

WARHAMMER AGE OF SIGMAR



— CHAOS BATTLETOME —

BLADES OF KHORNE



Across the Mortal Realms neither city nor civilisation stood. Justice had been crushed, ground to dust like the bones that crunched beneath the march of mailed feet. Hope was gone, replaced with rattling chains and cruel enslavement. Mountains of skulls were stacked as tribute, and blood flowed in rivers. So total was the victory that the lands themselves were warping, changing as reality itself teetered on the brink. Crimson skies lowered, pouring forth unnatural tempests across the broken earth.

The victory of Chaos was all but complete, yet Khorne knew that to rule was for the strongest alone. So did the daemoniac Blood Legions and mortal Bloodbound Warhordes pause in hunting down the cowardly remnants of foes who hid in illusory glades or skulked below mountains. Instead, they turned upon the followers of the other Dark Gods. Triumph followed triumph, until there was not an army left that was willing to openly challenge Khorne's supremacy. And then lightning split the skies.

The Stormcast Eternals proved a worthy foe, and they soon rekindled a spark of hope so that old allies rejoined the fray. With the Chaos Gods fractionalised, the wars that followed undid much of Khorne's domination. Yet iron sharpens iron, and the Lord of Battle's rage burns brighter than ever. There shall be retribution. And the blood will flow...

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DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to The Faithful for their additional playtesting services.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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ISBN: 978-1-78826-526-3

Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

games-workshop.com

Nothing can temper the Blood God's volcanic wrath, and his favour can only be gained through ceaseless slaughter and a worthy tribute of skulls.



THE BLOOD GOD AND HIS ARMIES

Mighty embodiments of the darkest of mortal emotions and compulsions, the Chaos Gods reside outside of reality. They are eternal beings of near limitless power, abominations who seek to corrupt all they survey. Constantly warring with each other, these deities vie for mastery over the Mortal Realms. In these conflicts there is one who most often stands ascendant.

Khorne is the Lord of Rage, the Taker of Skulls. He is wrath incarnate, master of slaughter, and the embodiment of a never-ending compulsion to destroy. By his will thousands of civilisations have been butchered. Khorne's legions of daemons and his mortal followers carve gruesome paths across the 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. And still, it is never enough to sate the immortal entity to which they dedicate their lives.



Khorne's kingdom is in the Realm of Chaos, where he battles his brothers, the other Chaos Gods, for supremacy. Although the dark powers of these hellish deities have ever ebbed and flowed, the Lord of Battle's eventual domination is certain. Khorne is paid tribute with every drop of blood that is spilt in battle, and whenever great wars are waged, his immortal being is greatly strengthened. The unending conflicts that consume the Mortal Realms only serve to empower the Blood God. Whether the fallen served a just or unjust cause, Khorne cares not – all that matters is that the blood continues to flow.

Khorne is depicted in many different ways by his worshippers, though most claim their deity is a towering warrior so vast that he blots out the stars, with the snarling visage of a monstrous war-hound. His massive form is heavy with corded muscle clad in interlocking plates of baroque brass armour, and his eyes are fiery orbs filled with boundless hatred. Upon Khorne's fingers are many brass rings; most are emblazoned with his own jagged skull rune, whereas upon others are mounted the severed heads of lesser gods claimed, it is said, in personal combat. When the Blood God speaks, he does so in bellows of black rage, each guttural syllable capable of igniting the air.

The Blood God sits upon a monumental throne of skulls, from which he roars a never-ending call to war that rings throughout the realms. At his side rests a colossal sword, known variously as the Ender of Worlds, the Allslaughter, and other equally doom-laden names. A single swipe of this gigantic weapon can split reality asunder, erasing whole cities from existence or exterminating entire armies. So does the Blood God show his displeasure.

Consciously or not, all warrior cultures pay Khorne homage, and every single life taken in anger increases the Blood God's power. That which Khorne demands from his followers – daemons and mortals alike – is simple: blood, more blood, and skulls. His only temple is the battlefield, for the Blood God is worshipped not through prayer, but through conflict. While war rages, Khorne's power waxes strong, so those devoted to him seek violence at every opportunity. When no other targets are available, the followers of Khorne will fall upon themselves.

This is no affront to the Blood God; he looks well upon those warriors who slay their allies, for in doing so they prove their understanding of the greater truths – that real power cannot be shared, and most importantly, that Khorne cares not from whence the blood flows, only that it flows. A devotee who does not continually seek more violence quickly falls out of their patron deity's favour.



LORD OF BATTLE

In the direst of need, Khorne rises from his throne, and echoes of his armoured footfalls shake the realms. With an honour guard of Bloodthirsters, each with the power of an army in its own right, the Lord of Battle unleashes his full rage, scattering the daemon armies of his rivals with each sweep of his mighty blade. Such willingness to physically participate in the Great Game is what marks Khorne out from his fellows. Even so, his personal interventions are rare, and each calamitous occasion marks a turning of the tide in the eternal war between the Dark Gods.

THE FORCES OF KHORNE

As the armies of Khorne advance, savage war cries, chanted prayers and the harsh blare of brazen horns rise above the tramp of mailed feet and the scuttle-clack of cloven hooves. There is no cacophony in the Mortal Realms more dreaded, and for those who hear it, it is probably already too late to flee.

The red ravagers of Khorne close quickly, charging through clouds of arrows and wading through sorcerous blasts. They trample their own fallen in their eagerness to reach the foe, and smash headlong into their enemies with rending impact. Axes and swords rise and fall, blood gushes. The invaders bring slaughter and ruin, and in their wake leave splattered gore and piled skulls.

Their road to supremacy in the Mortal Realms was paved with skulls. During the Age of Chaos, all traces of civilisation were assailed. Some empires fell to treachery, plague or diabolical sorcery, but most were razed by bloodthirsty armies. Leading the charge were Khorne's Bloodbound – the name given to those corrupted mortals who have not only given themselves wholesale into the Blood God's service, but who have been deemed worthy enough of acceptance.

Many mortals become obsessed with the glorification of might of arms, but only those with skill and matchless brutality have a chance to gain the favour of the Blood God. Should their grisly tributes be deemed worthy, they are granted dark gifts from Khorne: hellforged armour, fell weaponry, and the unnatural strength to bear them. Those found wanting are sacrificed in short order.

Gathered together in warbands or larger Warhordes, the Bloodbound smash their foes' defences. Beneath their blades, countless empires of the Mortal Realms have fallen, their peoples corrupted, enslaved or mercilessly slaughtered, and their skulls piled high in tribute to Khorne.

Khorne's mortal agents are not left to wreak slaughter alone. Where their deeds are most heinous – where blood is spilled so that it flows like a river – reality splits and living nightmares emerge. From the Realm of Chaos come the will of the Lord of Skulls made manifest: the Blood Legions, daemon armies of Khorne.

Drawn by the most extreme acts of bloodshed imaginable, Khorne's daemons enter reality to join in the slaughter, for they are created to wage war without restraint or mercy. Amongst their infernal ranks are loping Bloodletters, snarling Flesh Hounds, rampaging Juggernauts, roaring Skull Cannons and, towering above all others, the bat-winged Greater Daemons: the terrifying beings known as Bloodthirsters.

Once summoned to the Mortal Realms, the daemons of Khorne are free to rampage across the lands. As immortal creatures that exist only to make war, they will wreak havoc until they return back to the Realm of Chaos, either through their lord's will or by having their bodies slain, forcing them back to regain their physical form. As they are entities created from the essence of Khorne

himself, the daemons attract their own followers, mortals drawn towards the raw power of so mighty a force. Toady sycophants are slain out of hand, but the Bloodbound warriors who prove themselves worthy often fight alongside the Blood Legions. They are all too eager to do so, hoping to earn the favour of Khorne in their eternal bid for immortality.

When entire Blood Legions and Bloodbound Warhordes march together to war, reason itself begins to collapse around them. Beneath their foul tread the lands become corrupted, hills transforming into skulls and blood bubbling up from the cracked earth. Everything twists into a nightmarish vision, a bleak and horrid reflection of the madness of Khorne's own domain. This is the Blood God's ultimate goal: to kill and to conquer, to master all realms and to turn everything into an extension of his domain in the Realm of Chaos. He seeks to raise the red-and-black banners above all, either slaying every living thing or enslaving them under his own iron rule.

Should those ambitions come to pass, all will be bathed in blood. All will be eternal war.



