to be a Blood Drinker. At the end of any combat phase in which the bearer inflicts any unsaved wounds or mortal wounds with this weapon, they immediately heal one wound lost earlier in the battle.

- 4 **Gorecleaver:** The taste of flesh causes the ever-hungry entity in this blade to lash out, tearing through armour and skin to feed.

Pick one of this **HERO's** melee weapons to be a Gorecleaver. Attacks from Gorecleaver inflict an additional -1 Rend (for example, a weapon with a Rend characteristic of -1 becomes -2 instead). In addition, any wound rolls of 6 made with this weapon inflict a number of mortal wounds equal to the weapon's Damage characteristic instead of being resolved normally.

- 5 **The Crimson Plate:** This ancient armour bestows Khorne's protection upon its wearer, provided it is burnished daily with the blood of champions.

You can re-roll save rolls of 1 for the bearer.

- 6 **Blood Rune:** When this flesh-carved sigil glows red with hellfire, Khorne is pleased with the offerings of worthy blood made by the bearer.

You generate one additional Blood Tithe point each time the bearer of a Blood Rune slays an enemy **HERO**.

BANNERS OF KHORNE

Any **KHORNE BLOODBOUND HERO** bearing a **TOTEM** can be given one of the following banners of Khorne. These banners confer an additional ability on the **TOTEM** – they do not replace any existing abilities.

D3 Banner of Khorne

- 1 **Banner of Rage:** Few escape the unnatural fury of those gathered under this daemoniac banner.
- You can re-roll hit rolls of 1 in the combat phase for any **KHORNE** models from your army that are within 8" of the bearer. If an affected model already has the ability to do this, you can re-roll all failed hit rolls for that model instead.

- 2 **Banner of Wrath:** As this banner tears the veil, Khorne's wrath erupts to strike his foes.
- In each of your hero phases, roll a dice for each enemy unit within 8" of the bearer. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

- 3 **Banner of Blood:** The blood-scent of this banner drives the followers of Khorne into a frenzy.
- You can re-roll failed charge rolls for any **KHORNE** units from your army that are within 8" of the bearer at the start of the charge phase.

TROPHIES OF WAR

Any **KHORNE BLOODBOUND HERO** can be given one of the following trophies of war. A weapon picked to be a trophy of war cannot be a weapon used by a mount.

D6 Trophy of War

- 1 **The Skull-helm of Khorne:** Those who behold this grim visage are filled with fear of the Blood God.
- Your opponent must add 1 to the result of any battleshock tests they take for units that are within 8" of the bearer.
- 2 **The Blood-forged Armour:** This armour was wrought in daemon forges and tempered in blood.
- When you make save rolls for the bearer, ignore the enemy's Rend characteristic unless it is -2 or better.
- 3 **The Brazen Rune:** Etched into flesh, this rune is the armour of Khorne's faithful.
- Roll a dice each time the bearer suffers any unsaved wounds or mortal wounds as the result of a spell; on a roll of 2 or more, the wound or mortal wound being rolled for is ignored. Once per game, you can choose to expend the rune's power to automatically unbind one enemy spell, after which the Brazen Rune will no longer have any effect.
- 4 **The Blade of Endless Bloodshed:** Wounds from this weapon gape open so that ever more blood may flow.
- Pick one of this **HERO**'s melee weapons to be a Blade of Endless Bloodshed. At the end of any combat phase in which the bearer slew one or more enemy models with this weapon, you generate one Blood Tithe point in addition to any others you generated during that phase.

- 5 **Mark of the Destroyer:** Those emblazoned with this mark fear nothing, save for the Blood God's wrath.
- Double the Attacks characteristics of the bearer's Melee weapons (but not their mount's). However, such is the fine line between risk and reward that should the bearer make any attacks in the combat phase but fail to slay any enemy models, the bearer is immediately slain; remove the model from play and replace it with a **CHAOS SPAWN** under your control. Set up this model as near as possible to the model you removed (even if this is within 3" of an enemy model). It cannot make attacks this turn.
- 6 **Talisman of Burning Blood:** Like an iron poker, this amulet stokes the fire of rage in its wearer.
- Add 1 to any run rolls you make for the bearer and any **KHORNE** units from your army that are within 8" of them at the start of the movement phase. In addition, add 1 to any charge rolls you make for the bearer and any **KHORNE** units from your army that are within 8" of them at the start of the charge phase.

DAEMONIC GIFTS

Khorne gifts his most murderous daemonic generals with deadly weaponry and powerful icons that become one with the creature itself. Regardless of their nature, all are used to carry out slaughterous deeds in the name of the Blood God.

If a Khorne army includes any **DAEMON HEROES**, then one may bear a daemonic gift. Declare which **HERO** has the artefact after picking your general, and then pick which daemonic gift the **HERO** has. Ideally, that gift should fit the appearance of the model, or the backstory you have given them. Alternatively, pick one of the following tables and roll a dice to randomly select one.

You may choose one additional **DAEMON HERO** to have a daemonic gift for each warscroll battalion in your army. The same model cannot have more than one daemonic gift.

If your **KHORNE** army is comprised of a combination of **DAEMON**, **BLOODBOUND** and **MORTAL** units, daemonic gifts are treated as artefacts of power for the purposes of determining how many you can include in your army.

DAEMONIC WEAPONS

Any **KHORNE HERO** that is a **DAEMON** can be given one of the following daemonic weapons. A weapon picked to be a daemonic weapon cannot be a weapon used by a mount.

D6 Daemonic Weapon

- 1 **A'rgath, the King of Blades:** This daemonic blade hungers for the flesh of champions.

Pick one of this **HERO's** melee weapons to be A'rgath, the King of Blades. This weapon always hits enemy **HERO** models on a roll of 2 or more.

- 2 **Deathdealer:** Like a reaper's scythe, this blade severs the life force of its victims.

Pick one of this **HERO's** melee weapons to be a Deathdealer. Add 1 to the Damage characteristic of this weapon.

- 3 **Khartoth the Bloodhunger:** Imbued with Khorne's fury, this blade can rend time itself.

Pick one of this **HERO's** melee weapons to be Khartoth the Bloodhunger. Each time an enemy **HERO** or **MONSTER** suffers any unsaved wounds or mortal wounds from this weapon it is locked in time and cannot attack until all other units have made their attacks in that phase.

- 4 **Hellfire Blade:** Forged from magma, this volcanic blade burns through flesh with ease.

Pick one of the bearer's melee weapons to be the Hellfire Blade. Wound rolls of a 6 with this weapon cause a mortal wound in addition to their normal damage.

- 5 **Harvester of Skulls:** Whether willed by its bearer or not, this weapon seeks skulls for Khorne.

Pick one of this **HERO's** melee weapons to be a Harvester of Skulls. Add 1 to the Attacks characteristic of this weapon.

- 6 **Behemoth's Bane:** This weapon was crafted by the Bloodlords to claim the largest skulls for lord Khorne.

Pick one of this **HERO's** melee weapons to be a Behemoth's Bane. You can re-roll any failed wound rolls and choose to re-roll any Damage rolls when attacking enemy **MONSTERS** with this weapon.

DAEMONIC ADORNMENTS

Any **KHORNE HERO** that is a **DAEMON** can be given one of the following daemonic adornments.

D6 Daemonic Adornment

- 1 **The Crimson Crown:** With every slaughtered civilization, this crown grows a new bloody spike.

When making attacks with the bearer and any **KHORNE DAEMON** models from your army that are within 8" of them in the combat phase, you can make one additional attack with that model for each hit roll of 6 you make. Any bonus attacks made in this manner must use the same weapon that generated them, but cannot themselves generate additional attacks.

- 2 **Armour of Scorn:** Charged with daemonic spite, this armour turns aside blows from lesser warriors.

Each time the bearer suffers a wound or mortal wound, roll a dice; on a roll of 6, the wound or mortal wound is ignored. Add 1 to this roll if the wound or mortal wound was suffered as a result of a spell.

- 3 **Mark of the Bloodreaper:** Khorne's baleful gaze never wanders from the bearer of this brutal rune.

Each time the bearer of a Mark of the Bloodreaper inflicts 8 or more unsaved wounds or mortal wounds in a single combat phase, you generate one Blood Tithe point in addition to any others you generated during that phase.

- 4 **Collar of Khorne:** Possessed of a sliver of Khorne's contempt, this brass collar devours magic.

The bearer can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

- 5 **Crimson Soulstone:** Stored within are souls harvested for Khorne and gifted to his champions.

The bearer immediately heals D3 wounds lost earlier in the battle each time they slay an enemy **HERO** in the combat phase.



- 6 **Mark of the Slayer:** The bearer of this mark becomes the locus of Khorne's bloodlust on the battlefield.

You can re-roll hit rolls of 1 in the combat phase for the bearer and all **KHORNE** units within 8" of them at the start of the combat phase. If the bearer charged earlier in the turn, you can also re-roll wound rolls of 1 in the combat phase for the bearer and all **KHORNE** units within 8" of them at the start of the combat phase.



BLOOD BLESSINGS OF KHORNE

Khorne's most favoured priests know many ancient rituals and sacrificial blood-rites with which they call upon their infernal master for aid, the better to provide him with mountains of skulls and rivers of blood.

Each **PRIEST** in a **KHORNE** army knows a blessing chosen from the Blood Blessings of Khorne in addition to any prayers they know. Pick one that best matches the barbaric story of your priest. Alternatively, you can roll a dice to randomly determine which blessing is known to the priest.

Note that each **PRIEST** in a **KHORNE** army can know a different blessing. If you prefer, you can instead generate (pick or roll) one blessing that will be known by all of your **KHORNE PRIESTS**.

KHORNE PRIESTS can attempt to bestow their blood blessing in each of your hero phases in addition to

any prayers they may know. To do so, roll a dice, adding 1 to the result if the priest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the priest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

1. BRONZED FLESH

With searing heat, the skin of Khorne's devotees blisters and hardens to become like the hide of a Juggernaut.

If this prayer is successful, pick either the **PRIEST** or a **KHORNE** unit from your army that is within 16" of the **PRIEST** and which is visible to them. You can add 1 to the save rolls of the unit you picked until the start of your next hero phase.

2. BLOOD SACRIFICE

Prayers to Khorne are always answered with calls for blood, and he cares not from whence the blood flows.

If this prayer is successful, pick either the **PRIEST** or a **KHORNE** unit from your army that is within 3" of the **PRIEST**. The unit you picked immediately suffers D3 mortal wounds, but you gain 1 Blood Tithe point.

3. RESANGUINATION

Priests know that a man killed will bleed for a moment; a man who keeps killing will shed blood for a lifetime.

If this prayer is successful, pick either the **PRIEST** or a **KHORNE HERO** from your army that is within 16" of the **PRIEST** and which is visible to them. The model you picked immediately heals D3 wounds lost earlier in the battle.

4. BRAZEN FURY

As blood pumps with daemonic fury, Khorne's rage fills the mind and washes away all thoughts and fears.

If this prayer is successful, pick a **KHORNE** unit from your army that is within 16" of the **PRIEST** and which is visible to them. The unit that you picked does not have to take battleshock tests until your next hero phase.

5. KILLING FRENZY

Flooded with visions of glory and bloodshed, warriors hack and hew with brutal fervour.

If this prayer is successful, pick either the **PRIEST** or a **KHORNE** unit from your army that is within 16" of the **PRIEST** and which is visible to them. Add 1 to the hit rolls of the unit you picked until your next hero phase.

6. MAGEBANE HEX

The anger of the Blood God pours out of the priest, clotting the flows of magic on the battlefield.

If this prayer is successful, then until your next hero phase, this **PRIEST** can attempt to unbind one additional spell in each enemy hero phase in the same manner as a wizard.

GATHERING BLOODSTORM

HOW TO USE BATTLEPLANS

This book contains two battleplans, each of which enables you to fight a battle that epitomises the brutal warmongering of the followers of Khorne. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle should be fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

When Khorne's daemonic legions take to the battlefield, their baleful presence can cause a fearsome bloodstorm to manifest. As the fighting intensifies, the blood of the slain serves only to feed the storm's ferocity.

THE ARMIES

One player commands an army of **KHORNE DAEMONS**, and the other commands an army of adversaries.

The general of each army has a unique command ability, shown opposite, in addition to any others they have.

KHORNE PLAYER'S OBJECTIVES

Lord Khorne demands blood. Engage the enemy in glorious battle, feed upon their deaths and the Blood God will reward your loyal service.

ADVERSARY'S OBJECTIVES

A bloodthirsty horde of Khorne approaches, and only death will sate their appetite. Fight fire with fire lest their fury overwhelm your forces.

THE BATTLEFIELD

The battlefield represents a barren plain that Khorne has demanded be saturated with the blood of those slain in the maelstrom of battle.

Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

Starting with the adversary, each player takes it in turns to set up a maximum of eight units anywhere within their own territory as shown on the map. All other units can be set up anywhere

within 8" of their battlefield edge (see map) in their controlling player's first movement phase (which counts as their move for that turn).

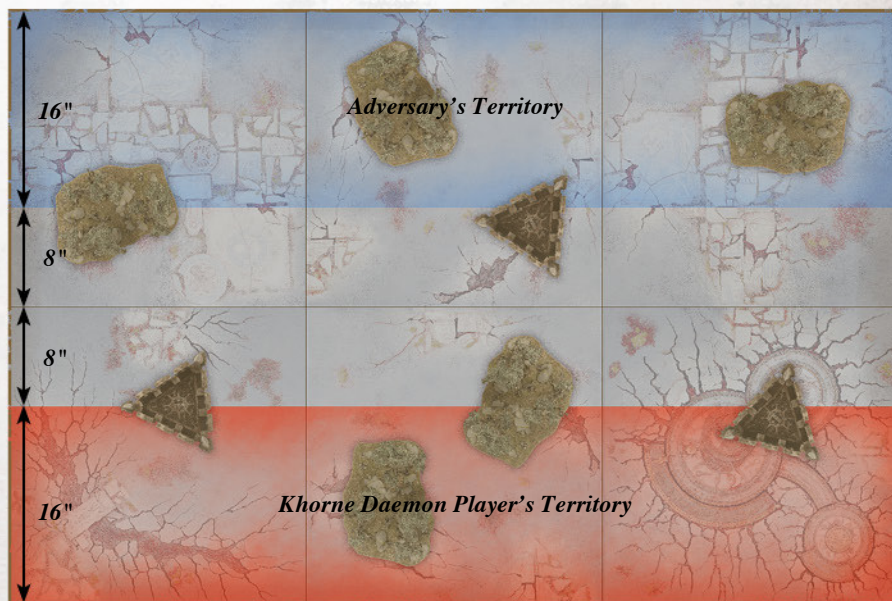
FIRST TURN

The Khorne player takes the first turn in the first battle round.

THE BLOODSTORM

The bloodstorm not only serves to nourish Khorne's daemonic legions, but those within its grasp are emboldened by a ferocious urge to fight, making cowardice a forgotten notion. This pleases the Blood God, for those that would otherwise have fled the battle can instead be cut down in glorious combat. Battleshock tests are not taken in this battle.

Adversary's Battlefield Edge



Khorne Daemon Player's Battlefield Edge



FUELLING THE BLOODSTORM

Players earn a number of bloodstorm points equal to the current battle round number for each enemy unit wiped out during the course of that battle round. For example, if a player wiped out 3 enemy units during the third battle round, they would add 9 bloodstorm points to their running total.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. If a player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a **major victory**. Otherwise the battle lasts for five battle rounds. The player that has earned the most bloodstorm points by the end of the fifth battle round wins a **major victory**.

KHORNE PLAYER'S COMMAND ABILITY

Glory to Khorne!: The general tears into their enemies, spilling blood to feed Khorne's insatiable appetite .

If your general uses this ability, they can immediately pile in and attack. If they slay any enemy models or inflict 8 or more unsaved wounds or mortal wounds, you immediately gain 1 Blood Tithe point.