From atop a mountain of skulls that stretched upwards far beyond the height of sanity, Khorne brooded upon his brass throne. His black heart and indomitable will did not tolerate defeat. His brother gods, the scattered kingdoms, the lesser deities – from the self-proclaimed King of Bones in Shyish to the fey queen of the woods – his foot had been upon all their necks before Sigmar sent his whelps back into the Mortal Realms.

Much of his work had been undone, and his nostrils now detected a once-familiar odour – that of civilisation. The Blood God glowered. Smoke rose from his body. There was only one solution, as there always was. He roared, an enraged bellow that blasted across the realms, and upon rippling banners and scaly flesh, the rune of Khorne burned bright as his armies marched to war.



It is Khorne's desire to drown the Eight Realms in a tide of slaughter. Relentlessly the Blood God sends forth his daemon legions and mortal hordes to conquer and kill, not resting until there is nothing left but pooling gore and shattered bone. The skull tributes are stacked high before the armies march off to find new quarry...



KHORNE'S DOMAIN

There is a place of endless war, where clouds of rage drift across battlefields that stretch to the far horizon. Bones, sundered armour and shattered blades are strewn everywhere, and rivers of blood flow into vast lakes. Brazen horns blare as armies charge into the fray, warriors hacking each other apart beneath crimson skies.

Far from the light of any sun or star lies the infernal place known as the Realm of Chaos. It is a land of nightmares, unrestrained by physical laws. In this warped plane of existence, mortal fears are given unholy form, and time and space twist insanely in upon themselves. This is the home of the Chaos Gods, and the principal battlefield on which each deity strives for dominion over his brothers.

As the Mortal Realms are shaped by their defining features, so too are the landscapes beneath the rule of each of the Dark Gods. At present, the largest of the kingdoms in the Realm of Chaos is that of Khorne, the Blood God. His is a realm built upon a foundation of violence, a blood-soaked landscape that echoes endlessly to the clash of arms and the bellowing of challenges.

Khorne has no appreciation for beauty of form in his black heart, and he yearns only for violence, for he is the Blood God, the Taker of Skulls. His immortal mind has room only for thoughts of war, rage and murder. So it is that Khorne's land is one of constant battle. It serves no other function, for to the Lord of Skulls all else is trivial, and it is dominated by endless vistas of blasted wastelands made ruddy by the blood spilt upon them. Occasionally, jagged canyons and craters break the uneven ground, each a site of a titanic clash in which Khorne's daemoniac servants battled amongst themselves or against the minions of a rival Chaos God. Bones are littered everywhere, in some places piled high like drifted snow.

Here and there, clusters of smaller pits pockmark the broken earth. These are the brutal arenas in which champions endlessly fight, each competing to win the favour of almighty Khorne. Challenge after challenge is fought as long lines of slaves, would-be conquerors and

slavering monsters from across the realms are marched into these pits. Few escape such bloody bouts of combat. The fallen who die bravely are resurrected to fight again and again in an endless battle that can never be won, while those who prove weak are despatched forevermore.

Surrounding the borders of this domain are jagged volcanoes. These volatile mountains spew out rivers of earthblood, the blazing liquid as hot as Khorne's anger. With sudden violence the volcanoes erupt, hurling burning brass skulls across the Realm of Chaos or out into the Mortal Realms. Thousands of forges harness the roaring hellfires within those mountains, using their hateful heat to create daemon blades and graven armour for Khorne's greatest champions. Oily crimson clouds billow forth from the smokestacks, mixing with the emissions that

churn out of the smouldering volcanic peaks to give the skies an ominous appearance.

Hacked into the slopes or formed out of skull-faced rock are the Juggernaut pens, the clang of their butting heads echoing the distant mechanised thump of the rage factories or hate-forges. If one could see through the thick smoke that shrouds those slopes there would be but endless skullfields and broken land, a bleak vision that stretches beyond the horizon. Yet something still more foreboding looms beyond...

THE BRASS CITADEL

Towering over the desolation of Khorne's realm is the Brass Citadel. Here, at the dark heart of his realm, is the Blood God's awe-inspiring seat of power. The unfathomable scale of this fortress makes a mockery of

THE GREAT GAME

The Dark Gods of Chaos each have their own particular spheres of influence, their own daemoniac and mortal servants, and their own territories. The Realm of Chaos is not merely the home of the Dark Gods. It is also their eternal battlefield, for they are rivals in an endless battle for supremacy known as the Great Game. While fighting for power bonds are formed and then broken as Khorne, Nurgle, Tzeentch vie for domination of not only the Realm of Chaos, but also the Mortal Realms. Even the pantheon's newcomer, the Great Horned Rat, attempts to sneak into the feud. One of the Dark Gods is missing, and many – including Khorne – do not know the fate of Slaanesh, the Dark Prince.

While the Chaos Gods are all enemies in the Great Game, each bears a special enmity for one of their brothers. While Khorne finds the Great Horned Rat to be honourless and weak, Nurgle to be foolishly sentimental, and Tzeentch's reliance on sorcery nothing more than cowardice, it is the missing Dark Prince that most stokes the Blood God's ire. Slaanesh represents all that Khorne most despises; his decadence is at odds with the Blood God's martial pride, and his wayward fetishes clash with Khorne's single-minded desire for indiscriminate slaughter. Slaanesh, for his part, found Khorne's artless brutality dull, and took a perverse delight in agitating the Blood God. With the Dark Prince gone, Khorne ruled virtually uncontested during the Age of Chaos, but new challengers have since risen – and the Blood God eagerly seeks to grind each of them to dust beneath his iron heel.

mountains and is testament to the Lord of Battle's power. Its colossal walls are spattered with gore and topped with spiked crenellations that claw through the dark clouds belched forth from Khorne's foundries. Vast arrays of braziers hang from cruel hooks, shedding their burning glow out over the surrounding wasteland.

The walls of this monolithic stronghold are jagged, their immensity covered with iron gallows and brutal spikes. Upon these hang the remains of champions slain in Khorne's fighting pits. They are strung, skinned and bleeding, so their drippings streak down the burnished walls and collect in the moat of boiling blood that encircles this dread stronghold.

Within the walls are the Fields of Damnation. When the Blood Legions are not fighting upon the skullfields or within the Mortal Realms, this is where they are put through their endless paces. Here is where the Bloodthirsters contest one another's

position in the hierarchy, fiercely battling to improve their standing; like all of Khorne's servants, his Greater Daemons are given nothing freely, and must earn their place through the spilling of blood.

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 the Blood God's anvil. All is lit by a raging fire, its flames fuelled by the souls of cowards who fled from battle.

At the grand chamber's centre is a mountain of skulls that grows higher with each offering from Khorne's followers. On the summit of this grisly mound is a great throne of brass. It is here that the Blood God

sits and oversees all, his eyes drawn back and forth from the endless wars of his own realm to the myriad battles across the Mortal Realms.

Over the ages Khorne has seen innumerable conflicts. Long eras of bloodshed have allowed the Lord of Battle to grow strong, putting him still further above his rivals – but not all is well. The glories of the Age of Chaos ended with the return of Sigmar, and now that so many of the realms' peoples are free of their chains, civilisation is once more flourishing. This new landscape has allowed Tzeentch, foremost of the Blood God's rivals in the pantheon of Chaos, to inveigle his way towards greater power – for societal ambitions were always his route to ascendancy. As populations soar, it will also not be long before Nurgle's plagues wax strong once again. The Great Horned Rat remains unworthy of Khorne's attention, but Nagash's recent bid for power has not gone unnoticed. And a strange siren call seems to wail just out of hearing...



DAEMONS OF KHORNE

Manifestations of primal rage and bloodlust, daemons of Khorne have nothing but contempt for notions such as peace, and despise the cowardly trickery of magic. They wish only to feel flesh rend under their smouldering claws, to cleave and crush with their hellforged weapons until the battlefield is drenched in gore.

Like blood gushing from a severed artery, the daemon legions of Khorne pour into reality to take battle to the defenders of the Mortal Realms. As they march in serried ranks, the din of blaring horns, snarling war cries and shouted orders drowns the battlefield in a murderous cacophony. Bloodletters lope forwards, long tongues slathering, cruel eyes glinting and vicious hellblades raised. From behind them 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 forwards, 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 Khorne's Blood Legions 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 spines.

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 anger and consumed by barbaric impulses. They are empowered with a portion

of Khorne's martial prowess. Each daemon is given energy – or what some might call 'life' – for the singular purpose of slaughter.

The daemons of the Blood God have no compassion or mercy in their black hearts, being more akin to living meat-cleavers than mortals. A single blow might fell their foe, but they will continue their rampage regardless, shattering shields, hacking at flesh, and tearing and ripping in their haste to spill blood and reach more of the enemy. Such is the daemons' devotion that to simply kill is not enough: they must reduce their opponents to piles of rent flesh. To fight against such creatures is to see your comrades eviscerated and decapitated, their severed heads lifted so that all might see their final horror and ultimate defeat.



Unlike mortals, daemons never tire; their limbs do not grow leaden from swinging a heavy weapon, but instead remain as fresh and full of fury at the end of the battle as they were at the beginning. In fact, Khornate daemons actually gain in strength during the conflict, for the splattering of gore and the cries of the dying only invigorate their insatiable bloodlust. They eagerly charge from one melee to the next,

driven on to greater frenetic acts of rage until no foe is left. The daemons butcher their enemies to the very last, for mercy is anathema to the Lord of Battle and therefore to his savage reflections also. Gore-covered from their acts of butchery, they emerge from the maelstrom of combat so desperate for more that the injured or wounded become targets, to the degree that even a twitching death throes draws repeated stabs from the crimson-skinned fiends.

*'Blood for the Blood God,
Skulls for the Skull Throne!'*

- Battle cry of Khorne
daemons and mortal worshippers alike

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 – indeed, in the Realm of Chaos this is common enough as the daemons vie for higher ranking. 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.

WARRING IN MORTAL AND IMMORTAL LANDS

Khorne's Blood Legions are made for war, and to them it matters not where they battle – only that they do. However, where Khorne's daemons fight determines how easily they are able to deploy their forces, as well as what happens when their physical forms are slain.

Daemons move freely in the Realm of Chaos. Their legions are constantly on the march, travelling to battles as the Dark Gods send their armies to claim territory. These conflicts range in scale from apocalyptic wars beyond a mortal's mind to comprehend, to small border skirmishes. Yet whether they are fighting across one of the Dark Gods' domains or trekking into the anarchy of the Formless Wastes, the daemons of Khorne can advance at their own will.

It is not so easy for daemons to enter the Mortal Realms. There are several known ways in which they can cross the barrier between the Realm of Chaos and reality. The most reliable way is to travel through a corrupted Realmgate, or to capture an uncorrupted portal and desecrate it so that it opens a pathway to Khorne's domain. Securing such direct means of transportation is rare, and many wars have been waged to do so.

A far more common method of daemons gaining ingress into the lands of mortals is by summoning. Other Ruinous Powers use sorcerers as conduits to enable their daemons to enter the Mortal Realms, but as magic is abhorred by Khorne, his followers instead gather in tribes and warbands to praise their

god with murder. Gruesome and gore-soaked rituals will weaken the barrier enough for the Blood God's daemons to claw and hack their way through. Particularly impressive feats of slaughter will draw the eye of Khorne, and such is the intensity of his gaze that it will further enable his daemons to manifest themselves in reality. Some, like the Heartseeker Tribe, eat the hearts of their foes, while others, like the Axeclan Tribe, stack skulls to create crude icons of Khorne. There are many variants – all based around extreme violence – but all can bring contact with Khorne's daemons.

Should those who brought them into reality be judged worthy, the summoned daemons will fight by their side – otherwise, the creatures will fall upon the mortals in a frenzy of violence. After entering the Mortal Realms, daemons will rampage unchecked and cannot return unless either Khorne summons them back, they find a corrupted Realmgate or they are slain.

Should a daemon of Khorne be slain, its fate will depend upon whether it was felled in the Realm of Chaos or in the Mortal Realms. As they are shards of a god, their souls are functionally immortal, but their physical forms are not; once these

suffer enough damage, the creature's energy is returned to its maker. In the Realm of Chaos such a journey is nearly instantaneous, but if slain in the Mortal Realms the daemon's spirit has a longer and more perilous journey that exposes them to the soul-predators that roam the Skull Lands.

Eventually the spirits of Khorne's slain daemons will appear before the Brass Citadel – not the main gates, for the defeated are undeserving of that honour. Instead, they must face the ignominy of entering the fortress through the Gates of the Vanquished.

To gain admittance through the Gates of the Vanquished a daemon must reveal its true name to the gatekeeper, as well as how it came to lose its form. The spirit then travels down the fiery nether-tunnels that wind below the base of Khorne's skull mountain. Their path takes them to the flames of Helbrass, a furnace fuelled by the Blood God's boundless hate. Those who survive the blasting heat and spirit-battles within the flames are gifted a new physical form and placed in a legion. Those daemon souls who meet their end in Helbrass are agonisingly pulled apart, their names forever forgotten and their energies returned to Khorne.

THE RISE OF ULL'ZHARR

The Bloodletter whose true eight-syllable name was Ull'zharr-khul'Thar-skur'Rath-khur-nak first served in the Blood Legion of Rath'Ghar. As daemons are loath to reveal their true names, the creature was known only as Ull'zharr, but gained notoriety during the Throb-land Wars between Khorne and Slaanesh. When Rath'Ghar and his legion were ambushed by Daemonettes led by Sslish the Depraved, Ull'zharr alone had the wherewithal to cut out of the gossamer bonds which held the Khornate forces fast. Fighting alone, Ull'zharr in his fury slew scores of Daemonettes before being pulled down and snipped to pieces. Enraged at Rath'Ghar for allowing himself and his legion to be captured, Khorne refused to remake their physical forms, banishing all of them within the flames of Helbrass – all, that is, save Ull'zharr. The daemon had earned the honour of fighting in the Skullpits, where he attained the rank of Herald by defeating hundreds of other would-be champions. During the Age of Chaos, Ull'zharr fought in many campaigns in the Mortal Realms, leading his cohort in enough slaughters to earn the right to enter the Brass Pens. By capturing a Juggernaut, Ull'zharr emerged as a Skullmaster.



THE PATH OF SKULLS

Khorne demands much of those mortals who dare to follow him. The Blood God is a merciless and 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 conquer its deadly trials, the reward is untold power.

In addition to his daemonic Blood Legions, Khorne has many mortal followers. Some are drawn to the Lord of Skulls by ambitions of power, others through the simple glorification of martial prowess. 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.



In an age of constant war, there is a fine line between glorifying battle and treating it as a religion; within just a few generations, and without any overt signs of Chaos corruption, a tribe can move from taking simple pride in the ability of its warriors to defend its lands, to lauding its military above all. With each martial act it comes closer to becoming a

brutal, savage culture in which might determines right and no quarter is asked for or given – and with each such act does Khorne's hold on them tighten. Thus does a tribe move from defending its territory to attacking its neighbours, from taking prisoners and sparing civilians to butchering the innocent, from grimly accepting killing to revelling in it.

Regardless of 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 raid and engage in frenzied battles to appease their deity. The skulls of the slain are given up in worship, with those of superlative foes making the most hallowed of offerings. There is no



discrimination in where this blood comes from, and Khornate warriors will kill their own leaders to gain greater glory for themselves.

THE BLOODBOUND

There are many who give blood offerings to Khorne and who, in return, receive unnatural power. Only the most dedicated of these Slaves to Darkness follow that path of brutality further and undertake 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. Such unholy blessings mutate their recipients so that their veins quake with rage, and the iron smell of fresh blood becomes to them like the sweet scent of air to a drowning man.

It is difficult to discern how such gifts are bestowed, for some powers are matched with the fierce attributes of the receiver, while others are simply inexplicable. Those who are greatly blessed will find their fingers growing into claws, their mouth

filling with rows of jagged fangs, or immense horns erupting from the sides of their skull. The quest to gain favour becomes an addiction; each fresh kill is made in anticipation of further gifts. With each skull they offer, their mortality recedes further away, replaced by the dark glory of daemonhood.



On the path of skulls, there are many routes that a warrior may take, each with their own brutal proficiencies in war and slaughter. Such progressions are not always in a straight line, but those who leave the bloodiest offerings find themselves becoming

further engorged with daemonic energies. Boldness, bravery and martial prowess are all rewarded, but nothing gains Khorne's favour more than copious tributes of blood and skulls. When a champion has soaked entire continents in blood they may rise to lead their Warhorde as a Mighty Lord of Khorne. But even then the Blood God demands more slaughter, for ultimately the path has but two destinations.