ADVERSARY'S COMMAND ABILITY

Fight Fire with Fire: The general calls upon their army to engage the murderous host with renewed vigour.

If your general uses this ability, then pick either the general or a friendly unit within 8" of them. You can re-roll all failed hit rolls in the combat phase for the unit you picked until your next hero phase.

SKULLS FOR THE SKULL THRONE!

Ever since Sigmar's Tempest broke across the Mortal Realms, many champions have risen in defiance of the Dark Gods' tyranny, inspired by the mighty deeds of the Stormcast Eternals and their Azyrite allies. Enraged at this affront to his unrivalled might, Khorne sends forth his greatest champions to capture the skulls of these would-be heroes. In battles that rage across every land, the Blood God's chosen single out and cut down these offending warriors in glorious combat, offering up their skulls to Khorne.

THE ARMIES

One player commands an army of **KHORNE BLOODBOUND** and their opponent is the defier, whose assemblage of powerful champions have gathered to oppose the Blood God's all-conquering hordes.

Due to the nature and victory conditions of this battleplan, each player should include at least three **HEROES** in their army, but preferably at least half of their units should be **HEROES**.

ARTEFACTS OF POWER

To represent the might of the champions involved, each player can generate three additional artefacts of power that they can distribute amongst their **HEROES** following all the normal rules for doing so.

KHORNE PLAYER'S OBJECTIVES

Your enemy's leaders have the temerity to challenge your right to conquer their lands at will. Strike them down for their impudence as a lesson to those with any ambitions of defiance.

DEFIER'S OBJECTIVES

Khorne's bloodthirsty champions have plagued your people long enough! They must be struck down lest their tyranny go unchallenged forever.

THE BATTLEFIELD

The battle is taking place on the outskirts of a secluded enclave that has thus far survived the depredations of war.

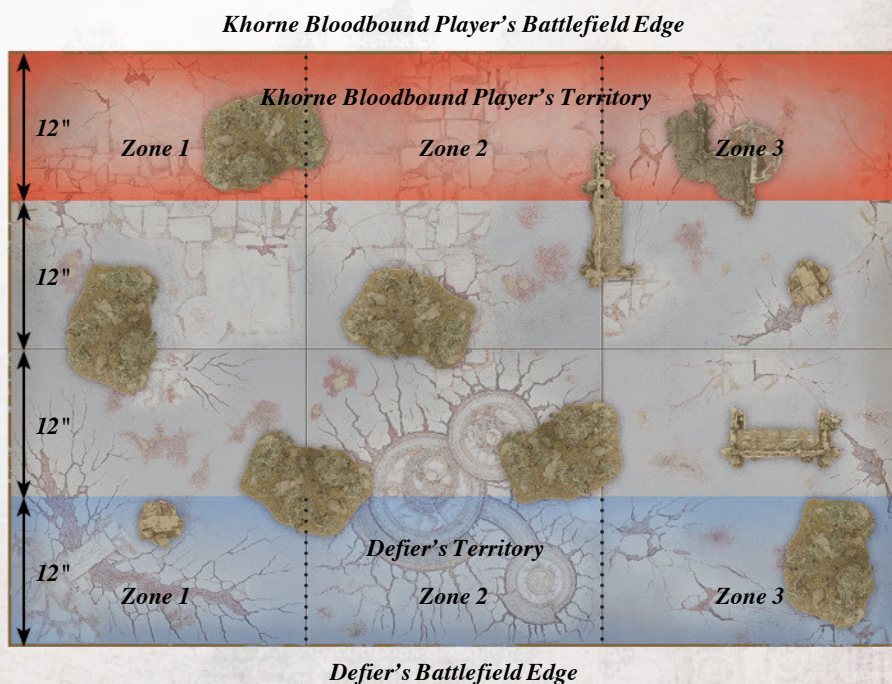
Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

Starting with the defier, each player takes it in turns to set up one **HERO** in each of the three zones in their territory (see map). Each player then takes it in turns to set up their remaining units anywhere within their territory, as described on the *Warhammer Age of Sigmar* rules sheet.

FIRST TURN

The Khorne Bloodbound player decides who takes the first turn in the first battle round.





CLAIMING SKULLS

After set-up, each player randomly determines which enemy **HERO** they need to slay. Each time a player slays one such **HERO**, they have successfully claimed a worthy skull and must immediately randomly determine another enemy **HERO** to slay. If their opponent has no more **HEROES** to slay, they must randomly determine an enemy unit's leader to slay instead (or a single model in the unit if their opponent has no more leaders to slay).



VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. If a player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a **major victory**. Otherwise the battle lasts for five battle rounds. The player that has claimed the most worthy skulls by the end of the fifth battle round wins a **major victory**. If both players have claimed the same number of skulls by the end of the game, the result is a draw.



PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour in the eyes of your patron, your champion will be granted a final test. Succeed at the test, and your champion's glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty **HERO** battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your

own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster. We've included a roster for you to photocopy and use on page 93, or you can download a roster from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:





1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the **KHORNE** allegiance, but other *Warhammer Age of Sigmar* publications include warband tables to let you collect warbands from across the grand alliances of **ORDER**, **CHAOS**, **DEATH** and **DESTRUCTION**.
2. Next, choose the champion of your warband by choosing one of the options from your allegiance's champion table. The type of champion you choose will determine the number of rolls you can make for the champion's followers. Give your champion a suitably grand and imposing name, and write this down on your warband roster.
3. Having chosen your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.
4. Instead of generating a unit of followers, you can choose to gain 1 Glory Point (see page 92). You can sacrifice any number of your starting units of followers in this way. Taking Glory Points instead of a unit makes it easier to gain the 10 points you need to have a chance of winning, but you will have fewer units with which to fight your battles.
5. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.
6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!





TO WAR!

Having created a warband, you can now fight battles with it. These battles are fought against other warbands taking part in the campaign.

You can arrange to fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.

The units you use for a game must be those on your warband's roster.

WIZARDS can summon other units during the course of a battle, but they will vanish once the battle is over. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured or knocked out, and they are back to their full fighting strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional

followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband tied or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points. You can re-roll a result of 1 on the D3 roll if the warband won a **major victory**.

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.



REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 Additional Followers: More followers flock to your champion's banner. Either select a new unit from one of the follower tables, or roll for a random unit from one of those tables, then add them to your warband roster.

2 Champion's Reward: Your champion's prowess continues to grow. Make a roll on the champion rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

3 Follower's Reward: Those who have stood with your champion become renowned for their mighty deeds. Pick a unit in your warband, then make a roll on the followers rewards table for your allegiance. Make a note of the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

In order to win the Path to Glory campaign, your champion must first reach 10 Glory Points. You must then fight and win one more battle in order for you to be affirmed amongst the ranks of the immortals and win the Path to Glory campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or increasing the number of Glory Points a champion must earn. For example, for a shorter campaign, you could say that a champion only needs 5 or 6 Glory Points before fighting their final battle, or for a longer one, say that the demanding gods require them to score 15 or even 20 points!



PATH TO GLORY WARBAND ROSTER

WARBAND NAME:.....

ALLEGIANCE:

GLORY POINTS:

CHAMPION

NAME:.....

WARSCROLL:.....

OPTIONS & REWARDS:.....

.....

.....

FOLLOWERS

NAME:.....

TYPE & SIZE:.....

OPTIONS & REWARDS:.....

.....

NAME:.....

TYPE & SIZE:.....

OPTIONS & REWARDS:.....

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NAME:.....

TYPE & SIZE:.....

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NAME:.....

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OPTIONS & REWARDS:.....

.....

THE PATH TO GLORY

(Use this however you wish to chronicle
your warband's rise to power)

.....

.....

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.....

KHORNE WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLES

Bloodbound Champion	Followers
Lord of Khorne on Juggernaut	5 units
Mighty Lord of Khorne	5 units
Exalted Deathbringer	5 units

Daemon Champion	Followers
Bloodthirster of Insensate Rage	3 units
Bloodthirster of Unfettered Fury	3 units
Wrath of Khorne Bloodthirster	3 units
Blood Throne	5 units
Skullmaster, Herald of Khorne	5 units
Bloodmaster, Herald of Khorne	5 units

FOLLOWERS TABLE

D6	Bloodbound	Daemons
1	1 Khorgorath	10 Bloodletters
2	20 Bloodreavers	10 Bloodletters
3	5 Skullreapers	5 Flesh Hounds
4	3 Mighty Skullcrushers	5 Flesh Hounds
5	5 Wrathmongers	3 Bloodcrushers
6	10 Blood Warriors	1 Skull Cannon

HERO FOLLOWER TABLE

D6	Bloodbound
1	1 Bloodstoker
2	1 Skullgrinder
3	1 Aspiring Deathbringer
4	1 Exalted Deathbringer
5	1 Slaughterpriest
6	1 Bloodseccator
D6	Daemons
1	1 Bloodmaster, Herald of Khorne
2	1 Bloodmaster, Herald of Khorne
3	1 Bloodmaster, Herald of Khorne
4	1 Skullmaster, Herald of Khorne
5	1 Skullmaster, Herald of Khorne
6	1 Blood Throne



DESIGNER'S NOTE

The Path to Glory rules presented in this book allow you to play an exciting campaign with your friends. You can use the rules exactly as they are laid out here, and fight your way along your path to glory! However, you can instead look at these rules as a framework that you can tinker with however you like, to play the campaign that works best for you and your gaming group.

For example, if you're starting new armies, you might start the campaign with fewer followers – perhaps your general and just two or three other units – that will allow everyone to start playing battles a bit sooner. If, on the other hand, your gaming group is looking for a new challenge, you could decide to generate all followers randomly, taking away the option to choose each unit.

You can take things further – there's nothing to stop you writing your own battleplans to use in your Path to Glory campaigns, or adapting the rules from the *General's Handbook* to play battles with three or more players in your campaign. Equally, while we've said that you can adjust the number of Glory Points you need to win the campaign, you could decide with your gaming group on a completely different way to win the campaign – the victor could be the first player to defeat every other player in the campaign, or the first to amass an army of ten or more units.

Essentially, you should feel free to use these rules in whichever way you and your gaming group agree is best. Your path to glory is limitless!

FOLLOWER'S REWARDS TABLE

As your warband progresses along the Path to Glory, it will attract more followers, and especially favoured units will become renowned across the Mortal Realms.

D6 Reward

- | | |
|--|---|
| <p>1 Sworn Disciples: Once per battle, in your hero phase, you can declare that this unit will prove their devotion to your champion. You can re-roll any failed wound rolls for that unit in the combat phase of that turn.</p> <p>2 Eager for Battle: Once per battle, you can re-roll a failed charge roll you make for this unit.</p> <p>3 Reckless Ferocity: Once per battle, in your hero phase, you can declare that this unit will hurl themselves at the enemy. Roll two dice and immediately move them up to the total number rolled in inches. You cannot retreat or run as part of this move, but can use it to charge the enemy.</p> | <p>4 Battle Fury: Once per battle, in your hero phase, you can declare that this unit will succumb to a berserk frenzy. You can re-roll any failed hit rolls for that unit in the combat phase of that turn.</p> <p>5 Too Angry to Die: Once per battle, in your hero phase, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return the model to the unit.</p> <p>6 Twice-blessed Followers: Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.</p> |
|--|---|



CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards by their dark patron... if they are deemed worthy.

2D6 Result

2 What the Gods Give...: Your champion has offended mighty Khorne and is punished accordingly. Lose D3 Glory Points (to a minimum of 0), and remove all rewards your champion has gained from this table so far from your warband roster. If your warband has another **HERO**, that model now takes charge and becomes your new champion (if you do not have any **HEROES** immediately generate one from the hero follower table to become your new champion. Write down your new champion's name on your warband roster ready for the next battle. Of course, if your former champion was a **MORTAL** or **BLOODBOUND**, they may still have their uses – you may immediately add a Chaos Spawn to your warband as a follower.

3 Insane Fury: Roll a dice for your champion in each of your hero phases. On a roll of 1, your champion roars at the skies in a wild rage; they cannot move, attack, or use any abilities until your next hero phase. On a roll of 2 or 3, nothing happens. On a roll of 4 or more, your champion is filled with a murderous killing fury; you can re-roll hit and wound rolls of 1 for your champion until your next hero phase.

4 Molten Blood: Roll a dice after any wounds are inflicted upon your champion. On a roll of 2 or more, one enemy model within 1" of your champion suffers 1 mortal wound. If several enemy models are within range, randomly determine which one suffers the mortal wound.

5 Ensorcelled Weapon: Pick one weapon used by your champion (it cannot be a weapon used by a mount if they have one). Attacks from this weapon inflict an additional -1 Rend (for example, a weapon with a Rend characteristic of -1 becomes -2 instead).

6 Patronage of Khorne (Lesser Reward): Your champion gains a reward generated from the lesser rewards of Khorne table opposite.

7 Patronage of Khorne (Greater Reward): Your champion gains a reward generated from the greater rewards of Khorne table opposite.

8 Patronage of Khorne (Exalted Reward): Your champion gains a reward generated from the exalted rewards of Khorne table opposite.

9 Blademaster: Your opponent must subtract 1 from any hit rolls directed at your champion in the combat phase.

10 Daemonic Armour: You can re-roll failed save rolls for your champion.

11 Ferocious Resolve: Roll a dice each time your champion suffers an unsaved wound or mortal wound; on a roll of 6, the wound is ignored.

12 Twice-blessed Champion: Roll twice on this table and apply both results. Re-roll any duplicates, or further rolls of 2 or 12.



PATRONAGE OF KHORNE REWARD TABLES

If you roll a Patronage of Khorne result on the champion rewards table, generate a reward from the appropriate table below.

LESSER REWARDS OF KHORNE TABLE

D3 Reward

- 1 **Collar of Khorne:** Your champion can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.
- 2 **Killer Instinct:** You can re-roll failed hit rolls of 1 for your champion.
- 3 **Murderous Skill:** You can re-roll failed wound rolls of 1 for your champion.