'Slay or be slain – thus was it always, thus shall it ever be. By my axe blade shall I conquer and live eternally, or fall in battle and offer my own blood to Khorne.'

- Korghos Khul

Those pledged to Khorne must continue killing in his name until every last shred of their mortality is abandoned and they are transformed into a monstrous Daemon Prince. Alternatively, they themselves will meet a violent, bloody death. Either way, such sacrifice is a pleasing offering to the Lord of Battle.



Durnok grunted as he yanked his axe out of the ogor's spine. There were no more foes left standing, yet he was still full of the heady rush of battle. He had hoped Khorne might reward him for his deeds – he had just slain dozens of worthy foes, including single-handedly felling the largest of the enemy. Yet even as he hacked off the ogor's head for the skull pile, Durnok felt only the simple elation of battle, and not the glorious throbbing of the Blood God's power pulsing within his body. The would-be warlord howled in frustration as he turned upon his tribespeople, creating red ruin as his axe swept through them. At last, as Durnok laughed at the carnage he was causing, Khorne's terrible favour was bestowed upon him.

ARMIES OF UNREASON

During the Age of Chaos, the Blood Legions and the Bloodbound fought in multiple campaigns to establish their deity's supremacy. Although the arrival of the Stormcast Eternals pushed back the armies of Chaos and reclaimed some of what was lost, many of the lands are still beneath the thrall of the Blood God.

It was during the Age of Myth that men first became corrupted by the Chaos Gods. It began slowly for those who would come to be dedicated to Khorne; the values of the most aggressive and warlike of cultures began to twist until they saw war not as a means to an end, but rather as a way of life. Once accustomed and addicted to the violence of battle it was only a matter of time before the more extreme elements rose. Many trained knights of civilised empires and honourable warriors of wilderness tribes would be aghast to witness their descendants acting like bloodthirsty zealots, offering no quarter and desecrating the fallen, eating their flesh or ceaselessly hacking them apart to revel in the gore.

By the beginning of the Age of Chaos, fully fledged Bloodbound Warhordes stalked the lands of all realms. By the end of that era the minions of the Dark Gods held the majority of continents across the Mortal Realms, squeezing them in an ever-tightening, merciless grip of iron. Where once myriad peoples prospered, now their scattered bones stretched for miles. Where great miracles of magic lit the lands with their glory, now skull-clad fortresses of brass and iron leered over the ruins. And wherever Khorne's mortal worshippers gathered in vast enough numbers to draw their god's gaze, there also did the Blood God's daemons manifest.

Each Bloodbound tribe has their own unique, if gruesome, method of drawing the Blood Legions through the barrier between the Realm of Chaos and the Mortal Realms. In the midst of battle, the fanatics of the Bloodfeast Tribe devour the flesh of freshly killed champions and imbibe their still-warm blood while chanting praise to Khorne. 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 Blood 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 realms can be linked directly to the Lord of Battle's domain.



BLOOD HUNT

When they first arrive through the veil that separates realms, the Blood Legions immediately begin to reap skulls for Khorne. It is a task they never stop, for they require neither rest nor sustenance – they need not even air, for the only thing that sustains them is constant bloodshed. Their life is one ceaseless campaign of war, cutting swathes through all

they find until they themselves are slain or they are recalled by Khorne for some more pressing duty.

During the course of these constant campaigns in the Mortal Realms, should cohorts of the Blood Legions be reduced in number, they will simply fight on at reduced strength. If losses are severe, the remaining daemons will seek to join other formations, and if none are available, they will simply continue their killing spree as best they can. Throughout the realms there are tales of travellers encountering small bands of Khornate daemons, roaming the lands in search of blood. A lone Bloodletter, the last of his legion, will still lope frantically to close with any living creature it can savage with its hellblade.

For their part, most Bloodbound Warhordes are also on constant campaign, erecting encampments as they move across the lands. Once they have slaughtered or enslaved the local populace they will march on to set up a new site, often leaving behind a fortified strongpoint to stand guard over the ruins. Typical encampments are little more than skin huts or the hollowed out skulls of enormous beasts dragged on great wagons by slave-trains that stretch for miles.

Although the constant hunt for new victims ensures that the Khornate warriors are frequently on the march, this does not mean that there are not locations of vital importance to them. Permanent residences for the Bloodbound are rare, but not unheard of, such as the Jagtooth Forts in Aqshy or the Boneclaw Hills in Ghur. They also have sacred grounds, most often the sites where the greatest deeds of slaughter happened, where blood flowed in rivers and reality cracked apart. There the lands have become saturated with the energies of the

Realm of Chaos. Such warping powers have a rejuvenating effect upon daemons, and Blood Legions sometimes congregate there while they muster for the next battle.

At some of these locations – such as the Skull Mount of the Cotha region in Aqshy or the Bloodswamp in Ghyran – enormous structures have been erected. Fell idols offer tribute to Khorne, who favours those who raise in his name monolithic and gore-covered monuments that declare his supremacy for all to see.

Some of the regions bathed in dark energies are vast in size. The Scablands – once the site of the Lympirric Empire – is now a cracked wasteland where scavengers hunt through piled bones and the ground oozes blood like a fresh wound. In such an area it takes little effort to break the veil between dimensions. It was here that a Slaughterpriest first unlocked the secret to summoning an altar from the Skull Lands, a grim platform from which they could invoke the judgements of Khorne – physical manifestations of the Blood God's power and rage.

Many a Bloodbound leader – from Korghos Khul to Lord Rhex – has come to the Scablands to receive boons directly from the Blood God. In the empire's heart had once stood the Lympirric Goldflame Gate, a Realmgate that connected Aqshy to Chamon. Since its capture during the Red Century the portal has been the site of many a ritualised slaughter. Now known as the Dripping Gate, this bleeding doorway leads not to the Realm of Metal, but to the Skull Lands in the Realm of Chaos.

All Bloodbound seek to capture or corrupt their own unholy sites, and to control even one such place is the mark of a powerful tribe. The Cliff of Skulls, Eightpillars and the Lavableed Portal are sites in Aqshy that were consecrated with oceans of blood by the Goretide during their rise to ascension in the Great Parch. It is in such grim places that the Bloodbound raise fell keeps and slave pits. Slaves are vital for Khorne's mortal followers, for having prisoners carry out their labour allows them to

concentrate upon war alone. Indeed, it was slave labour that lifted up Korghos Khul's pyramid of skulls. Behind the Blood God's Warhordes trail lines of manacled drudges. It is they who stack skulls, prepare ritual feasts, and drag iron-wheeled wagons laden with equipment, fell idols and food; at need, the slaves will even serve as the food itself.

The coming of the Stormcast Eternals, and those early defeats suffered at the hands of Sigmar's armies and their allies, continue to serve as a source of rage for the followers of Khorne. They find the Stormhosts worthy foes, and focus their hatred upon them and all that they have built. Khorne himself

remembers every one of his losses during the Realmgate Wars, from the fall of Mount Infernus – the largest of the monuments raised in his name – to the least idol erected by the most primitive of tribes.

To look upon the vast new cities raised by the forces of Order causes any Khornate warrior to fall into a black rage. They long to batter down their walls, and slaughter every citizen to honour the Blood God. Indeed, many of these fledgeling strongholds and cities have already been toppled by Khorne's daemon and mortal armies, and with every passing day the Lord of Battle's followers come closer to bringing about a true reckoning.



BANE OF SORCERERS

There is little that does not make mighty Khorne rage, but nothing gets the full focus of his fury as do the eldritch arts. Magic is anathema to the Blood God, and he incites his followers to seek out and destroy spellcasters at any cost. The sorcerous cataclysm brought about by Nagash has elevated this ire to an entirely new level of loathing.

Across the Mortal Realms, the sage and foolish alike seek the secrets of magic to repel their enemies or attain everlasting glory. They beseech Khorne's brothers in the Chaos pantheon, seeking eldritch knowledge and hoping that their adulation will be rewarded with powers of witchery. Some supplicants become wizards of incredible ability, gifted with an understanding of magic in reward for their devotion. But none ever 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 the physical exertion he favours. Strength, skill and face-to-face slaughter are the sole tenets of worship that he demands. Those who use magic spend their lives studying ancient tomes and learning obsequious litanies rather than tearing free the skulls of their enemies and offering them to Khorne in tribute. They either eschew close combat or use their powers to aid them – a revolting deceit no better than those who attempt to triumph through trickery and artifice rather than pure brawn, martial skill, and sheer bloody-minded physical determination.

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 daemon and mortal followers 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 NECROQUAKE

Khorne holds nothing but contempt for Nagash, the Great Necromancer and self-proclaimed God of Death. The armies of the dead fight in endless battles, but they do so without fury or righteous anger. They have none of the red vital fluid to spill in order to please and invigorate Khorne. In them is only magic.

Several times Khorne has sent forth his Blood Legions and Bloodbound Warhordes to defeat Nagash, a challenger who has risen to the status of a lesser god. Each time they met with success, and once Nagash was even cut down – yet he eventually rose again. Through incredible necromantic artifice, Nagash and his minions kept rising up to threaten Khorne's supremacy.

Bitter over previous defeats, Nagash had long brooded in the dark underworlds, endlessly dwelling upon the indignities heaped upon him. Nagash believed that all souls would travel to the underworlds of

Shyish to be ruled by him alone, for as self-proclaimed Supreme Lord of the Undead he felt this was his due. Chief amongst those wronging him were the Chaos Gods, for they corrupted or devoured souls and did not allow them to pass into their natural afterlife. His grievances extended to many other factions – ranging from the aelves to Sigmar's Stormcast Eternals – that also withheld the souls of their fallen for their own purposes. Thus did Nagash plot his revenge against all.

In a calculating and methodical fashion, Nagash began his plan over a thousand years ago. Only recently was the ritual spell of hitherto unforeseen power nearly completed, with the construction of a vast black pyramid of harvested realmstone in the heart of Shyish.

Had the ritual reached its conclusion, Nagash would have ripped the souls out of every living thing in the realms, destroying all life. Every faction in the Realm of Chaos and the Mortal Realms sent armies to halt the dreaded ritual, but they all met with failure, stalling against waiting armies of the dead. Yet where martial strength failed, the lowly skaven – through sheer ignorance of what was unfolding around them – befouled the spell at the last moment so that it did not work as intended. Instead, the ritual ended with a backlash of fell energies that overwhelmed Nagash and swept across the void, and from there into each of the Mortal Realms.

This tidal wave of eldritch energies – which would come to be known as the necroquake – loosed rampant undeath and wild magic. The dead rose to attack the living, murderous spirits swarmed over every realm, and a powerful new type of sorcery rampaged across the landscape – endless spells that, once cast, moved with a mind of their own.

As aftershocks continued, each one rocking the Mortal Realms anew, Nagash commenced his Soul Wars. Dozens of simultaneous campaigns were launched across the lands as the God of the Dead sought to avenge himself upon those who would steal the souls he felt were his by right.

ENDLESS SPELLS

Upon looking down from his brass throne, Khorne was enraged by what he saw. The power of magic was rising, and potent new spells were not only flying across the battlefields, but continuing to stalk the lands long after the conflict in which they were invoked had ended. In his simmering fury, Khorne issued a new blood-edict.

Destroy all sorcerers has always been Khorne's mantra, but with the arrival of the period known amongst the learned as the Arcanum Optimar, the Blood God began to offer immediate boons to those who slew spellcasters, and the more gory and spectacular the death, the greater the reward. To Khorne there is no such thing as overkill, and the splattered remains of a wizard sprayed across a wide area is a fitting warning to any who might dare to practice such loathsome craft.

So hot was Khorne's anger on the matter that his gaze pierced the veil of reality with a new intensity. Where he saw his minions beset by sorcerous powers, the heat of his glare became palpable. Invigorated by the presence of his indomitable will, Slaughterpriests could use the blazing power of the Blood God's hatred to better unbind the very fabrics that held spells together.

It was Lakshar Bloodspeaker, Korghos Khul's chief Slaughterpriest within the Goretide, who first invoked a judgement of Khorne. It happened in the Scablands, where the barrier between reality and the Realm of Chaos was already stretched thin. With rich offerings of blood and the sheer immensity of his own hatred, the Slaughterpriest's ritual caused a Skull Altar to rise from the ground. Upon it, Lakshar sacrificed members of a Tzeentchian cult, further fuelling his powers. When the cult's leader was brought to the altar, Lakshar's rancorous chants summoned forth a blazing icon of Khorne above the tribute's head, which hovered in mid-air for a moment before plunging down to skewer the sorcerer upon its sharpened brass prongs.

Lakshar's discovery was just the beginning. All across the Mortal

Realms, Khornate priests found that, through the power of their focused hatred and maledictive chants, they could summon manifestations from Khorne's domain. Skull Altars appeared, rising as if grown from the battlefield itself, their metal still blazing with the heat of the Blood God's incandescent rage. From these platforms, skull tributes could be transferred directly to the base of the Skull Throne, and about them swirled raw and brutal energies that dampened eldritch forces.

Vows of violence against wizards were rewarded with spell-eating monstrosities like the Hexgorger Skulls, while purest rage could call forth a vengeful axe that chopped down from the sky to cleave those who dared stand against Khorne's will. In the midst of battle a Bleeding Icon could now appear, declaring Khorne's dominance and the impending doom of his enemies.

Backed by these judgements of Khorne, the Blood God's followers met the increased arcane power of their foes head on. Slaughterpriests led the way into this new era, using the gory remains of slain wizards to daub themselves in warpaint – a savage tribute sure to gain even more of the Blood God's favour.

COLLARS OF KHORNE

The infamous Collars of Khorne are most commonly seen clasped around the neck of Flesh Hounds, although they can sometimes be worn by a favoured mortal champion or other daemon-type. Such prized gifts are forged from the heat of Khorne's rage at the very foot of the Blood God's throne, and they contain a portion of his indomitable will.

Some say that the collars' power comes from infusions of the blood of powerful wizards slain by Khorne's followers, while others claim that the devices exude a fraction of the Blood God's eternal loathing for any form of witchcraft. All that is known for sure is that the collars repel magic, making their wearers the bane of sorcerers. Even the most powerful of mages finds spells directed at a target wearing a Collar of Khorne fizzling out ineffectively or disappearing harmlessly into the air. As their incantations falter, some casters have even heard harsh, barking laughter – like the rumble of distant thunder – as their eldritch efforts come to naught. Because of their anti-magic aura, the

Flesh Hounds of Khorne are highly feared by wizards. Sorcerers of all races tell warning tales and horror stories of those in their craft who heard the hellish baying and could not escape. No enchantment or conjured illusion can throw the Flesh Hounds off the scent of their quarry, and they will not cease chasing down their prey until their dagger-like teeth have rent apart the object of their hunt.

Most Collars of Khorne are made up of simple brass, although while in the act of cancelling out magic, runes and sigils of Khorne can often be seen blazing to life along these unadorned bands. The collars are sometimes studded or spiked, and those bearing iron spikes often have them on both the outside and inside of the ring. The eternal heat of the Collar of Khorne's forging binds it to its recipient, shrinking to a tight fit so that not even a claw can come between the device and its wearer's skin. Once so clasped, nothing short of decapitation can remove the thick band of metal from around its owner's neck.

AEONS OF SLAUGHTER

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.

As time does not flow in the Realm of Chaos – where the laws of reality are not in effect – this timeline is largely reflective of the Mortal Realms, although there are occasional crossovers with major events in the Great Game that take place in the Realm of Chaos.



● AGE OF MYTH ●

SLAANESH IS MISSING

Following the destruction of the world-that-was, the youngest of the Ruinous Powers goes missing. With that constant thorn in his side removed, Khorne directs his legions to conquer new territories across the Realm of Chaos. The Blood God claims nearly a quarter of what once was the outermost ring surrounding the Dark Prince's Pleasure Palace.

SLOW CORRUPTION

Upon discovering the Mortal Realms, Khorne desires them for his own. With no ready access to the lands, however, the Blood God is forced to proceed slowly. While the Brass Citadel shakes to Khorne's frustrated roars, the militarisation and power-hungry ways of humans, and the betrayal of the duardin gods, become the weak spots through which the seeds of corruption are planted.

THE SKULL LANDS EXPAND

Despite a temporary alliance between Tzeentch, Nurgle and the

Great Horned Rat, Khorne's Blood Legions succeed in conquering swathes of the Formless Wastes, adding those territories to the immensity of the Lord of Battle's realm.

THE RISE OF IDOLS

With savage tribes stacking high the skulls of their greatest kills, and the newfound cities of Order building monuments to their own military conquests, Khorne's power continues to grow, and blood cults soon flourish within primitive villages and grand cities alike.