GREATER REWARDS OF KHORNE TABLE

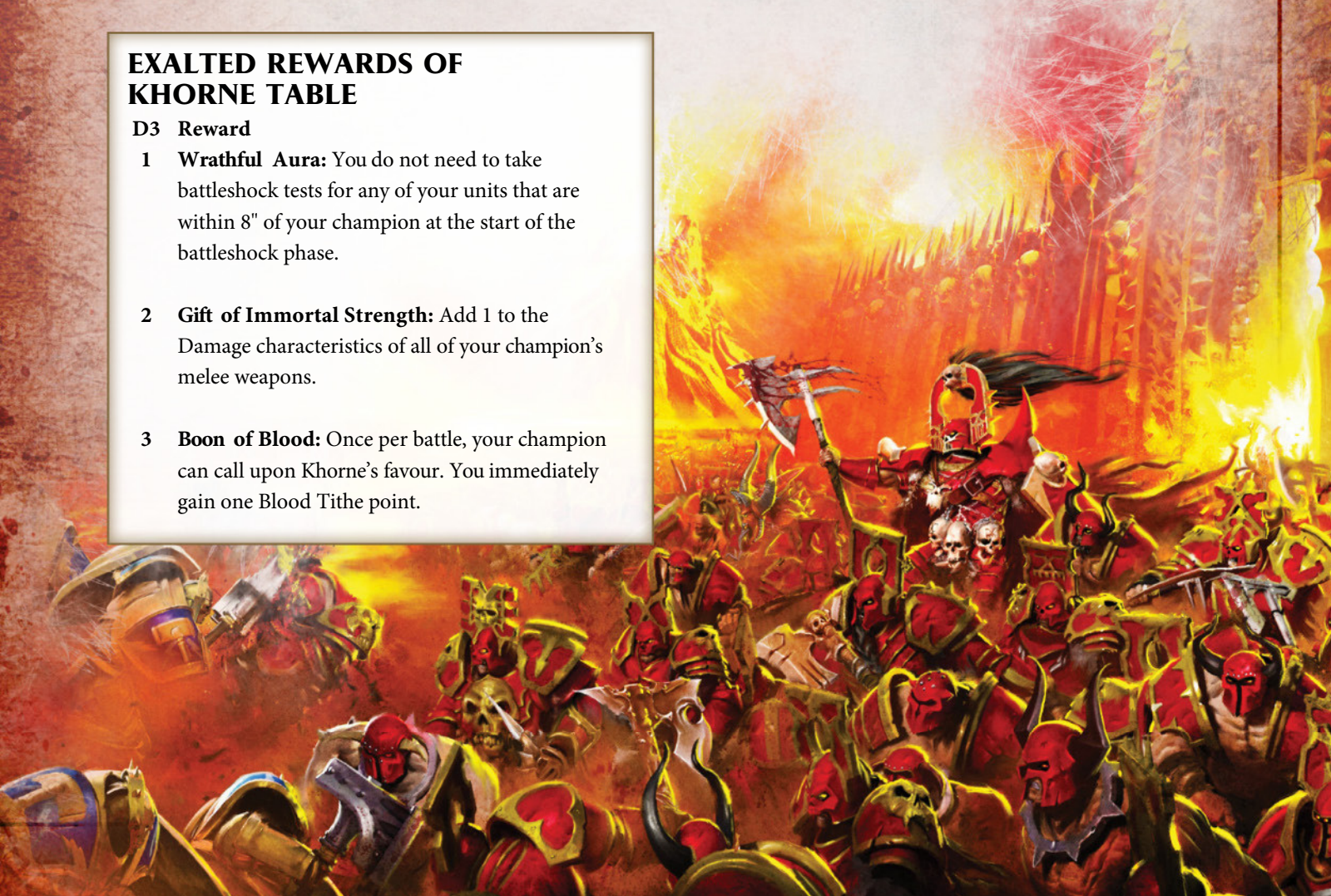
D3 Reward

- 1 **Whirlwind of Death:** You can make one additional attack in the combat phase each time you make a hit roll of 6 or more with your champion. Any bonus attacks made in this manner must use the same weapon that generated the additional attack, and can themselves generate additional attacks.
- 2 **Berserk Charge:** You can re-roll all failed hit rolls for attacks made by your champion on a turn in which they charged.
- 3 **Fuelled by Blood:** At the end of the combat phase, your champion heals 1 wound if they slew one or more enemy models in that phase.

EXALTED REWARDS OF KHORNE TABLE

D3 Reward

- 1 **Wrathful Aura:** You do not need to take battleshock tests for any of your units that are within 8" of your champion at the start of the battleshock phase.
- 2 **Gift of Immortal Strength:** Add 1 to the Damage characteristics of all of your champion's melee weapons.
- 3 **Boon of Blood:** Once per battle, your champion can call upon Khorne's favour. You immediately gain one Blood Tithe point.





COLLECTING A KHORNE ARMY

Having pored over the brutal background and striking artwork in this book, by now you are no doubt keen to start amassing your own Blades of Khorne army, if you haven't already. This section of the battletome will provide information and guidance for doing just that.

One of the great things about collecting Citadel Miniatures is that there are so many ways to start new collections and add to existing ones. For many people, the miniatures themselves are their inspiration, and you could do a lot worse than following your instincts and just starting with whichever models you find the most appealing. Are you drawn to the model of Skarbrand the mighty Bloodthirster? Pick one up and get painting! Did the pictures of Bloodletters and Bloodreavers mustering for war make you want some of your own? If so, that's your starting point. Collecting miniatures that really excite you will make assembling and painting them that much more compelling and enjoyable.

The same goes for how you paint them. Some collectors just choose their favourite colours and paint their models accordingly. Others will decide to use hues and iconography they've seen in books like this one, or in *White Dwarf* magazine, and replicate those. Whatever you choose to do, your paint scheme will unify your collection and represent its unique character and identity, whether the models are in pride of place on a cabinet shelf or rampaging across the tabletop. Whatever the case, a fully painted collection of Citadel Miniatures is a truly satisfying spectacle of which you can be rightly proud.

The various followers of Khorne have their own colours and symbols, from the notorious red and brass of Korghos Khul's Goretide to the myriad scarlet hues of the daemonic legions. On pages 16-17 and 30-31 you will find details of the heraldry, markings and symbols borne by the Daemon Legions of Khorne and Bloodbound Warhordes to inspire your own collection.

Another source of inspiration for many collectors is the rich background presented throughout our range of *Warhammer Age of Sigmar* books. Perhaps your imagination was fired by the tale of Valkia the Bloody or perhaps you want to delve further into the gruesome history of the Goretide? Maybe another narrative occurred to you, all of your own? All you need is an idea to get started, and there are few things more gratifying than growing a collection based around the story of your army. This can even be carried over onto gaming boards and themed terrain, adding yet another level of dynamism to your collection.

Of course, if an army is meant for one thing, it's war, and the Blood God's hordes live for just that. Their sprawling armies are dedicated to all manner of carnage, providing many different ways to arrange collections of Blades of Khorne models for battle. Throughout this battletome is a wealth

of information on how the daemonic servants arrange their Legions and mortal followers organise their Warhordes. You can use this directly – by referring to the charts on pages 15 and 29 to guide your collection – or as a starting point for the style of war your own army will adopt, be it a handful of flailing Wrathmongers led by Skarr Bloodwrath, or a teeming host of savage daemonic killers.

If you want to get the dice rolling and play some games with your Blades of Khorne collection, the warscroll battalions found on the following pages will be particularly helpful. Each one represents a different cohort or warband in service to Khorne and provides an easy-to-follow guide to collecting a formation. An army is more than the sum of its parts, and these battalions represent how the rage-fuelled followers of Khorne combine their wrath to grant themselves powerful abilities that reflect their particular strain of bloodlust. Using warscroll battalions to build your collection provides escalating benefits and massive satisfaction. Each new battalion that you complete is its own force on the battlefield, and helps your collection grow into a mighty Khornate army capable of unleashing the full fury of the Blood God upon his foes.

WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.



- Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.
- Allegiance:** If a battalion has an allegiance, its units can be included in an army that has that allegiance even if they do not have that keyword on their warscroll. However, its units only benefit from that army's allegiance abilities if they have the appropriate keyword on their warscroll. A battalion can still be part of any allegiance that all its units have on their warscrolls.



KHORNE DAEMON LEGION OF KHORNE

A Khornate Daemon Legion is a monstrously efficient force that crushes all before it in a storm of gore-splattered carnage. With every skull taken and every foe torn to gory shreds, the inferno of the daemons' destructive rage is stoked anew, further anchoring their essence to the realms.

ORGANISATION

A Daemon Legion of Khorne consists of the following warscroll battalions:

- Blood Host of Khorne
- 3-8 other warscroll battalions chosen in any combination from the following: Murderhost, Bloodthunder Stampede, Council of Blood, Blood Hunt, Gorethunder Cohort, Charnel Host, Skullseeker Host

ABILITIES

Khorne Cares Not From Whence The Blood Flows: If any units are wiped out during the combat phase, you can add 1 to the Attacks characteristic of all melee weapons used by the Daemon Legion of Khorne for the remainder of that combat phase.

Revel in Carnage: You immediately gain 1 Blood Tithe point at the start of each of your hero phases.



Vendron Bladesbane breathed heavily as he strode down the corpse-littered avenues of Antheria, the Precipice City. Gibbous dewdrops formed on his sigmarite armour as clouds of wet mist billowed from the Everweep, the giant waterfall that passed through the city. The battle had been hard fought. The savage tribesmen had outnumbered them hundreds to one, and Khornate hordes had continued to pour from the cliff-side caves for days. But Vendron and the Knights of the Aurora were no mere mortals; they were Stormcasts, forged anew to bring Sigmar's justice to the realms. Against shield and plate, the enemies' axes had been blunted, and with hammer and glaive their bodies had been broken by the Stormcast Eternals.

As he patrolled, Vendron looked upon the dead Bloodreavers; the gore of so many was beginning to turn the waterways that lined the roadsides red. From the distance came the sound of Antheria's wailing denizens. They had thought themselves safe here, cut off from the horrors of Chaos above and below. But Sigmar had seen

the danger and had sent his Stormcasts before the city was completely lost. Most were less fortunate.

The wailing became louder, growing into full-fledged screams. Vendron began to run towards the terrified cries. The roadside canals were now completely crimson, and the ever-present mist of the Everweep was beginning to redden his silver armour. Rounding the last corner he beheld the falls – the ageless waterfall was now a colossal torrent of blood. Vendron heard a gurgled laugh coming from near his feet. Looking down he saw one of the clerics that had accompanied the Bloodreavers, his face half missing but still alive and laughing as he pointed up at the Everweep. Vendron looked where the Slaughterpriest was pointing and saw jagged crests falling with the blood. They were horns and blades, teeth and claws. Khorne's daemons were riding the blood-fall to descend upon Antheria.

The Stormcast hefted his hammer, then let it fall. The Slaughterpriest's laughter was silenced.



KHORNE MURDERHOST

Whether summoned to the Mortal Realms by foul ritual or acts of unfettered slaughter, a Murderhost of daemons delights in the chance to wreak terror and carnage. Their blazing desire for bloodshed can never truly be leashed – once battle is joined, they heed only their primal urge to maim and kill.

ORGANISATION

A Murderhost consists of the following units:

- 1 **BLOODLETTER HERO**
- 3-8 units chosen in any combination from the following list: Bloodletters, Flesh Hounds, Bloodcrushers, Skull Cannons

ABILITIES

Insatiable Bloodlust: The bloodthirsty Daemons of Khorne's Murderhosts can barely be restrained when battle looms, and hurl themselves at the foe as soon as battle lines are drawn. After set-up has been completed, roll two dice for the Murderhost's **BLOODLETTER HERO** and for each unit from this battalion that is within 8" of them, and move the unit(s) being rolled for up to the total distance rolled in inches. If the Murderhost contained the maximum number of units at the start of the battle, then you can repeat this process in each of your hero phases as well.



KHORNE BLOODTHUNDER STAMPEDE

The earth shatters under the metal hooves of a Bloodthunder Stampede, and as the smell of blood on the battlefield thickens, the wall of living brass moves ever faster. Those in the path of the daemon steeds explode in showers of pulp or are hacked apart by the arcing blades of the frenzied riders.

ORGANISATION

A Bloodthunder Stampede consists of the following units:

- 1 Skullmaster, Herald of Khorne
- 3-8 units of Bloodcrushers

ABILITIES

Avalanche of Brass: If the Bloodthunder Stampede contained the maximum number of units at the start of the battle, roll a dice for each enemy unit within 3" of any units from the Bloodthunder Stampede in each of your hero phases; on a roll of 2 or more, that unit suffers D3 mortal wounds as they are crushed beneath the Juggernaut herd's stamping hooves.

Blood-scent: If a pack of Juggernauts catches the scent of freshly spilled blood, it is driven into a frenzy. If any units in either army have been wiped out, the Bloodthunder Stampede add 3 to their charge rolls.

Obliterating Charge: If a unit uses its Murderous Charge ability within 3" of another unit in the Bloodthunder Stampede, you do not need to roll a dice – it automatically inflicts D3 mortal wounds (or D6 if the Bloodcrusher unit includes 6 or more models) as the enemy is trampled to a bloody pulp.



KHORNE COUNCIL OF BLOOD

When Khorne's daemonic generals gather for war, there is only rivalry and hostility between them. Each Bloodthirster roars thunderous orders and throws themselves at their foes with the fury of an erupting volcano, unwilling to let another take their kills or their glory.

ORGANISATION

A Council of Blood consists of the following units:

- 3-8 **BLOODTHIRSTERS**

ABILITIES

Fierce Rivals: Khorne respects only martial strength in battle, and when his mightiest daemons witness their rivals drawing the Blood God's gaze with slaughterous deeds, they will not hesitate to join in the carnage to avoid being outdone. In each of your hero phases, pick one **BLOODTHIRSTER** from the Council of Blood to pile in and make attacks. If that **BLOODTHIRSTER** kills an enemy **HERO** or **MONSTER**, or wipes out a unit in doing so, you can immediately pick another **BLOODTHIRSTER** from the Council of Blood to pile in and make attacks with. You can continue to do this until either each model in the battalion has attacked once in this manner, or one of them fails to slay an enemy **HERO** or **MONSTER**, or wipe out a unit.

Lords of Battle: Not only are Bloodthirsters nigh-unstoppable adversaries, but they each serve as a consummate battlefield commander of Khorne's daemonic legions. Each **BLOODTHIRSTER** from a Council of Blood can use the command ability on its warscroll in each of your hero phases, even if they are not your army's general.



KHORNE BLOOD HUNT

When a Blood Hunt is called, the gruesome fate of those marked by Khorne is all but sealed. Daemonic predators race across the battlefield, slaving maws snapping as they draw closer to their quarry. The hunt ends only when the mangled carcass is dragged before the Blood God.

ORGANISATION

A Blood Hunt consists of the following units:

- 1 Wrath of Khorne Bloodthirster or Karanak
- 3-8 units chosen in any combination from the following list: Flesh Hounds, Bloodcrushers

ABILITIES

Blood Mark: When Khorne marks a victim for death, the Blood Hunt will not stop until their skull belongs to their infernal master. After set-up, pick an enemy **HERO** to receive Khorne's blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Blood Hunt that is not within 3" of any enemy models and move the unit being rolled for up to the total distance rolled in inches towards the **HERO** with the blood mark (provided that they are on the battlefield).

Khorne's Hunters: Those that have displeased mighty Khorne are often fated to die beneath the claws and blades of his Blood Hunts. Add 1 to any wound rolls you make for models from a Blood Hunt when attacking an enemy **HERO**. If a Blood Hunt contained the maximum number of units at the start of the battle, then you can re-roll all failed wound rolls you make for models from the battalion when attacking an enemy **HERO**.



KHORNE GORETHUNDER COHORT

Few are the souls brave enough to hold their ground in the face of a Gorethunder Cohort's unholy barrage. Volleys of screeching, flame-wreathed skulls spit forth from the Skull Cannons, while atop his Blood Throne a bellowing Herald of Khorne conducts the cataclysmic hellstorm.

ORGANISATION

A Gorethunder Cohort consists of the following units:

- 1 Blood Throne
- 3-8 units of Skull Cannons

ABILITIES

The Cannons of Khorne: Many a battle line has been shattered by the relentless bombardments of a Gorethunder Cohort. In each of your hero phases, D3 Skull Cannons from a Gorethunder Cohort that are within 8" of their battalion's Blood Throne can shoot as if were the shooting phase. If a Gorethunder Cohort contained the maximum number of units at the start of the battle, then all Skull Cannons that are within 8" of their battalion's Blood Throne can shoot as if were the shooting phase.



KHORNE BLOOD HOST OF KHORNE

Led by a fearsome Bloodthirster, a Blood Host of Khorne is an axe swing aimed at the heart of the foe. Bellowing their devotion to mighty Khorne, the host bounds into the fray behind their fell commander, sweeping all before them in a storm of blood and fire.

ORGANISATION

The Blood Host of Khorne consists of the following units:

- 1 **BLOODTHIRSTER**
- 7 or more units chosen in any combination from the following list: **BLOODLETTER HERO**, **BLOODTHIRSTER**, Bloodletters, Bloodcrushers, Skull Cannons, Flesh Hounds

ABILITIES

Cometh the Slaughter: For the daemonic minions of the Blood God, the harvest of skulls is never-ending. In each of your hero phases, pick D3 units from the Blood Host of Khorne that are within 3" of the enemy. All models in the units you pick can immediately pile in and attack with one of their melee weapons. Increase the number of units that can attack from D3 to D6 if there are sixteen or more units in the battalion at the start of the hero phase.



KHORNE CHARNEL HOST

Bloodthirsters of Unfettered Fury, lords of the eighth host, are the fell generals that lead Khorne's daemonic legions to war. Charnel Hosts of howling Bloodletters march in their wake, hell-forged blades brandished high, eyes afire with the prospect of bloodshed and death.

ORGANISATION

A Charnel Host consists of the following units:

- 1 Bloodthirster of Unfettered Fury
- 1 Bloodmaster, Herald of Khorne
- 3-8 units of Bloodletters

ABILITIES

Daemon Commander: The Bloodthirsters of the eighth host serve as battlefield generals of Khorne's daemonic legions. Even should they not be in overall command, their dominion over their lesser kin is absolute. You can use the Rejoice in the Slaughter command ability of the Charnel Host's Bloodthirster of Unfettered Fury in your hero phase, even if it is not your general.

Butchers of Khorne: Charnel Hosts form the main bulk of the Blood God's foot legions, their numbers replete with rank upon rank of deadly killers that will fight all the harder in the presence of their daemonic master. In each of your hero phases, you can pile in and attack with any units from a Charnel Host that are within 8" of their battalion's Bloodthirster of Unfettered Fury at the start of the phase.



KHORNE SKULLSEEKER HOST

The Skullseeker Hosts are sent forth to claim great bounties of skulls in Khorne's name, and they go about their dark business with a furious delight. The Skull Cannons roar, blasting the enemy line to bloody chunks, and behind this nightmarish cannonade rushes a tide of blood-hungry daemons.

ORGANISATION

A Skullseeker Host consists of the following units:

- 1 Bloodthirster of Insensate Rage
- 1 Bloodmaster, Herald of Khorne
- 2-5 units of Bloodcrushers
- 1-3 units of Skull Cannons

ABILITIES

Giant Killers: Khorne commands his Skullseeker Hosts to bring him the heads of monstrous foes so that their skulls can adorn the walls of the Brass Citadel. If any units from a Skullseeker Host are within 3" of any enemy **MONSTERS** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack against the **MONSTER** with one of their melee weapons.

Prey Upon the Wounded: The Skull Cannons seek to wound their quarry that they may be ridden down by their blood-hungry kin. In each of your hero phases, you can make a shooting attack with any Skull Cannons from a Skullseeker Host that are within 8" of a **KHORNE HERO** from the same battalion. After resolving any attacks made in this manner, any other units in the same Skullseeker Host can immediately attempt to charge any units that suffered any unsaved wounds from these attacks, and can attack as described in Giant Killers if the unit they charge is a **MONSTER**.

KHORNE THE REAPERS OF VENGEANCE



Rage ever smoulders within Khorne's black heart, but when his ire is truly stoked, the cataclysm that follows can sunder entire regions of the Mortal Realms. It is the Daemon Legion known as the Reapers of Vengeance who have the honour of enacting Khorne's brutal retribution on those armies who have – whether by the use of hated magic, or any other act of cowardice or low cunning – denied him his rightful tithe of skulls. Led always by a Wrath of Khorne Bloodthirster and his personal guard of Bloodcrushers, the charge of the Reapers is as ferocious and unstoppable as the Blood God himself.

ORGANISATION

The Reapers of Vengeance must contain the following:

- 1 Blood Hunt battalion
(must contain a Wrath of Khorne Bloodthirster and units of Bloodcrushers only)
- 3-8 warscroll battalions chosen in any combination from the following list: Blood Host of Khorne, Murderhost, Bloodthunder Stampede, Council of Blood, Blood Hunt, Gorethunder Cohort, Charnel Host, Skullseeker Host
- Any number of additional **KHORNE DAEMON** units or warscroll battalions

If the Reapers of Vengeance contains the maximum number of battalions, it gains the Khorne Cares Not From Whence The Blood Flows and Revel in Carnage abilities (pg 100).

ABILITIES

Khorne's Vengeance Made Manifest: The daemons of the Reapers of Vengeance are unleashed upon those whose ranks contain a number of Khorne's most hated foes. This ability replaces the Blood Mark ability of any Blood Hunts in this battalion and applies to all of the units from the Reapers of Vengeance. After set-up, pick up to D3+1 enemy units (note that they need not be **HEROES**) from your opponent's army to receive Khorne's blood mark. At the start of each of your hero phases, you can roll two dice for each unit from the Reapers of Vengeance that is not within 3" of any enemy models and move the unit being rolled for up to the total distance rolled in inches towards a unit with a blood mark (provided that they are on the battlefield).

Unstoppable Charge: When the Juggernauts of the Reapers of Vengeance crash into the enemy lines, their foes fall like wheat before the scythe. Units of Bloodcrushers from the Reapers of Vengeance inflict D3 mortal wounds as a result of their Murderous Charge ability on a roll of 2+ instead of 4+.

KHORNE THE BLOODLORDS



The ruinous legion known as the Bloodlords is formed of those daemons highest in the Blood God's favour, and the blazing inferno of his unquenchable rage burns brightly within their veins. The Bloodlords will not sully their hellblades with unworthy blood, as only the greatest champions and mightiest armies make fitting sacrifices for their exacting masters. So renowned are the Bloodlords' gore-strewn crusades that even Skultaker, the Blood God's Immortal Champion, has been sighted fighting alongside them – for their bloody path inevitably leads to the greatest and most prestigious skulls.

ORGANISATION

The Bloodlords must contain the following:

- 1 Murderhost battalion
(must contain 1 **BLOODLETTER HERO** and 3-8 units of Bloodletters and Bloodcrushers only)
- 3-8 warscroll battalions chosen in any combination from the following list: Blood Host of Khorne, Murderhost, Bloodthunder Stampede, Council of Blood, Blood Hunt, Gorethunder Cohort, Charnel Host, Skullseeker Host
- Any number of additional **KHORNE DAEMON** units or warscroll battalions

If the Bloodlords contains the maximum number of battalions, it gains the Khorne Cares Not From Whence The Blood Flows and Revel in Carnage abilities (pg 100).

ABILITIES

Murderous Lieutenants: The fell-handed Heralds that lead Khorne's Bloodlords are chosen from amongst the deadliest of their kind, and such is their dedication to claiming heads for their master that even the mighty Skultaker can often be seen fighting alongside them. Any **BLOODLETTER HEROES** from the Bloodlords that are within 3" of any enemy models at the start of your hero phase can immediately pile in and attack as if it were the combat phase.

Exalted Loci of Khorne: The Bloodlords' Heralds are high within Khorne's favour and swollen with his power, acting as beacons of pure rage that infuse their followers with a measure of the Blood God's unholy might. If any units of Bloodletters and/or Bloodcrushers from the Bloodlords are within 8" of any of the battalion's **BLOODLETTER HEROES** at the start of your hero phase, they can immediately pile in and each model in the unit can make a single attack with one of their melee weapons.



KHORNE BLOODBOUND WARHORDE

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. Swept away in the face of this furious onslaught, the enemy is hacked and torn apart, their skulls claimed as another bounty for Khorne.

ORGANISATION

A Bloodbound Warhorde consists of the following warscroll battalions:

- 1 Mighty Lord of Khorne, Lord of Khorne on Juggernaut, Skarr Bloodwrath or Valkia the Bloody
- The Gorechosen
- 1 Bloodbound Warband
- 3-7 other warscroll battalions chosen in any combination from the following: Bloodbound Warband, Bloodforged, Brass Stampede, Dark Feast, Gore Pilgrims, Red Headsmen, Slaughterborn, Skulltake

ABILITIES

Khorne Cares Not From Whence The Blood Flows: If any units are wiped out during the combat phase, you can add 1 to the Attacks characteristic of all melee weapons used by the Bloodbound Warhorde for the remainder of that combat phase.

The Blood God's Scorn: There is little that stirs Khorne's ire as quickly as the cowardice of sorcery. Units from the Bloodbound Warhorde can attempt to unbind one spell (or one additional spell if they could already do so) in each enemy hero phase in the same manner as a wizard. If a Mighty Lord of Khorne or **SLAUGHTERPRIEST** from the Warhorde successfully unbinds a spell, you immediately earn one Blood Tithe point.



KHORNE THE GORECHOSEN

The greatest champions of each Lord of Khorne ascend to join his Gorechosen, a circle of supreme warriors who vie furiously for power even as they enforce the lord's bloody will. Nowhere is this internecine conflict more prevalent than in the thick of battle.

ORGANISATION

A Gorechosen battalion consists of the following units:

- 1 EXALTED DEATHBRINGER
- 7 units chosen in any combination from the following list: ASPIRING DEATHBRINGER, SLAUGHTERPRIEST, Skullgrinder, Bloodstoker, Bloodsecrator

ABILITIES

Eternal Contest: So that they might maintain their power and ascend further in Khorne's favour, the warriors of the Gorechosen are constantly vying against each other to perform ever greater acts of slaughter. If a Gorechosen model is within 12" of at least two other models from the Gorechosen battalion, add 1 to its hit rolls.

Mightiest of Champions: The Gorechosen are unquestionable paragons of violence, each one hand-picked for his ferocity and might – add 1 to the Attacks characteristic of all their melee weapons.



KHORNE BRASS STAMPEDE

Nothing can stop the thunderous onset of a Brass Stampede once it has scented the blood of the foe. Like a brazen avalanche, the Mighty Skullcrushers obliterate everything that stands in their path, goring foes to death with brass-tipped horns or grinding them to paste under smouldering hooves.

ORGANISATION

A Brass Stampede consists of the following units:

- 0-1 Lords of Khorne on Juggernaut
- 3-7 units of Mighty Skullcrushers

ABILITIES

Avalanche of Brass: If the Brass Stampede contained the maximum number of units at the start of the battle, roll a dice for each enemy unit within 3" of any units from the Brass Stampede in each of your hero phases; on a roll of 2 or more, that unit suffers D3 mortal wounds as they are crushed beneath the Juggernaut herd's stamping hooves.

Blood-scent: If a pack of Juggernauts catches the scent of freshly spilled blood, it is driven into a frenzy. If any units in either army have been wiped out, the Brass Stampede add 3 to their charge rolls.

Obliterating Charge: If a unit uses its Murderous Charge ability within 3" of another unit in the Brass Stampede, you do not need to roll a dice – it automatically inflicts D3 mortal wounds (or D6 if the Mighty Skullcrusher unit includes 6 or more models) as the enemy is trampled to a bloody pulp.



KHORNE DARK FEAST

Driven into battle by the bellowed exhortations of a Slaughterpriest and the lash of a Bloodstoker, the Bloodreavers of a Dark Feast hack down their foes and messily devour their hearts. This hideous banquet blesses its participants with an unnatural constitution.

ORGANISATION

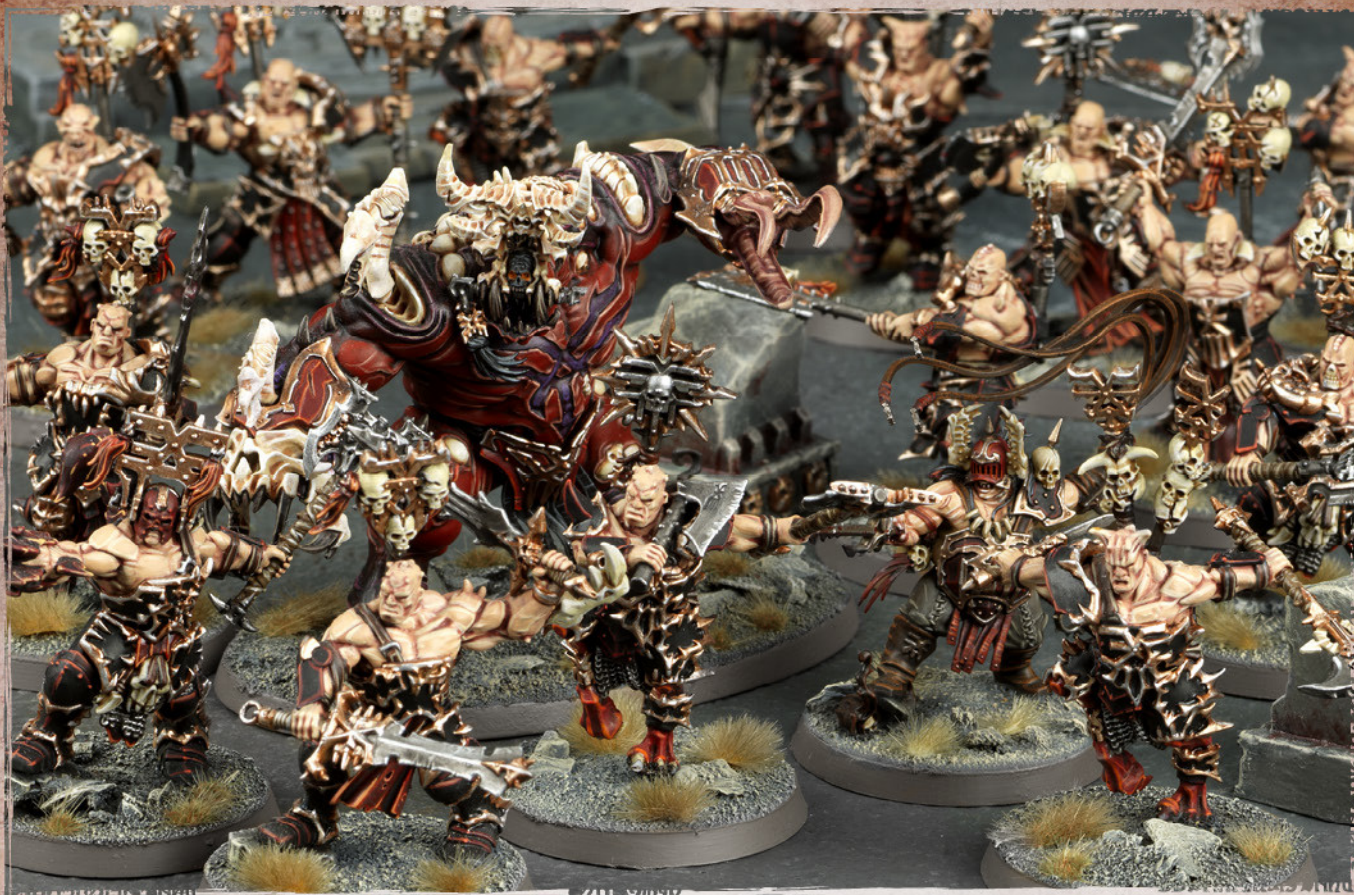
A Dark Feast consists of the following units:

- 1 SLAUGHTERPRIEST
- 1 Bloodstoker
- 3-6 units of Bloodreavers

ABILITIES

Feeding Frenzy: The SLAUGHTERPRIEST can incite the Dark Feast to a terrible feeding frenzy – as long as he is alive, add 1 to the Attacks characteristics of any melee weapons used by a unit from this battalion whenever it is selected to attack.

Blood-goaded: The Bloodstoker drives the warriors of the Dark Feast ever onwards with the barbs of his lash – units from this battalion within 12" of him do not need to take battleshock tests.



KHORNE SKULLTAKE

Driven to frenzied fury by the Bloodstoker's cruel, barbed lash, the warriors of a Skulltake reap heads by the hundred. Hulking Khorgoraths lumber along in their wake, hungrily devouring those skulls deemed unworthy of a place in the Skulltake's towering osseous ziggurats.

ORGANISATION

A Skulltake consists of the following units:

- 1 Bloodstoker
- 2-3 units of Skullreapers
- 1-2 units of Khorgoraths
- 0-2 units chosen in any combination from the following list:
Blood Warriors, Bloodreavers

ABILITIES

Reaping Strikes: Skullreapers from a Skulltake within 12" of their Bloodstoker are in a frenzied fury. If the wound roll for a Skullreaper in a frenzied fury is 6 or higher, add 1 to the Damage characteristic of the weapon they are using. If the Skulltake contained the maximum number of units at the start of the battle, then this ability applies to all Skulltake units that are within 12" of the Bloodstoker.

Skullhungry: For each skull that the Skullreapers take as a trophy, a dozen are left for the Khorgoraths to devour. The witless beasts are mad with hunger, and follow the warriors closely to pounce upon anything else that comes close. The Skulltake's Khorgoraths make 8 attacks with their Claws and Fangs rather than 5, as long as their unit is within 6" of any of the battalion's Skullreapers.