● AGE OF CHAOS ●

THE FIRST GORESTORM

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

THE FALL OF MIREHOLD

In the Plague Lakes of Vhynosoir the Bloodbound unite with Nurgle's faithful for a massed naval invasion of the city of Mirehold. As soon as the city falls, the Khornate warriors turn upon their pox-ridden allies, burning their fleet to cinders.

BURNING SKIES

Sigmar is defeated, and the God-King resolves to withdraw to the Realm of Heavens, closing the Gates of Azyr behind him. The tyrants of Chaos are free to consume the lands he once protected.

THE RED CENTURY

Also known as the Great Slaughter, this period marks the beginning of the Blood God's rise to supremacy. Khorne's armies reave a bloody path across the realms, with only Shyish resisting. Vast monoliths, skull-piles and icons of the Dark Gods are raised over dozens of once-great cities and nations, such

as Thal'donn, Capilaria and the Scablands, to commemorate the victories of the forces of Chaos.

WARS OF THE DEAD

Ever defiant, Nagash refuses to bow before the Chaos Gods. He raises army after army of the undead in an attempt to keep his dominion over the underworlds of Shyish, yet the Great Necromancer is defeated. Finally, at the Battle of Black Skies, against the combined legions of the Ruinous Powers, he is cast down and slain, forced to recover in one of his hidden sanctuaries for centuries.

THE FIRST TO FALL

Aqshy is almost entirely overrun by the Lord of Battle's armies, the Blood Legions and Bloodbound toppling the last of the realm's civilisations built during the Age of Myth. The slaughter is boundless, and those not slain in the carnage are soon enslaved. There are hundreds of Bloodbound tribes and Blood Legions scouring the lands, but the most infamous of all is the Goretide, led by the fearsome Korghos Khul. All empires are destroyed, and although hidden encampments of opposition remain, those survivors are constantly hunted. A number of Fyreslayer magmaholds also hold out, albeit under a constant state of siege as Chaos forces seek to slay their occupants. Such minor details hold little interest for Khorne, and he turns to a greater cause.

ONLY ONE CAN RULE

With few worthy mortals left to hunt, the Blood God's wrathful eye turns upon his fellow gods. In the Realm of Chaos, Khorne's Blood Legions spear deep into the Garden of Nurgle, the Crystal Labyrinth and the Pleasure Palace. The Great Game soon spills over into the Mortal Realms, and so begin the Blood Times. Those forces of Tzeentch, Nurgle and Slaanesh that aided in the conquer of Aqshy are the first to be slain, and before long the followers of Khorne's brothers feel the

Blood God's ire in all of the realms. Khornate warbands turn on former comrades, butchering them in the Lord of Battle's name. Several times the hated Seraphon arrive to thwart the Blood God's slaughter of his rival gods' servants, although more often than not, they too are destroyed.



◆ AGE OF SIGMAR ◆

A NEW FOE

Sigmar's great work is revealed with the opening of the Heavens and the unleashing of his Stormcast Eternals. The Hammers of Sigmar Stormhost first strikes at the Brimstone Peninsula, where Vandus Hammerhand's Thunderstrike Brotherhood seizes the first Gate of Azyr from the Goretide of Korghos Khul. Soon other strikes occur all across the Mortal Realms. It is the beginning of a fierce and deadly rivalry.

WAR FOR AQSHY

Upon Aqshy's arid sprawls – the Great Parch in particular – the Hammers of Sigmar lead the fight. All across the Igneous Delta the Bloodbound find themselves beset, their slaves liberated and their strongholds destroyed. Although Khul believes he has the Stormcasts trapped, the leader of the Goretide is betrayed by Lord Skinskein. Enraged at his failure to slay his arch-enemy, Khul leads the Goretide to massacre Skinskein and many of his allies, annexing the traitor's daemon legion into his own ranks.

THE DYING LIGHT

Beneath the gloaming canopy of the Stovinyan Shadowforest, the Skullfiend Tribe and their allies

meet the Astral Templars and a great host of Seraphon in a frantic battle for control of the Seven Stones of Rhael.

REALMGATE WARS

The Stormcast Eternals establish beachheads around key Realmgates. Hundreds of bitter and bloody battles rage across all of the Mortal Realms as the forces of Chaos seek to drive back Sigmar's warriors.

RISE OF ORDER, RETURN OF THE COWARDLY

The Idoneth emerge from beneath the waves, where they had hidden from Khorne's dominance. The shadows swirl in Ulgu, and from the recesses that defied exploration come new armies – both the warrior women of Morathi and something darker. The Sylvaneth rise up in Ghyran, having grown strong after an era hiding behind hated illusions. Many of these skulking aelven factions ally with the Stormcast Eternals. Through their combined efforts, civilisation returns to the Mortal Realms and many new cities are raised.

KHUL RETURNS

With his Goretide now bolstered by the daemoniac legion claimed at Orb Infernia, Korghos Khul ambushes the Heavenhost Chamber of the Hammers of Sigmar at Farrakyre Pass, decimating their number. It is sweet vengeance, but not nearly enough.

MALIGN PORTENTS

Khorne catches the scent of magic in the air, and has visions of Nagash's plan – a ritual to destroy all life in the Mortal Realms. Hating the Great Necromancer's ambitions of passionless, perfect order, Khorne sends forth many mortal and daemoniac armies to prevent such a future coming to pass.

THE TRIALS OF KHUL

Khul's victories upon Orb Infernia are reversed as a result of his enemies' temporal magics, and the old order of feuding Daemon Princes is restored. In frustration, Khul leads his Goretide to hunt elsewhere, vowing one day to return and re-conquer those lands.

THE NECROQUAKE

Delaying the invaders of Shyish, Nagash nearly succeeds in his ritual to end life on the Mortal Realms. After skaven agents contaminate the Great Black Pyramid the spell goes awry, but still releases massive waves of necromantic and other eldritch energies across the cosmos, waking the dead, sending vast swarms of vengeful spirits to all realms, and boosting the power of magic.

WAR IN THE UNDERWORLDS

Seeking to stem the rising undead tide that threatens to overtake the Mortal Realms, Blood Legions and Bloodbound tribes flow into the Realm of Death in ever larger numbers. The greatest of Khorne's military successes come from the Hallost Campaign, led by the Blood Legion known as the Reapers of Vengeance and the Warhordes of the Skullfiend Tribe, while the continuing conquest of territory around the Chaos-held city of Gothizzar is a boon to all the Ruinous Powers. Other efforts, such as the invasion of Ossia, end in defeat for Khornate forces. In one of the last conflicts of the War for Lyria, at the Battle of Ghrun, the Bloodthirster Khazkhan – commander of the Helfire Legion – almost destroys Lady Olynder, Nagash's newest Mortarch. Before he can land the final blow, the Greater Daemon is driven back by Arkhan the Black and the Great Necromancer himself.

KHUL THE CONQUEROR

Knowing his fortunes have turned against him and that he has lost the favour of Khorne, Khul is forced to conquer several Bloodbound tribes that attempt to usurp the Goretide. After claiming their skulls, Khul leads the ransacking of the newly risen city of Brighthall, located in the Reaver Wastes of Aridian in Aqshy.

IRON SHARPENS IRON

Although Khorne is frustrated and enraged by the ascension of so many rivals, the Blood God always rises to a challenge. Fuelled by boundless hate and eager to re-establish his total supremacy over the Mortal Realms, Khorne exhorts his minions to war with berserker fury...

THE RANKS INFERNAL

Of all the Chaos Gods, Khorne is by far the most martial, and shows the most rigour in the ordering of his armies. Though they are savage, the Lord of Battle's daemons adhere to a strict hierarchy in which the most powerful beings dominate and lead their lessers to war.

The wind blows hot, brazen horns blare, and the coppery smell of blood fills the air. Reality itself screams as a hole is torn in its fabric, blood pouring from its ragged edges. Out from this nightmarish portal march the Blood Legions, red-skinned horrors that bound towards the foe, a murderous gleam in their merciless eyes. They move in the shadows of fell banners that ripple with red-hot hate. Their sole purpose for existing is to slaughter.

Khorne commands daemons more numerous than the stars. Each bears the marks of the Blood God – strength, ferocity and seething rage – yet their role and ranking in his armies of gruesome conquest vary. The general rule is that 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. His direct leadership has seen the Blood Legions carve out the largest of all domains in the Realm of Chaos. This was not done through magic, plague or trickery, but rather through battle: brutal, incessant, and unrelenting.

In the unforgiving press of melee, Khorne's forces are unmatched by the minions of any other god. It is the strength and ferocity that each of the Blood God's daemons exhibits that will determine their rank within their pack, their cohort, and ultimately their legion.

It is possible – through deeds of carnage – for Khornate daemons to be imbued with greater amounts of power, rising above their station. As each daemon is, in essence, a shard of a god, their motivation to dominate and rule over others is beyond mortal understanding. Thus each daemon strives to outfight and out-kill all others. Similarly, daemons who draw

Khorne's ire are either stripped of their rank, or, if the infraction was truly inglorious, their very beings are ripped away, their immortality subsumed back from whence it came.



ORDERED FOR SUPREMACY

Every daemon – from the greatest being to the least – is ranked in a militant structure, and each is constantly striving to ascend. Highest in Khorne's hierarchy are the greater daemons known as Bloodthirsters. Clad in baroque armour and wielding fearsome weaponry, each of these mighty beings is a demigod of war. There are eight ranks of Bloodthirsters who command the Blood Legions. This does not include Bloodthirsters with unique roles directly beneath Khorne; there are said to be eighty-eight such beings, each with their own unique task, such as Wroth'kar, the eight-horned Guardian of the Eight Gates.

Of the Bloodthirsters, those known as the Exalted form 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 being injured to battle,

even the mightiest champions are but playthings to the Exalted, undeserving of slaughter in single combat. Only the greatest armies, its ranks millions strong, are worthy of having their blood spilled by the Exalted's own blades.

Beneath the Exalted are the Bloodthirsters of the second host, the Lords of Murder. Though subordinate, their stygian might is only slightly less than that of the Exalted. And so it goes, with each rank a formidable power, but also manifesting its own unique battle prowess or method of slaughter. The eighth host – the Bloodthirsters of Unfettered Fury – are the most common of Khorne's Greater Daemons.

LEGION STRUCTURE

At full strength, each Blood Legion is formed of eight cohorts, and each cohort is composed of eight packs of daemons led by a Herald or even a mighty Bloodthirster of the eighth or higher rank. Once on campaign, the number of daemons within each cohort can decrease for a variety of reasons – the most common, of course, being casualties. A cohort's numbers can also swell, however, perhaps due to the addition of auxiliaries, or if an influx of carnage upon the battlefield draws in additional daemons from the Realm of Chaos. It is also not unheard of amongst the minions of Khorne for a cohort to subjugate the daemon packs of another legion.

The bulk of most cohorts is made up of Bloodletters. These barbaric troops charge snarling into the enemy lines, hacking through ranks of foot soldiers with their enormous blades. Leading these fiendish killers are Bloodmasters, who occupy the roles of captain and lieutenant within the Blood Legions. They slice their way through the thick of

battle, always seeking out opposing champions who have managed to thus far 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 hellforged mounts crush the fallen beneath anvil-sized hooves. While the other daemons advance to the foe's fore, slaving Flesh Hounds race around the flanks to disembowel cowering wizards. Blood Thrones hurtle forwards to 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.

DIABOLICAL PURPOSE

The incomparable frenzy of the Blood Legions is not without design, and their hatred not without diabolical purpose. Khorne is not just mindless wrath, for behind the apoplectic rage there is a tactical mien – although this acumen is in keeping with his propensity for aggression and bold offensives.

Feints and elaborate trickery are not the way of the Blood God. The Blood Legions attack with brutish might, and none can equal their lust for violence. Khorne's offspring are blessed with unholy strength so that each of their blows 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 leaders – the dreaded Bloodthirsters and Heralds – 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 and topple cities, ordering their savage forces to shred massed infantry and leave the enemy champions to be engaged in glorious single combat.

A Blood Legion charging its enemy has the appearance of a tumultuous stampede of rage-blind beasts. This apparent tempest is actually a regimented military body, however, sharpened like an executioner's axe for the sole purpose of waging war. 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 daemons ignited moments before they cleave into an opposing army. The order

and direction of their assaults – no matter how savage – are as considered and well chosen as any orchestrated by the most tactically brilliant commanders in the Mortal Realms.



'It was on the eighth day of the siege that the foe brought a new weapon to bear. A flaming meteor descended to burst before the city's gate. Out of those flames rose a daemon of monstrous proportions, taller than mountains. An Exalted Bloodthirster had been sent. Our scrying spell was broken and we could witness the event no longer, but we know the capital fell and was razed within the hour.'

- Excerpt from *The Fall of Civilisation* preserved in Azyrheim

KHORNE'S SACRED NUMBER

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 even before his rage first washed over the realms. 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 bloodthirst is finally slaked. Whatever the reason, the figure and its multiples are strongly reflected in the organisation of Khorne's daemon armies, from the number of Bloodthirster ranks to the number of cohorts in a full strength legion, and in the largest of wars prosecuted by Khorne's minions, it is the eighth assault wave that is the most powerful of all. It is a number that also appears throughout the Blood God's domain: there are eight main gates to access the Brass Citadel, and eight towers guard its outermost wall; a slain daemon

must survive eight battles within the flames of Helbrass before Khorne will once again give them physical shape.

It is not only Khorne's daemon armies that make use of the sacred number eight, for the hordes of his mortal followers also revere it as the blessed value of the Blood God. As well as being reflected in the organisation of the Bloodbound Warhordes, the number is central to many of their blood-soaked tribal rituals. For instance, 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 tribespeople 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.

THE BLOOD LEGIONS

Though Khorne's rage burns hot, he is also lord of all things martial, and he orders his ranks with brutal efficiency. Each of his cohorts has a unique role to fulfil, as do the legions they form. All of these formations will eagerly join any kind of battle, but each has its own advantages.

The composition of cohorts and the Blood Legions they form depends upon their purpose. Of course, all daemons of Khorne are slaughter and rage made manifest, so they all excel at war, but there are specific formations that are geared towards a certain role.

The Charnel Host, for instance – one of the most commonly seen of Khorne's formations – is made up of eight packs of Bloodletters and a Bloodmaster, and is led by a Bloodthirster of Unfettered Fury. Driven on by the Greater Daemon, the Bloodletters and Bloodmaster's hellforged blades carve into the foe. The Red Tide Legions are primarily composed of Charnel Host Cohorts; they are crimson oceans of savaging blades that often serves as the vanguard of Khornate invasions, overrunning the enemy with waves of zealous infantry.



Other cohorts excel at different functions. With its mix of infantry and cavalry, a Murderhost Cohort is made to break the enemy's formations. While the Bloodletters engage the foe, the Bloodcrushers and Flesh Hounds move to the flanks or burst through gaps in the line. Flesh Hound-heavy Ravager Cohorts are used to run down cowards who flee the battle, while the focus of the Skullseeker Cohorts is on hunting down and gathering the mightiest of tributes for Khorne.

A Blood Hunt Cohort is made up of a Wrath of Khorne Bloodthirster leading Flesh Hounds and sometimes Bloodcrushers. They are often separated from the main body of the legion, sent to chase down quarry.

Gorethunder Cohorts are formations of Skull Cannons led by a Herald on a Blood Throne. They can be attached to any legion to provide firepower; within the Helthunder Legions, for example, they provide close support for seven hulking brass engines of unique design and enormous size. Rarely seen in the Mortal Realms, the devastation wrought by their ordnance has made them the stuff of legend.

The Blood Host Cohort centres around a Bloodthirster, and can contain multiple of these Greater Daemons. Even amongst the Blood Legions they are known for their aggressive charges, making such a cohort an ideal hammerblow to the enemy, a formation that can smash a hardened target and begin a slaughter.

Bloodthunder Stampede Cohorts are composed of Bloodcrushers, and they often form up with one or more Gorethunder Cohorts to form a Helstamp Legion. This is a fast-moving army made to punch through an enemy force and rampage beyond their lines. During the Age of Chaos it was common for the Red Tide Legions to sweep in first, pinning a foe in place while the Helstamp Legions arrived to crack the enemy centre and begin the rout.

Regardless of type, each of Khorne's cohorts and legions bears a unique name. These are won by bloody deeds or earned through the infamy of their leader. The Goreblade Legion, for example, is so named for leading the greatest slaughter of human tribes in Aqshy, while the Charnel Host led by

Zhul'khar, a Herald who earned a wreath of flames above his horns after slaying a Greater Daemon of Slaanesh, is widely known as Zhul's Firehorn Cohort.