KHORNE RED HEADSMEN

The blades of the Red Headsmen glow with the heat of Khorne's forge, aiding their quest to win glory in the dark god's eyes as they search for the most worthy foes upon the field of battle. Each champion slain by these eager killers is another step on the path towards their dark ascension.

ORGANISATION

A Red Headsmen battalion consists of the following units:

- 1 ASPIRING DEATHBRINGER
- 1 Skullgrinder
- 3-6 units of Blood Warriors

ABILITIES

Slay the Worthy: At the start of your first hero phase, pick up to 3 **HEROES** and/or **MONSTERS** in your opponent's army and declare them to be worthy foes. Your opponent can re-roll failed hit rolls for attacks made by those units. For each worthy foe they slay, the Red Headsmen add 1 to the Attacks characteristic of their melee weapons for the rest of the game. If the Red Headsmen contained the maximum number of units at the start of the battle, then you can pick up to 5 **HEROES** and/or **MONSTERS** to be worthy foes instead.

Ritual Slaughter: Red Headsmen always count as being within range of their Skullgrinder's Altar of Skulls ability. In addition, if the Skullgrinder slays a worthy foe (see above), the range of his Altar of Skulls ability is doubled.



KHORNE BLOODBOUND WARBAND

At the heart of every great Khornate host stands a Bloodbound Warband – hordes of Blood Warriors, Bloodreavers and Skullreapers who hurl themselves into battle with screams of devotion to Khorne, hacking and tearing at the foe until the ground is slick with gore.

ORGANISATION

A Bloodbound Warband consists of the following units:

- 1 ASPIRING DEATHBRINGER
- 1 Bloodseccator
- 3 units of Blood Warriors
- 1-2 units of Bloodreavers
- 1 unit of Skullreapers

ABILITIES

Bloodrain: If at least three units from a Bloodbound Warband are within 3" of an enemy unit at the start of your hero phase, Khorne's blessing manifests as a squall of blood and gore which falls until your next hero phase. While this bloodrain is falling, KHORNE units in your army do not need to take battleshock tests.

Frenzied Charge: When units in a Bloodbound Warband make attacks in any turn that they charged, add 1 to the Attacks characteristic of all melee weapons they use. If the Bloodbound Warband contained the maximum number of units at the start of the battle, then you can also re-roll failed wound rolls of 1 for units from this battalion in the combat phase of any turn in which the unit charged.



KHORNE BLOODFORGED

With roaring vigour, the warrior-smiths of the Bloodforged set about their gruesome labour. Using hammer and anvil, and stoked by the fiery wrath of the Blood God, they armour themselves in the fresh gore and viscera of their enemies.

ORGANISATION

A Bloodforged battalion consists of the following units:

- 1 Skullgrinder
- 2-4 units of Wrathmongers
- 1-3 units of Blood Warriors

ABILITIES

Blood Aegis: For the Bloodforged, attack has ever been the best form of defence, for the blood they spill hardens upon their flesh until it is proof against all but the sharpest blade. When you make save rolls for this unit in the combat phase, ignore the enemy's Rend characteristic unless it is -2 or better.

Infectious Bloodletting: When the Bloodforged crash into the enemy battle-line, so potent is their ferocity that their mere proximity can cause even the most disciplined soldier to lose control. Roll a dice for each enemy model within 3" of a Bloodforged model at the start of each of your hero phases. On a roll of 6, you can immediately attack (but not pile in) with all of the melee weapons of the enemy model being rolled for as though it was part of your army. The model can attack its own unit, and even itself!



KHORNE GORE PILGRIMS

A procession of Gore Pilgrims charges to battle screaming verses of profane liturgy, and with each hack of their blades their prayers to Khorne grow louder. Blood seeps up from the ground, old wounds open afresh and the heart of every warrior beats with uncontrolled fury.

ORGANISATION

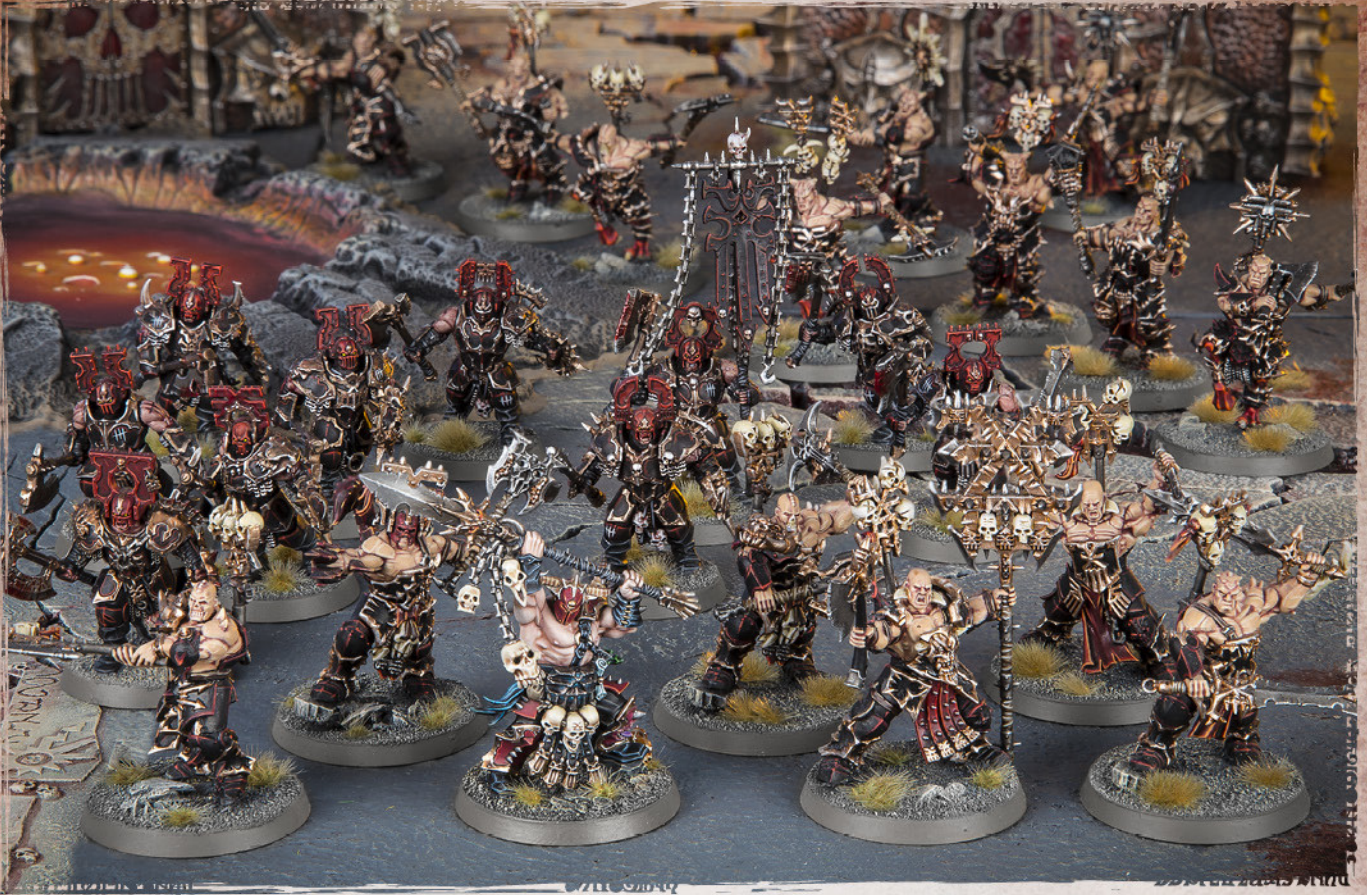
A Gore Pilgrims battalion consists of the following units:

- 1 Bloodsecrator
- 2-3 **SLAUGHTERPRIESTS**
- 1-2 units of Blood Warriors
- 1-2 units of Bloodreavers

ABILITIES

Acolytes of Khorne: The Slaughterpriests that lead the murderous congregation of Gore Pilgrims are amongst the most devoted of their bloody creed. You can choose to re-roll the dice when attempting a Bloodfuelled Prayer or Blood Blessing of Khorne with a **SLAUGHTERPRIEST** from the Gore Pilgrims.

Widening the Rift: The baleful chanting and bloody deeds of the Slaughterpriests greatly empower the Portal of Skulls borne by the Gore Pilgrims' Bloodsecrator, tearing a ragged breach into Khorne's realm through which the Blood God's boundless hate can freely flow. Increase the range of the Portal of Skulls ability of this battalion's Bloodsecrator by 6" for each of this battalion's **SLAUGHTERPRIESTS** that are within 8" of him when he opens the Portal of Skulls.



KHORNE SLAUGHTERBORN

Though a Lord of Khorne needs no bodyguard, the elite warriors of the Slaughterborn will carve a bloody path through their enemies to reach his side. By butchering all those that stand before the Lord, the Slaughterborn keep him from harm and from gaining more of Khorne's glory for himself.

ORGANISATION

A Slaughterborn battalion consists of the following units:

- 1 EXALTED DEATHBRINGER
- 2-4 units of Skullreapers
- 1-3 units of Blood Warriors

ABILITIES

Hungry for Glory: Though at first glance it seems that the Slaughterborn will hurl themselves into the fray to protect their lord, their actions are more often born simply of an unquenchable thirst to prove themselves in battle and raise their stature in Khorne's eyes. If your general is a **KHORNE HERO** and they are within 3" of any enemy units in the hero phase, any Slaughterborn units that are within 12" of your general can immediately attempt to charge those enemy units. Any Slaughterborn units that make successful charges in this manner can immediately pile in and each model in those units can make a single attack with one of their melee weapons during that hero phase.

KHORNE THE GORETIDE



The mere mention of the Goretide is enough to strike mortal fear into even the most valiant heart. Led by the dread warlord Korghos Khul, conqueror of a thousand empires, these blood-drunk killers have cut a gory swathe across the Realm of Fire, leaving nothing but smoking ruins and the piled skulls of their victims behind. Khul has promised to conquer all of Aqshy in his dark master's name, and such is his fearful reputation and slaughterous might that the outlandish oath hardly seems impossible. There is precious little in all the Mortal Realms that can hold back the unbridled ferocity of the Goretide's charge.

ORGANISATION

The Goretide must contain the following:

- 1 Mighty Lord of Khorne
- 1 Slaughterborn battalion (must contain 3 units of Blood Warriors)

The Goretide may also contain the following:

- 0-1 Gorechosen battalion
- 3-7 warscroll battalions chosen in any combination from the following list: Bloodbound Warband, Bloodforged, Brass Stampede, Dark Feast, Gore Pilgrims, Skulltake, Red Headsmen
- Any number of additional **KHORNE BLOODBOUND** units or warscroll battalions

If the Goretide contains the maximum number of battalions, it gains the Khorne Cares Not From Whence The Blood Flows and The Blood God's Scorn abilities (pg 112).

ABILITIES

Aqshy's Bane: Korghos Khul had all but conquered the Realm of Fire before Sigmar's Tempest robbed him of ultimate victory, and he remains one of Khorne's foremost mortal champions. In each of your hero phases, you can pile in up to 8" and attack with the Goretide's Mighty Lord of Khorne. In addition, you can re-roll all failed hit rolls for the Goretide's Mighty Lord of Khorne, including any attacks made with the Blood-dark Claws of his ferocious Flesh Hound, Grizzlemaw.

Hot-headed Conquerors: Whether by their own bloody-minded approach to warfare or the fiery influence of Aqshy itself, the Bloodbound tribes that fight beneath the banner of Korghos Khul's Goretide are always the first into battle. In each of your hero phases, roll a D6. You can move each Goretide unit up to the number rolled in inches. You cannot retreat or run as part of this move, but can use it to charge the enemy.

KHORNE THE SKULLFIEND TRIBE



Warriors of the Skullfiend Tribe care only for the taking of skulls, and have mastered the brutal art of decapitation during countless unholy purges and gore-splattered campaigns. From the back of his Juggernaut warbeast, the murderous psychopath known as Lord Skardrax the Slayer extols his horde to ever greater acts of carnage. His cruel laughter echoes over the screams of the dying and the sickening crunch of axes carving into soft necks. For the Skullfiends, this grim harvest is the only way to truly honour the Blood God, and they go about their holy work with ferocious glee.

ORGANISATION

The Skullfiend Tribe must contain the following:

- 1 Lord of Khorne on Juggernaut
- 1 Skulltake battalion (must contain 3 units of Skullreapers)

The Skullfiend Tribe may also contain the following:

- 0-1 Gorechosen battalion
- 3-7 warscroll battalions chosen in any combination from the following list: Bloodbound Warband, Bloodforged, Brass Stampede, Dark Feast, Gore Pilgrims, Slaughterborn, Skulltake, Red Headsmen
- Any number of additional **KHORNE BLOODBOUND** units or warscroll battalions

If the Skullfiend Tribe contains the maximum number of battalions, it gains the Khorne Cares Not From Whence The Blood Flows and The Blood God's Scorn abilities (pg 112).

ABILITIES

Skull Hunters: The murderous warriors of the Skullfiend Tribe choose to glorify Khorne by offering him the skulls of their most worthy adversaries, and have a well-deserved reputation for bringing down the mightiest foes to provide the Blood God his due. If any units from the Skullfiend Tribe are within 3" of any enemy **HEROES** or **MONSTERS** at the start of your hero phase, they can immediately pile in and each model in that unit can make a single attack against one such unit with one of their melee weapons.

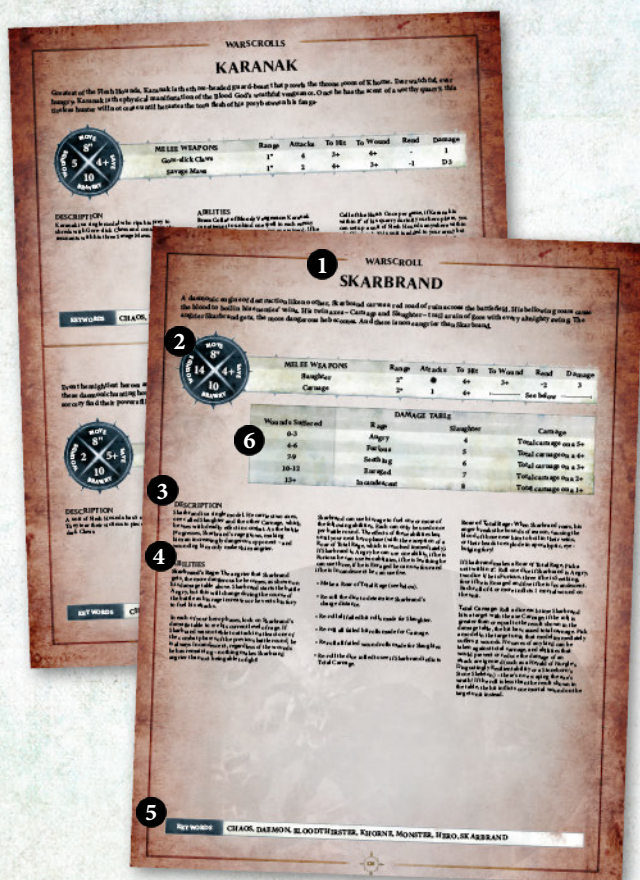
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a short piece of text explaining the background for the models and how they fight.



- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



HINTS & TIPS

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack.

Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all **KHORNE** models'. This means that it would apply to models that have the Khorne keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Daemons of Khorne army, just use models that have the **KHORNE** and **DAEMON** keywords.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.

SKARBRAND

A daemonic engine of destruction like no other, Skarbrand carves a red road of ruin across the battlefield. His bellowing roars cause the blood to boil in his enemies' veins. His twin axes – Carnage and Slaughter – trail a rain of gore with every almighty swing. The angrier Skarbrand gets, the more dangerous he becomes. And there is none angrier than Skarbrand.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaughter	2"	☀	4+	3+	-2	3
Carnage	2"	1	4+	—	See below	—

DAMAGE TABLE

Wounds Suffered	Rage	Slaughter	Carnage
0-3	Angry	4	Total carnage on a 5+
4-6	Furious	5	Total carnage on a 4+
7-9	Seething	6	Total carnage on a 3+
10-12	Enraged	7	Total carnage on a 2+
13+	Incandescent	8	Total carnage on a 1+

DESCRIPTION

Skarbrand is a single model. He carries two axes, one called Slaughter and the other Carnage, which he uses with deadly effect in combat. As the battle progresses, Skarbrand's rage grows, making him an increasingly dangerous opponent – and wounding him only makes him angrier.

ABILITIES

Skarbrand's Rage: The angrier that Skarbrand gets, the more dangerous he becomes, as shown on his damage table above. Skarbrand starts the battle Angry, but this will change during the course of the battle as his rage increases or he vents his fury to fuel his attacks.

In each of your hero phases, look on Skarbrand's damage table to see his current level of rage. If Skarbrand was not able to attack in at least one of the combat phases of the previous battle round, he is always Incandescent, regardless of the wounds he has remaining – nothing makes Skarbrand angrier than not being able to fight!

Skarbrand can use his rage to fuel one or more of the following abilities. Each can only be used once per battle round. The effects of these abilities last until your next hero phase (with the exception of a Roar of Total Rage, which is resolved immediately). If Skarbrand is Angry he can use one ability, if he is Furious he can use two abilities, if he is Seething he can use three, if he is Enraged he can use four and if he is Incandescent he can use five.

- Make a Roar of Total Rage (see below).
- Re-roll the dice to determine Skarbrand's charge distance.
- Re-roll all failed hit rolls made for Slaughter.
- Re-roll all failed hit rolls made for Carnage.
- Re-roll all failed wound rolls made for Slaughter.
- Re-roll the dice rolled to see if Skarbrand inflicts Total Carnage.

Roar of Total Rage: When Skarbrand roars, his anger breaks the bounds of reason, causing the blood of those near him to boil in their veins, or their heads to explode in apocalyptic, eye-bulging fury!

If Skarbrand makes a Roar of Total Rage, pick a unit within 8". Roll one dice if Skarbrand is Angry, two dice if he is Furious, three if he is Seething, four if he is Enraged and five if he is Incandescent. Each roll of 4 or more inflicts 1 mortal wound on the unit.

Total Carnage: Roll a dice each time Skarbrand hits a target with the axe Carnage; if the roll is greater than or equal to the result shown in the damage table, the hit has caused total carnage. Pick a model in the target unit; that model immediately suffers 8 wounds. No saves of any kind can be taken against total carnage, and abilities that would prevent or reduce the damage of an attack are ignored (such as a Herald of Nurgle's Disgustingly Resilient ability or a Stonehorn's Stone Skeleton) – there's no escaping the axe's wrath! If the roll is less than the result shown in the table, the hit inflicts one mortal wound on the target unit instead.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, SKARBRAND

BLOODTHIRSTER OF UNFETTERED FURY

The very earth recoils beneath the smouldering hooves of a Bloodthirster of Unfettered Fury. As this unholy horror stalks forwards to maim and destroy, its barbed whip lashing out to open throats and strip the flesh of its foes to the bone, so do gouts of molten rock erupt from deep underground, incinerating those who would dare raise their blades against this servant of Khorne.



MISSILE WEAPONS

Lash of Khorne

Range

8"

Attacks

☀

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Mighty Axe of Khorne

Range

2"

Attacks

6

To Hit

3+

To Wound

☀

Rend

-2

Damage

D3

DAMAGE TABLE

Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-3	10"	4	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	2	4+
13+	6"	1	4+

DESCRIPTION

A Bloodthirster of Unfettered Fury is a single model. It wields a barbed Lash of Khorne in one hand and a Mighty Axe of Khorne in the other.

FLY

A Bloodthirster of Unfettered Fury can fly.

ABILITIES

Drawn in for the Kill: If a Bloodthirster of Unfettered Fury hits an enemy **HERO** or **MONSTER** with its Lash of Khorne but does not kill it, roll a dice at the end of the shooting phase and move the model that many inches directly towards the Bloodthirster. The model can be moved to within 3" of the Bloodthirster.

The Land Rebels: The ground around a Bloodthirster of Unfettered Fury becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below. At the beginning of your hero phase, roll a dice for each enemy unit within 8". On a 6, that unit suffers a mortal wound and halves its Move until your next hero phase.

COMMAND ABILITY

Rejoice in the Slaughter: A Bloodthirster of Unfettered Fury is an unsuited leader, driving its subjects into the enemy in great numbers. If a Bloodthirster of Unfettered Fury uses this ability, then until your next hero phase **KHORNE DAEMON** units within 8" of this model when they pile in can move up to 6" instead of 3".

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Fury spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF FURY

Summon Bloodthirster of Fury has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Unfettered Fury within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, BLOODTHIRSTER OF UNFETTERED FURY

BLOODTHIRSTER OF INSENSATE RAGE

A Bloodthirster of Insensate Rage is a force of supreme carnage upon the battlefield, charging forwards with horrific momentum to shatter entire formations with a single slice of its double-headed Great Axe of Khorne. The brutal shock wave of the apocalyptic impact is powerful enough to shatter the skulls of those nearby, sending gouts of blood and bone erupting into the air.



MELEE WEAPONS

Great Axe of Khorne

Range

2"

Attacks

☀

To Hit

4+

To Wound

2+

Rend

-2

Damage

D6

DAMAGE TABLE

Wounds Suffered	Move	Great Axe of Khorne	Outrageous Carnage
0-3	10"	4	3 mortal wounds
4-6	9"	4	D3 mortal wounds
7-9	8"	3	D3 mortal wounds
10-12	7"	3	1 mortal wound
13+	6"	2	1 mortal wound

DESCRIPTION

A Bloodthirster of Insensate Rage is a single model. It wields a gigantic Great Axe of Khorne in both hands.

FLY

A Bloodthirster of Insensate Rage can fly.

ABILITIES

Rage Unbound: You can re-roll hit rolls of 1 for this model's Great Axe of Khorne if it charged this turn.

Outrageous Carnage: A Great Axe of Khorne strikes with the boundless rage of the Blood God himself. As the unfortunate target is pulverised, those nearby are thrown backwards, their brains exploding from their skulls as they are struck by a bow wave of incredible force. If the wound roll for a Great Axe of Khorne is 6 or more, each enemy unit within 8" of the Bloodthirster suffers a number of mortal wounds. The number of mortal wounds suffered is shown in the damage table above.

COMMAND ABILITY

Bloodthirsty Charge: If a Bloodthirster of Insensate Rage uses this ability, then in your next charge phase, you can re-roll the dice when determining the charge distance for any **KHORNE DAEMON** units within 8".

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Rage spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF RAGE

Summon Bloodthirster of Rage has a casting value of 10. If successfully cast, you can set up a Bloodthirster of Insensate Rage within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, BLOODTHIRSTER OF INSENSATE RAGE

WRATH OF KHORNE BLOODTHIRSTER

Wrath of Khorne Bloodthirsters are Khorne's agents of vengeance, sent forth to claim the skulls of those who have insulted or offended him. Should their hell-forged weapons fail to slice their quarry apart, they will spit forth a blast of purest hellfire, melting flesh from bone and leaving only a charred skeleton behind.



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Breath	8"	1	See below		
Bloodflail	12"	1	3+	3+	-1 * D3

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne	2"	6	3+	* -2	D3

DAMAGE TABLE

Wounds Suffered	Move	Bloodflail	Mighty Axe of Khorne
0-3	10"	6	2+
4-6	9"	3	3+
7-9	8"	3	3+
10-12	7"	D3	4+
13+	6"	D3	4+

DESCRIPTION

A Wrath of Khorne Bloodthirster is a single model. It wields a murderous Bloodflail in one hand and a Mighty Axe of Khorne in the other.

FLY

A Wrath of Khorne Bloodthirster can fly.

ABILITIES

Hellfire Breath: In the shooting phase, a Wrath of Khorne Bloodthirster can breathe a roaring blast of hellfire. Pick a unit within range that is visible to the Bloodthirster; that unit suffers D3 mortal wounds.

Relentless Hunter: You can re-roll any failed hit rolls for attacks made by this model against **HEROES** or **MONSTERS**.

Rune-crown of Khorne: A Wrath of Khorne Bloodthirster can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard. Add 2 to the result of any unbinding rolls made for it.

COMMAND ABILITY

Lord of the Blood Hunt: If a Wrath of Khorne Bloodthirster uses this ability, select a unit of **KHORNE DAEMONS** within 16". Until your next hero phase, that unit can run and charge in the same turn and you can add 1 to its run and charge rolls.

MAGIC

CHAOS WIZARDS know the Summon Bloodthirster of Wrath spell, in addition to any others they know.

SUMMON BLOODTHIRSTER OF WRATH

Summon Bloodthirster of Wrath has a casting value of 10. If successfully cast, you can set up a Wrath of Khorne Bloodthirster within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO, WRATH OF KHORNE BLOODTHIRSTER

KARANAK

Greatest of the Flesh Hounds, Karanak is the three-headed guard-beast that prowls the throne room of Khorne. Ever watchful, ever hungry, Karanak is the physical manifestation of the Blood God's wrathful vengeance. Once he has the scent of a worthy quarry, this tireless hunter will not cease until he tastes the torn flesh of his prey between his fangs.



MELEE WEAPONS

Gore-slick Claws

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

4+

-

1

Savage Maws

1"

2

4+

3+

-1

D3

DESCRIPTION

Karanak is a single model who rips his prey to shreds with Gore-slick Claws and consumes the remnants with his three Savage Maws.

ABILITIES

Brass Collar of Bloody Vengeance: Karanak can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard. If he successfully unbinds a spell, the caster immediately suffers D3 mortal wounds.

Prey of the Blood God: After set-up is complete, you can pick one **HERO** to be Karanak's quarry. You can re-roll failed hit and wound rolls for Karanak when he attacks this model.

Call of the Hunt: Once per game, if Karanak is within 8" of his quarry during your hero phase, you can set up a unit of Flesh Hounds anywhere within 8" of Karanak. This unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUND, KARANAK

FLESH HOUNDS

Even the mightiest heroes are worn down by the Flesh Hounds' tireless pursuit. Swift, strong, and tenacious beyond mortal reason, these daemoniac hunting hounds run their quarry to ground without mercy. Those who seek to trick or destroy the Flesh Hounds with sorcery find their powers flickering to nothing, extinguished by the wrath of Khorne.



MELEE WEAPONS

Blood-dark Claws

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

4+

-

1

DESCRIPTION

A unit of Flesh Hounds has 5 or more models. They tear their victims to pieces with their Blood-dark Claws.

ABILITIES

Collars of Khorne: This unit can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard. Add 1 to the unbinding roll if the unit contains 10 or more models.

Tireless Hunters: You can re-roll failed charge rolls for this unit.

Locus of Abjuration: You can re-roll failed unbinding attempts for this unit if it is within 8" of a **DAEMON HERO** of **KHORNE** from your army.

MAGIC

CHAOS WIZARDS know the Summon Flesh Hounds spell, in addition to any others they know.

SUMMON FLESH HOUNDS

Summon Flesh Hounds has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Flesh Hounds within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Flesh Hounds instead.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUNDS

SKULLTAKER

Skulltaker is Khorne's immortal champion and the greatest of all Bloodletters. Over countless aeons he has reaped a horrific harvest of worthy skulls for his dark master. Ever seeking fresh trophies, Skulltaker scans the battlefield for the enemy's greatest champion, bellowing his challenge before darting forwards with quicksilver speed, sword slaving for the taste of blood.



MELEE WEAPONS

The Slayer Sword

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

3

DESCRIPTION

Skulltaker is single model. He is armed with the murderous Slayer Sword, and wears his infamous Cloak of Skulls.

ABILITIES

Cloak of Skulls: You can re-roll failed save rolls for Skulltaker.

Decapitating Strike: If the hit roll for the Slayer Sword is 6 or more, that blow inflicts 3 mortal wounds instead of its normal damage.

Skulls for Khorne: You can re-roll all failed hit and wound rolls when Skulltaker targets a **HERO**.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLTAKER

SKULLMASTER, HERALD OF KHORNE

The warcry of the Skullmaster rings furiously over the thunderous hoofbeats of its ironclad steed. Leading its daemonic brethren from the front, the Herald slams into the enemy with titanic force. Bones shatter. Armour buckles. Flesh tears and blood falls like rain, while the Skullmaster exults in the absolute slaughter it has unleashed.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Skullmaster, Herald of Khorne is a single model. The Herald wields a ruinous Blade of Blood, and rides atop a mighty Juggernaut of Khorne that gores and tramples its victims to death beneath its Brazen Hooves.

ABILITIES

Slaughter and Ruin: You can re-roll all failed hit rolls for this model if it charged in the same turn.

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: If this model completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

MAGIC

CHAOS WIZARDS know the Summon Skullmaster spell, in addition to any others they know.

SUMMON SKULLMASTER

Summon Skullmaster has a casting value of 5. If successfully cast, you can set up a Skullmaster, Herald of Khorne within 16" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, SKULLMASTER

BLOODMASTER, HERALD OF KHORNE

Loping into battle, the Bloodmaster carves through the enemy ranks. Each whistling swing of its blade of blood opens throats and splits torsos, while truly worthy victims find their heads severed from their bodies. Around the Herald, the Bloodletters of Khorne fight all the harder, driven on by its murderous aura.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1

DESCRIPTION

A Bloodmaster, Herald of Khorne is a single model that wields a ruinous Blade of Blood.

ABILITIES

Decapitating Blow: If the hit roll for a Blade of Blood is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

The Blood Must Flow: After a Bloodmaster attacks in the combat phase, you can pick another **BLOODLETTER** unit within 8". That unit can immediately pile in and attack if it is within 3" of the enemy and has not already attacked this phase.

MAGIC

CHAOS WIZARDS know the Summon Bloodmaster spell, in addition to any others they know.

SUMMON BLOODMASTER

Summon Bloodmaster has a casting value of 5. If successfully cast, set up a Bloodmaster, Herald of Khorne within 16" of the caster and more than 9" from any enemy models. The Bloodmaster is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, BLOODMASTER

BLOODLETTERS

Bloodletters brandish their brazen hellblades and howl maddened battle cries as they lope into battle. Terrifying, sonorous horn blasts ring out as the demons charge in an overwhelming, writhing tide, the deafening clarion call resounding in the enemy's ears even as the Bloodletters' vicious blades rip through their flesh.



MELEE WEAPONS

Hellblade

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Bloodletters has 10 or more models. They each wield a murderous Hellblade.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks rather than 1 with its Hellblade.

ICON BEARER

Models in this unit may be Icon Bearers. Icon Bearers bear either a Gore-drenched Icon or a Bloodsoaked Banner.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Gore-drenched Icon: If you roll a 1 when making a battleshock test for a unit that includes any Gore-drenched Icons, reality blinks and the daemonic horde is bolstered. Add D6 Bloodletters to the unit.

Bloodsoaked Banner: Daubed in the blood of champions, a Bloodsoaked Banner drives its bearers on in the name of Khorne. Each time a unit containing any Bloodsoaked Banners slays a **HERO**, add 1 to any charge rolls you make for it for the rest of the battle.

Locus of Fury: You can re-roll hit rolls of 1 for this unit if there is a **DAEMON HERO** of **KHORNE** from your army within 8".

Murderous Tide: Bloodletters attacking en masse are a terrifying prospect, swarming forward to eviscerate foes with their Hellblades. You can add 1 to hit rolls made for a Bloodletter if its unit contains 20 or more models.

MAGIC

CHAOS WIZARDS know the Summon Bloodletters spell, in addition to any others they know.

SUMMON BLOODLETTERS

Summon Bloodletters has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Bloodletters within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Bloodletters instead.

KEYWORDS

CHAOS, DAEMON, KHORNE, BLOODLETTERS

BLOODCRUSHERS

The ground shakes with the onrushing fury of the Bloodcrushers. With the force of a falling mountain they crash into their enemy's midst and leave a trail of mangled bodies behind them. Those not crushed beneath the merciless weight of the Juggernauts are decapitated by the swinging hellblades of their riders.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Bloodcrushers has 3 or more models. The Bloodletter riders wield deadly Hellblades, while their Juggernaut mounts trample the foe with their Brazen Hooves.

BLOODHUNTER

The leader of this unit is the Bloodhunter. A Bloodhunter makes 2 attacks with its Hellblade instead of 1.

ICON BEARER

Models in this unit may be Icon Bearers. If you roll a 1 when taking a battleshock test for a unit that includes any Icon Bearers, reality blinks and the daemonic horde is bolstered. Add D3 Bloodcrushers to the unit.

HORNBLOWER

Models in this unit can be Hornblowers. Your opponent must re-roll battleshock tests of 1 for units that are within 6" of any Hornblowers.

ABILITIES

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

Murderous Charge: If this unit completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds; if this unit includes 6 or more models, the target unit suffers D6 mortal wounds instead.

Locus of Wrath: You can re-roll all failed hit rolls for this unit if it charged this turn and there is a **DAEMON HERO** of **KHORNE** from your army within 8".

MAGIC

CHAOS WIZARDS know the Summon Bloodcrushers spell, in addition to any others they know.

SUMMON BLOODCRUSHERS

Summon Bloodcrushers has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Bloodcrushers within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Bloodcrushers instead.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS

SKULL CANNONS

Like a warped mockery of Sigmar's Tempest, the Skull Cannons of Khorne fill the skies with the echoing thunder of their discharge. Each hideous war machine vomits forth a barrage of skulls amid blasts of sulphurous smoke and flame, their macabre ordnance screaming through the skies before exploding with murderous fury in the enemy's midst.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Skull	30"	1	3+	3+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A unit of Skull Cannons can have any number of models. Each is ridden by a pair of Bloodletter crew that carry glowing Hellblades, whilst the cannon itself swallows victims with its Gnashing Maw and launches their Burning Skulls from its great, fanged barrel.

ABILITIES

Skull Cannon: When a Skull Cannon shoots a Burning Skull, add 1 to the hit roll if the target contains 10 or more models.

Grind their Bones, Seize their Skulls: Enemies seized by a Skull Cannon's jaws are used to power the infernal machine, their skulls taken and used as fiery munitions. If the Skull Cannon's Gnashing Maw causes any wounds in the combat phase, at the end of that phase you can make a Burning Skull attack as though it were your shooting phase.

Decapitating Blow: If the hit roll for a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

CHAOS WIZARDS know the Summon Skull Cannon spell, in addition to any others they know.

SUMMON SKULL CANNON

Summon Skull Cannon has a casting value of 8. If successfully cast, you can set up a Skull Cannon within 16" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, SKULL CANNONS

BLOOD THRONE

The Blood Throne roars into battle with its monstrous maw gaping wide. From atop its dais, a Herald of Khorne hisses out commands to his daemonic foot soldiers, he and his charioteers hacking down any enemy foolish enough to draw close. Their corpses are swiftly gobbled down by the throne itself, their soulstuff sustaining its unnatural flesh.



MELEE WEAPONS

Blade of Blood

Hellblades

Gnashing Maw

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

4

3+

3+

-1

1

1"

2

4+

3+

-1

1

1"

1

4+

3+

-1

D3

DESCRIPTION

A Blood Throne is a single model. The Herald riding the Blood Throne wields a deadly Blade of Blood, and the Bloodletter Charioteers carry glowing Hellblades. The Blood Throne itself rolls forward to maul the foe with its Gnashing Maw.

ABILITIES

Gorefest: The Blood Throne heals a wound at the end of the combat phase for each wound that was inflicted by its Gnashing Maw.

Decapitating Blow: If the hit roll for a Blade of Blood or a Hellblade is 6 or more, that blow inflicts a mortal wound instead of its normal damage.

MAGIC

CHAOS WIZARDS know the Summon Blood Thrones spell, in addition to any others they know.

SUMMON BLOOD THRONE

Summon Blood Throne has a casting value of 8. If successfully cast, you can set up a Blood Throne within 16" of the caster and more than 9" from any enemy models. This model is added to your army but cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, BLOOD THRONE

MIGHTY LORD OF KHORNE

Foes fall before the Mighty Lord of Khorne like wheat before a scythe. As his axe howls through the air its blade tears reality asunder, sending foes screaming into the brass hell of Khorne's Realm. At the lord's bellowed command, his warriors redouble their efforts to slaughter their foes, screaming Khorne's praises all the while.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Khorne	1"	3	3+	3+	-1	D3
Flesh Hound's Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A Mighty Lord of Khorne is a single model. He is armed with an Axe of Khorne, and accompanied by a Flesh Hound. The Flesh Hound fights with fearsome Blood-dark Claws.

ABILITIES

Collar of Khorne: A Flesh Hound has a collar of Khorne, which allows its owner to attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Reality-splitting Axe: After a Mighty Lord of Khorne has made all of his attacks with his Axe of Khorne in the combat phase, roll a dice for each enemy model that suffered one or more wounds as a result of those attacks but was not slain. On a roll of 5 or more, the axe cleaves a rent in the fabric of reality, hurling the victim to Khorne's realm. The model being rolled for is slain.

COMMAND ABILITY

Gorelord: If this model uses this ability, pick up to 3 MORTAL KHORNE units in your army within 24" of this model in your hero phase. Until your next hero phase, when you make charge rolls for this model or any of the units you picked, roll 3 dice rather than 2 dice, and use the 2 dice with the highest rolls to determine the charge move of the unit being rolled for.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, HERO, MIGHTY LORD OF KHORNE

BLOODSECRATOR

Howling in rage, the Bloodsecrator hacks and smashes his way through the foe with his icon of Khorne held high. Slamming its haft into gore-soaked ground, the Bloodsecrator rips a ragged wound in the veil of reality. Through this rift pour the wrathful energies of Khorne, which infuse the Bloodbound and drive them on to new heights of violence.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Axe	1"	4	3+	3+	-1	1

DESCRIPTION

A Bloodsecrator is a single model. He is armed with an Ensorcelled Axe. He carries a Portal of Skulls, a blessed icon of Khorne.

ABILITIES

Portal of Skulls: In your hero phase, you can declare that this model opens the Portal of Skulls. If you do, until your next hero phase you may not move the model, but it has the following abilities:

Loathsome Sorcery: Both sides must re-roll successful casting rolls for wizards within 18" of this model, before any unbinding rolls are made.

Rage of Khorne: This ability affects all KHORNE units in your army within 18" of this model at the start of the combat phase. When they attack, add 1 to the Attacks characteristic of all melee weapons used by units affected by the Rage of Khorne. In addition, players do not have to take battleshock tests for any KHORNE units within 18" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, HERO, TOTEM, BLOODSECRATOR

SKARR BLOODWRATH

In battle, Skarr Bloodwrath is a terrifying maelstrom of carnage. His Bloodstorm Blades whip and rattle around him like extensions of his furious will as he carves gory paths through the ranks of the foe. Even should he fall, Skarr rises again from the spilt blood of his victims, his axes held ready for vengeance.



MELEE WEAPONS

Bloodstorm Blades

Range

3"

Attacks

5

To Hit

2+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

Skarr Bloodwrath is a single model. He is armed with the Bloodstorm Blades.

ABILITIES

The Slaughterborn: Skarr Bloodwrath has died countless times, but each time, he has been reborn amid the clash of blades and the screams of dying men. After he has been slain, roll a dice at the start of each battleshock phase if at least 8 models have been slain during the turn. On a roll of 4 or more, the Slaughterborn rises from a swirling pool of blood; set up Skarr Bloodwrath anywhere on the battlefield more than 9" from the enemy.

Slaughterstorm: When faced with a horde of foes, Skarr Bloodwrath can make a slaughterstorm attack instead of attacking normally, swinging the Bloodstorm Blades in wide arcs and claiming countless skulls for his master. To do so, select a target unit and make one attack against it for each model that is within range. Repeat this for each enemy unit that is within range of the Bloodstorm Blades.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKARR BLOODWRATH

VALKIA THE BLOODY

Leathery wings spread wide, Valkia the Bloody soars upon the blazing winds of war. When a worthy foe presents themselves, she plunges into battle, her mighty spear Slaupnir levelled to rip through her victim's heart. Around this brutal warrior queen, the devotees of Khorne fight all the harder, for wherever Valkia goes, the eye of Khorne follows.



MELEE WEAPONS

Slaupnir

Range

2"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-2

Damage

1

DESCRIPTION

Valkia the Bloody is a single model. She wields the spear Slaupnir, and fends off her foes' attacks with the fell artefact known as the Daemonshield.

FLY

Valkia the Bloody can fly.

ABILITIES

The Gaze of Khorne: MORTAL KHORNE units in your army are under the gaze of Khorne while they are within 12" of Valkia the Bloody, and will strive not to fail before their god. You can re-roll battleshock tests for these units, but if any models flee after the re-roll, a further D3 from that unit are slain as the Blood God punishes them for their cowardice!

The Spear Slaupnir: Valkia's great spear is at its deadliest as she descends from the sky to strike at her target's heart. Its Damage characteristic is D3 rather than 1 if Valkia charged in the same turn.

Daemonshield: Adorned with the head of a Daemon Prince that was foolish enough to earn Valkia's ire, this shield is a powerful relic. Subtract 1 from any wound rolls for attacks that target Valkia the Bloody in the combat phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, VALKIA THE BLOODY

LORD OF KHORNE ON JUGGERNAUT

Already a terrifying warrior in his own right, a Khornate lord astride a Juggernaut becomes an unstoppable force of destruction. Foes not crushed to bloody ruin by his thunderous charge are hacked apart in seconds, while the sheer momentum of his assault draws his followers howling in his wake to tear the heart from the enemy army.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wrathforged Axe	1"	3	3+	3+	-1	D3
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A Lord of Khorne on Juggernaut is a single model. He is armed with a Wrathforged Axe, carries a Brass-clad Shield and rides a Juggernaut. The Juggernaut tramples the foe with its Brazen Hooves.

ABILITIES

Brass-clad Shield: If this model suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds are ignored.

Murderous Charge: If this model completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

Daemonic Axe: If the wound roll for an attack made with the Wrathforged Axe is 6 or more, the daemon bound within awakens and guides the strike. The attack inflicts 3 wounds rather than D3.

COMMAND ABILITY

Blood Stampede: If this model uses this ability, pick up to 3 **MORTAL KHORNE** units within 24" of him. Until your next hero phase, add 1 to the wound rolls made in the combat phase for this model and any units you picked, as long as they charged in the same turn.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBLOOD, HERO, LORD OF KHORNE ON JUGGERNAUT

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

Ruinous Axe

Bloodbite Axe

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

3

4+

3+

-1

2

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

EXALTED DEATHBRINGER

WITH IMPALING SPEAR

Roaring in triumph as he spears his foe through the torso, the Exalted Deathbringer hoists his victim high with a single muscular heave. The weight of the enemy's own body drives them further onto the impaling polearm, pushing the blade ever deeper with each convulsion. Before long another impressive trophy is added to the Deathbringer's grisly collection.



MELEE WEAPONS

Impaling Spear

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

5

3+

3+

-1

1

DESCRIPTION

An Exalted Deathbringer with Impaling Spear is a single model. He slays his opponents by skewering them with his enormous Impaling Spear and heaving them into the air for all to see.

ABILITIES

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

Brutal Impalement: Those caught on the end of an Impaling Spear will suffer an agonising death. Roll a dice when an enemy **HERO** is wounded by an Impaling Spear but not slain; on a 1, 2 or 3 nothing happens, but on a 4, 5 or 6 the **HERO** suffers a mortal wound as their own weight forces them further down the length of the weapon's haft. Continue to repeat this process until you either fail to inflict a mortal wound or the enemy **HERO** is slain.

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

ASPIRING DEATHBRINGER

Through constant battle and unrelenting slaughter, an Aspiring Deathbringer fights his way to gore-splattered glory. Even as his axe bites through the flesh of his foes, the fell champion screams the Blood God's praise, urging the Bloodbound to overrun the enemy and carve them apart in the name of Khorne.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodaxe	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	3+	4+	-	1

DESCRIPTION

An Aspiring Deathbringer is a single model. He is armed with a Bloodaxe and a Wrath-hammer.

ABILITIES

Thirst for Glory: If a **KHORNE HERO** is slain within 6" of this model, you can re-roll failed hit rolls and save rolls for this model for the rest of the battle.

COMMAND ABILITY

Slaughter Incarnate: If this model uses this ability, then until your next hero phase you can add 1 to the Attacks characteristic of all melee weapons used by **MORTAL KHORNE** units in your army while they are within 6" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, ASPIRING DEATHBRINGER

ASPIRING DEATHBRINGER

WITH GOREAXE AND SKULLHAMMER

The Blood God's contempt for cowards is personified in those Aspiring Deathbringers who hunt the weak. Striding forwards with menace in every step, their twisted snarl hidden by a death's head mask, these butchers strike the fear of Khorne into their victims. Those that show even a flicker of doubt are mercilessly slain and left to rot where they fall.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	3	3+	4+	-	1
Skullhammer	1"	3	4+	3+	-	1

DESCRIPTION

An Aspiring Deathbringer with Goreaxe and Skullhammer is a single model. He wears gore-encrusted armour and wields a Goreaxe and Skullhammer, the better to hew his way through ranks of the weak and cowardly.

ABILITIES

Bane of Cowards: Nothing infuriates this champion more than to see cowardice writ large on the faces of his foes in battle. Such wretched weakness will see this warrior reach new heights of murderous killing fury. If any enemy models flee within 8" of this Aspiring Deathbringer in the battleshock phase, this model can, at the end of that phase, pile in and attack as if it were the combat phase.

COMMAND ABILITY

Slaughter Incarnate: If this model uses this ability, then until your next hero phase you can add 1 to the Attacks characteristic of all melee weapons used by **MORTAL KHORNE** units in your army while they are within 6" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, ASPIRING DEATHBRINGER

SLAUGHTERPRIEST

Towering, axe-wielding berserkers, a Slaughterpriest is a living beacon of the Blood God's power upon the battlefield. These foul priests direct their comrades into battle according to visions sent by Khorne himself, boil their enemies' blood in their veins and drive the foe mad with suicidal battle-lust.



MELEE WEAPONS

Bloodbathed Axe

Range

2"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-

Damage

2

DESCRIPTION

A Slaughterpriest is a single model. He is armed with a Bloodbathed Axe, a ritual cleaver the height of a lesser man.

ABILITIES

Scorn of Sorcery: As walking avatars of the Blood God's fury, Slaughterpriests share their master's distaste for magic and those that use it. This model can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as super-heated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, PRIEST, SLAUGHTERPRIEST

SLAUGHTERPRIEST WITH HACKBLADE AND WRATH-HAMMER

A spiked metal ball curves through the air like a meteor, its anchoring chain rattling out from the Slaughterpriest's forearm. Those not slain by his wrath-hammer are pulled into his reach and roughly decapitated by his jagged hackblade, even as he howls out his devotion to the Blood God.



MELEE WEAPONS

Hackblade

Range

1"

Attacks

3

To Hit

3+

To Wound

4+

Rend

-

Damage

1

Wrath-hammer

Range

3"

Attacks

D3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A Slaughterpriest with Hackblade and Wrath-hammer is a single model. He wields a bludgeoning Wrath-hammer and a jagged Hackblade.

ABILITIES

Scorn of Sorcery: As walking avatars of the Blood God's fury, Slaughterpriests share their master's distaste for magic and those that use it. This model can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as super-heated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, PRIEST, SLAUGHTERPRIEST

SKULLGRINDER

Trailing sulphurous flame, the chained anvil of the Skullgrinder roars through the air like a dark mockery of Sigmar's twin-tailed comet. The Khornate smith swings his mighty weapon in wide, bloody arcs, smashing bone, pulping flesh and crushing skulls to draw down the blessings of the Blood God upon his comrades.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Brazen Anvil	2"	2	3+	2+	-1	3
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DESCRIPTION

A Skullgrinder is a single model. He swings a heavy Brazen Anvil with terrifying ease, which he uses to obliterate the Blood God's enemies.

ABILITIES

Favoured by Khorne: Add 1 to the Bravery of all MORTAL KHORNE units in your army that are within 6" of this model.

Altar of Skulls: If a HERO or MONSTER is slain by the Skullgrinder's Brazen Anvil, the Skullgrinder and all MORTAL KHORNE units in your army within 8" are blood-blessed for the rest of the battle. If a hit roll for an attack made by a blood-blessed model is 4 or higher, make two wound rolls rather than one.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKULLGRINDER

BLOODSTOKER

Not content simply to cut apart his foes with blade in hand, the Bloodstoker instead wields whole warbands of Bloodbound as a weapon. Every whip-crack of his expertly plied lash builds the battle-frenzy of those around him, their screams of hatred and fury echoing across the battlefield as they hurl themselves at the foe with wrathful abandon.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
--	-------	---------	--------	----------	------	--------

Torture Blade	1"	3	3+	3+	-	1
Blood Whip	3"	3	3+	4+	-	1

DESCRIPTION

A Bloodstoker is a single model. He is armed with a Torture Blade and Blood Whip.

ABILITIES

Whipped to Fury: In your hero phase, pick one KHORNE unit from your army within 12" of this model. Until your next hero phase, you can add 3" to all run or charge rolls for a unit that has been whipped to fury, and can re-roll wound rolls of 1 for models in that unit.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, BLOODSTOKER

BLOOD WARRIORS

Smashing their way through the maelstrom of battle, Blood Warriors roar incoherent curses as they hack and bludgeon their foes to ruin, the air around them shimmering with the rising heat of their fury. Such is their dedication to Khorne that they continue to chop and hew even after suffering wounds that would fell lesser men.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	2	3+	4+	-	1
Goreglaive	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Blood Warriors has 5 or more models. Some units of Blood Warriors take to the battlefield with a Goreaxe in each hand, while others prefer to use a single Goreaxe so that they can also carry a Gorefist. 1 in every 10 models may instead be armed with a Goreglaive.

CHAOS CHAMPION

The leader of this unit is a Chaos Champion. A Chaos Champion makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

ABILITIES

No Respite: If a model from this unit is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

Goreaxes: You can re-roll hit rolls of 1 for models armed with more than one Goreaxe.

Gorefists: Each time you make a successful save roll for a unit that contains any models carrying Gorefists, and the attacking unit is within 1" of this unit, roll a dice. For each roll of a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOOD WARRIORS

BLOODREAVERS

Descending upon their foes in a howling, chanting tide, the barbarous tribes of the Bloodreavers sweep away the enemy with sheer weight of numbers. Each Bloodreaver is a frothing killer, his body thick with slabs of muscle and his fists wrapped around the hafts of heavy weapons that can lop heads and dismember foes with every swing.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Blades	1"	1	4+	4+	-	1
Meatripper Axe	1"	1	4+	4+	-1	1

DESCRIPTION

A unit of Bloodreavers has 10 or more models. Some units of Bloodreavers fight with Reaver Blades, while others prefer to use Meatripper Axes.

CHIEFTAIN

The leader of this unit is a Chieftain. A Chieftain makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes one or more Icon Bearers, add 1 to the Bravery of all its models.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Frenzied Devotion: If this unit is within 12" of a **CHAOS TOTEM** from your army when it is selected to attack, then all models in this unit make 2 attacks rather than 1, and the Chieftain makes 3 attacks rather than 2.

Reaver Blades: You can re-roll hit rolls of 1 for models armed with Reaver Blades.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOODREAVERS

SKULLREAPERS

It is the sworn task of the Skullreapers to claim worthy skulls for Khorne, and it is a duty they go about with savage determination. Whether wielding gore-slick blades in each hand, or the huge headsman's axes known as spinecleavers, these hulking warriors storm through the enemy ranks leaving behind a trail of headless corpses.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Blades	1"	3	3+	3+	-	1
Daemonblades	1"	3	4+	3+	-	1
Spinecleaver	1"	2	3+	3+	-1	2
Soultearer	1"	2	4+	3+	-1	2
Vicious Mutation	1"	1	3+	4+	-1	D3

DESCRIPTION

A unit of Skullreapers has 5 or more models. Some units of Skullreapers are armed with Gore-slick Blades, while others show Khorne's favour by wielding Daemonblades. 1 in every 5 models may instead be armed with a Spinecleaver or a Soultearer.

SKULLSEEKER

The leader of this unit is a Skullseeker. A Skullseeker attacks with a Vicious Mutation in addition to his other weapons.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

ABILITIES

Trial of Skulls: Keep a running total of the number of enemy models slain by this unit's attacks. If the running total is greater than the number of models in this unit, you can re-roll failed hit rolls for this unit. If the running total is at least double the number of models, you can also re-roll failed wound rolls.

Daemonforged Weapons: When a model attacks with a Daemonblade or Soultearer, and the hit roll is 6 or higher, the daemon bound inside the blade awakens; the target suffers a mortal wound in addition to any other damage. If the wound roll is a 1, the attacking unit suffers a mortal wound instead!

Frenzied Attacks: Skullreapers attack in a blood-crazed frenzy, their blades whirling in deadly arcs that are all but impossible to parry. You can re-roll hit rolls of 1 for models armed with Gore-slick Blades or Daemonblades.

Murderous to the Last: Skullreapers do not fear death, but they are determined to not breathe their last as long as there are worthy skulls to be harvested. Roll a dice immediately after any model from this unit is slain in the combat phase. If the result is 4 or 5, the attacking unit suffers a mortal wound; if it is 6, the attacking unit suffers D3 mortal wounds instead.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, SKULLREAPERS

WRATHMONGERS

With the chained hammers of their wrath-flails spinning and whipping around them, the Wrathmongers hurl themselves into the midst of their foes. A red mist of blood and fury hangs around these Chaos-twisted berserkers, driving friend and foe alike into a murder-maddened frenzy from which none walk away alive.



MELEE WEAPONS

Wrath-flails

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Wrathmongers has 5 or more models. They are armed with Wrath-flails.

WRATHMASTER

The leader of this unit is a Wrathmaster. A Wrathmaster makes 5 attacks rather than 4.

ABILITIES

Wrath-flails: Add 1 to any hit rolls made for a model attacking with Wrath-flails if that model charged in the same turn.

Crimson Haze: All models (friend or foe) within 3" of a Wrathmonger in the combat phase are overcome with a murder-frenzy and make 1 more attack with each of their melee weapons. This does not affect Wrathmongers, who are already in this state of blood-lust.

Bloodfury: Each time a Wrathmonger is slain in the combat phase, the spilt blood drives the enemy into a berserk rage in which they can no longer tell friend from foe; you can choose an enemy model that is within 2" of the slain model. Immediately attack with the enemy model you chose as though it was part of your army. The model can attack its own unit, and even itself! No enemy model can be chosen in this way more than once in a phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, WRATHMONGERS

MIGHTY SKULLCRUSHERS

The ground shakes beneath the pounding hooves of Juggernauts as the Mighty Skullcrushers charge into battle. Foes in their path are smashed aside by momentum of their charge, blood bursting from their ruined bodies. The rest fall soon enough, the Mighty Skullcrushers hacking all around with their axes until all that remains is blood and ruin.



MELEE WEAPONS

Ensorcelled Axe

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-

Damage

1

Bloodglave

1"

2

4+

3+

-1

1

Juggernaut's Brazen Hooves

1"

3

3+

3+

-

1

DESCRIPTION

A unit of Mighty Skullcrushers has 3 or more models. Some units of Mighty Skullcrushers take to the battlefield wielding Bloodglaves, while others clutch Ensorcelled Axes. They carry Brass-clad Shields and ride Juggernauts, which trample the foe with their Brazen Hooves.

SKULLHUNTER

The leader of this unit is a Skullhunter. He makes 3 attacks with his Ensorcelled Axe or Bloodglave rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes one or more Standard Bearers, add 1 to the Bravery of all its models. After this unit has slain an enemy model and soaked their standards in blood, add 3 to their Bravery instead.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Brass-clad Shield: If this unit suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 4 or more, the wounds or mortal wounds are ignored.

Murderous Charge: If this unit completes a charge move, then at the end of the charge phase, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds; if this unit includes 6 or more models, the target unit suffers D6 mortal wounds instead.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, MIGHTY SKULLCRUSHERS

SCYLA ANFINGRIMM

Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe. His monstrous strength is enough to tear a Dracoth in two with his bare hands, and sorcery can gain no purchase upon his form, for his heavy collar radiates Khorne's eternal contempt for spellcasters. Scyla knows nothing of fear or mercy, only an all-consuming rage.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Brutal Fists	2"	2D6	4+	3+	-1	1
Serpentine Tail	3"	2	3+	3+	-1	D3

DESCRIPTION

Scyla Anfingrimm is a single model. Any who oppose him are either crushed by his Brutal Fists or torn apart by his snapping Serpentine Tail.

ABILITIES

Brass Collar of Khorne: The Brass Collar of Khorne embedded into Scyla's neck allows him to attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Raging Fury: When you roll to see how many attacks Scyla makes with his Brutal Fists, add 1 to the result for each wound he has suffered.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes. When Scyla piles in, he can move up to 6" and can move over enemy models. Furthermore, he does not have to move towards the closest enemy model, as long as he ends his move within 2" of more enemy models than before he piled in.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, SCYLA ANFINGRIMM

KHORGORATHS

All know to fear the Khorgoraths of Khorne. Rampaging super-predators with an endless hunger for the skulls of their foes, Khorgoraths are utterly fearless and almost impossible to kill. In battle, these monstrous horrors attack like the wild beasts they are, smashing through the enemy ranks with no thought for anything but indiscriminate slaughter.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Tentacles	6"	3	3+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Fangs	1"	5	3+	3+	-1	2

DESCRIPTION

A Khorgorath unit can have any number of models. They lash their enemies with nightmarish Bone Tentacles and fight with vicious Claws and Fangs.

ABILITIES

Horrific Predator: If this unit inflicts damage on one or more enemy units in the combat phase, then you must subtract 1 from the Bravery of all enemy units within 12" of this unit in the battleshock phase of the same turn.

Taker of Heads: If the attacks made by this unit in the combat phase result in one or more enemy models being slain, then you can heal 1 wound suffered by a model from this unit.

KEYWORDS

CHAOS, KHORNE, MONSTER, BLOODBOND, KHORGORATHS

THE RULES

Warhammer Age of Sigmar puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar*.

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll Scenery

- Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
- Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
- Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
- Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
- Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

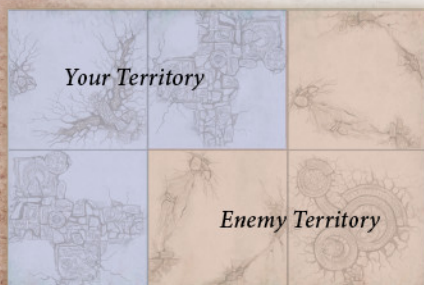
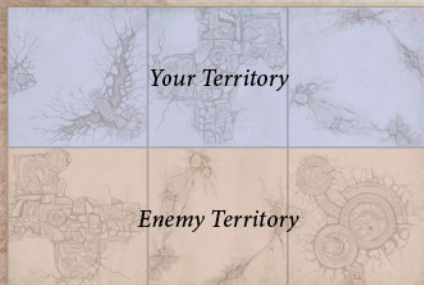
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll Triumph

- 1-2 **Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
- 3-4 **Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
- 5-6 **Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. **Hero Phase**
Cast spells and use heroic abilities.
2. **Movement Phase**
Move units across the battlefield.
3. **Shooting Phase**
Attack with missile weapons.
4. **Charge Phase**
Charge units into combat.
5. **Combat Phase**
Pile in and attack with melee weapons.
6. **BattleShock Phase**
Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES

Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE

As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE

The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING

A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS

When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING

When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING

If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE

A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE

Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE

Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE

Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example,

if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLECTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field your Khorne army in a Pitched Battle against any opponent.

DAEMONS OF KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Bloodcrushers	3	12	160		Battleline if army has KHORNE DAEMON allegiance and its general is a Skullmaster, Herald of Khorne.
Bloodletters	10	30	100	Battleline	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Bloodthirster of Insensate Rage	1	1	280	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	300	Leader, Behemoth	
Blood Throne	1	1	120	Leader	
Flesh Hounds	5	20	100		Battleline if army has KHORNE DAEMON allegiance and its general is Karanak.
Karanak	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skarbrand	1	1	400	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Skull Cannons	1	3	180	Artillery	
Skullmaster, Herald of Khorne	1	1	100	Leader	
Skulltaker	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Wrath of Khorne Bloodthirster	1	1	360	Leader, Behemoth	
<i>Blood Host of Khorne</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Blood Hunt</i>	-	-	30	<i>Warscroll Battalion</i>	
<i>The Bloodlords</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Bloodthunder Stampede</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Charnel Host</i>	-	-	40	<i>Warscroll Battalion</i>	
<i>Council of Blood</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Daemon Legion of Khorne</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Gorethunder Cohort</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Murderhost</i>	-	-	20	<i>Warscroll Battalion</i>	
<i>The Reapers of Vengeance</i>	-	-	40	<i>Warscroll Battalion</i>	
<i>Skullseeker Host</i>	-	-	40	<i>Warscroll Battalion</i>	

KHORNE BLOODBOUND UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Aspiring Deathbringer	1	1	80	Leader	
Aspiring Deathbringer with Goreaxe and Skullhammer	1	1	80	Leader	
Bloodreavers	10	40	70	Battleline	
Bloodsecrator	1	1	120	Leader	
Bloodstoker	1	1	80	Leader	
Blood Warriors	5	30	100	Battleline	
Exalted Deathbringer	1	1	80	Leader	
Exalted Deathbringer with Impaling Spear	1	1	80	Leader	
Khorgoraths	1	6	100		
Lord of Khorne on Juggernaut	1	1	140	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Mighty Skullcrushers	3	12	160		Battleline if army has KHORNE BLOODBOUND allegiance and its general is a Lord of Khorne on Juggernaut.
Scyla Anfingrimm	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Skarr Bloodwrath	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Slaughterpriest	1	1	100	Leader	
Slaughterpriest with Hackblade and Wrath-hammer	1	1	100	Leader	
Skullgrinder	1	1	80	Leader	
Skullreapers	5	20	140		
Valkia the Bloody	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army.
Wrathmongers	5	20	180		
<i>Bloodbound Warhorde</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodbound Warband</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodforged</i>	-	-	40	<i>Warscroll Battalion</i>	
<i>Brass Stampede</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Dark Feast</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Gore Pilgrims</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Red Headsmen</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Skulltake</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Slaughterborn</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>The Gorechosen</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>The Goretide</i>	-	-	40	<i>Warscroll Battalion</i>	
<i>The Skullfiend Tribe</i>	-	-	20	<i>Warscroll Battalion</i>	

WHAT'S NEXT?

Warhammer Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

INTO THE REALMS...

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly

epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story

of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper

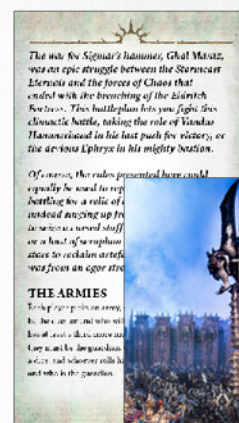
into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome

that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable

source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