VISAGES OF TERROR

All of Khorne's daemons have red skin and scales, though there can be any number of variant hues or markings along with a range of claw, horn, and hoof colours as well. Daemons of any 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.

Some daemons, such as those of the Brass Onslaught Cohort, are a vivid, bright shade of red, the colour of fresh arterial blood or molten iron. Others, such as those of the Jagged Tide, are a much deeper hue, like that of muscle tissue or thickly caked gore. Certain daemons bear the same colouring across their entire form, whereas others, like the Severers Cohort, display discolouration on parts of their bodies. These distinctions have led to many different cohorts being identified by mortals; their infamous acts of savagery are remembered in horror, and whispered of in hushed tones.

Cohorts tend to all bear similar blades and armour. The Jagged Tide is a cohort notable for wielding blood-red weapons, whereas the armour worn by the Baleful Lords Legion is as black as night.

REAPERS OF VENGEANCE

The Reapers of Vengeance are perhaps the most notorious of all the Blood Legions known by mortals. Led by the Wrath of Khorne Bloodthirster Ka'Kharnn, they first rose in the hierarchy of the Blood God during the incessant wars in the Realm of Chaos that marked Khorne's largest expansion of the Skull Lands. Although the full tale is unknown to mortals, it has been learned that Ka'Kharnn and his Blood Hunt Cohort wreaked a terrible vengeance upon the Exalted Keeper of Secrets that had bested several of the Blood God's favoured. For that deed, the Bloodthirster was raised in rank to the third host and given an entire legion to command, the Bloodcrushers of his cohort becoming his honour guard.

Since that time, the formation has become known as the Reapers of Vengeance, for they 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 major battle, turning soldiers to stone or banishing daemons back to their twisted realm, Khorne does not forget it. Upon his command the Reapers of Vengeance descend to claim the bloodshed that has been denied the Blood God.

The Reapers have fought in many of the major conflicts in the Mortal Realms, from the Battle of Burning Skies to the Hallost Campaign. Its strength is often divided, its varied cohorts fighting in multiple realms, but when Khorne or the Reapers have a truly personal vendetta, the legion is united in force. The tales of Ka'Kharnn's epic acts of vengeance have become legend, with entire nations not only destroyed, but eradicated from history through the slaughter of all who remember them.



THE BLOODLORDS

The Bloodlords Legion first came to infamy for their long hunt across the Realm of Ghur. Following their slaughter of the twelve orruk tribes that participated in Waaagh! Ironfang at the height of the Age of Chaos, the Bloodlords remained in the Realm of Beasts for many centuries. There, in-between razing Sylvaneth enclaves and human cities, they hunted the mighty beasts that had stalked those lands since the dawn of the Age of Myth.

The enormous skulls of the largest of those legendary creatures are prized by Khorne beyond nearly 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 the Lord of Battle. 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 Bloodlords' hunt.

The legion is composed of a variety of different cohorts that have all earned the favour of Khorne. Those cohorts regularly change, with those that win the most favour joining the Bloodlords until their place is usurped.

Because of their ranking, the Bloodlords have earned the right to direct their own blood crusades. This means that they can choose to attack high-profile targets that are sure to draw the eye of Khorne, thus keeping them in favour.

In this manner they have slain the Colossi of the Ghurlands, offered the Blood God the immense skull of the godbeast Fangthar, and fashioned a mountain of skulls using only the heads of orruk warlords.

Each of the cohorts in the legion is branded with a symbol unique to their cohort – a blazing mark that shines until their formation's place is taken by some other, more worthy group. Until then, the daemons of the Bloodlords seek to maintain their and their legion's position by making increasingly impressive tributes to Khorne.





BLOODTHIRSTERS

The greatest of Khorne's daemons are the dreaded Bloodthirsters, fiery incarnations of rage and slaughter. They are a force of utter carnage on the battlefield, carving into enemies with unbridled fury. It is the Bloodthirsters who lead the legions, and they seek to destroy all they survey, offering mountains of skulls to Khorne.

Bloodthirsters are the mightiest warriors of Khorne's daemon legions. They are his generals and personal guard, each one a primal manifestation of war that exists 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 warriors apart with every swing of its brutal weapons. Those rare few mortals who witness such an assault and somehow live to tell the tale speak in fearful tones of a towering, bestial monster enveloped in rune-scarred brass armour, dropping from the skies on bat-like wings into the very heart of the melee. There, in the midst of the full maelstrom of war, the daemon explodes into a flurry of violence, enacting an orgy of merciless and unrelenting slaughter.

Of all the Chaos powers, Khorne is the most militant. This trait ensures his Blood Legions are organised, often regimented with strict hierarchical order into formal cohorts. It is difficult for mortal minds to comprehend all the brutal machinations behind such ordering, but it is known that 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.

UNFETTERED FURY

The most numerous of the Lord of Skull's Greater Daemons are the Bloodthirsters of Unfettered Fury. Although they are the eighth and lowest rank, their might is still beyond mortal reckoning. They stride to battle bearing a massive Axe of Khorne in one hand – a weapon that can cleave a Magmadroth in two with a single swing. In their other hand, each wields a vicious lash of Khorne. Immense flame-wreathed whips cruelly studded with brass

spikes, these weapons slice through the air as easily as through flesh. When not flaying the foe, the whip is cracked to drive on Bloodletters, Flesh Hounds or the mortal followers of Khorne to greater heights of fury.

INSENSATE RAGE

The Bloodthirsters of Insensate Rage are of the sixth host, and are charged with the task of shattering seemingly unbreakable foes. Fuelled by the burning intensity of their fury, these daemons are able to heft immense double-handed axes as tall as a fortress gate; a single swipe from such a weapon can obliterate an entire battle line in an eruption of gore. Bloodthirsters of Insensate Rage are the most mindlessly savage of their kind, so enraged that their battle-lust exudes from them in waves that drive nearby daemons of Khorne into a killing frenzy.

KHORNE'S WRATH

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. They are also charged by Khorne with a sacred duty – humbling the greatest champions of the foe and butchering them in the name of the Lord of Battle. Relentless hunters, they snare their quarry with cruelly barbed bloodflails, breathing jets of hellfire upon them before hacking them apart with double-bladed axes.

Regardless of their rank, to face a Bloodthirster is to face utter obliteration in the most violent fashion possible. These colossal, sulphur-wreathed fiends care only for the test of strength and endurance that is the crash of battle. Amidst constant warring they seek to honour Khorne with never-ending offerings of skulls and blood.

SKARBRAND THE EXILED

Skarbrand was once the most favoured of all Khorne's Bloodthirsters. 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 axes, Carnage and Slaughter. None could stand before the terrifying power of the Blood God's trusted servant, his right hand of ruin. Yet the prideful rage that dwelt within Skarbrand's breast was fierce. It took but a whisper from cunning Tzeentch to fan the fires of the Bloodthirster's hubris and set him against his master. One day, when Khorne's back was turned, Skarbrand struck. With a defiant roar, he leapt towards the Blood God, putting every ounce of his strength into a blow that would have cleaved a mountain in two. However, all that mighty strike achieved was the merest chink in Khorne's brass armour.

In his wrath the Blood God seized the traitorous Skarbrand and choked all reason and thought from him, leaving only blazing rage. He then hurled the daemon across creation, exiling him from the Realm of Chaos. Since that day, Skarbrand has slaughtered his way across the mortal lands, trapped in a state of pure, incandescent fury. In the long years since his exile, Skarbrand has filled oceans with blood and destroyed armies untold. The exiled Greater Daemon has no grand plan, and no motivation beyond the all-consuming urge to fight. The more wounds Skarbrand sustains, the angrier he becomes, his power increasing alongside his blazing wrath.

HERALDS OF KHORNE

Even amongst the brutal Bloodletters of Khorne's legions, there are those who excel in the art of slaughter beyond their peers. These frenzied and unstoppable killers have earned special favour in the eyes of the Blood God through deeds of unimaginable carnage. Known as his Heralds, death follows wherever these champions go.

The Heralds of Khorne are the strongest and most dominating of the Bloodletters, chosen out of the ranks by the Lord of Battle himself. Those who have excelled in the brutal acts that Khorne favours most – war, rage and bloodshed – are given the opportunity to advance themselves. There are but rumours of the blood-soaked trials that follow, but those who survive are anointed as Heralds. Their hellblades absorb a greater measure of power, and they are granted titles that befit their achievements and preferred method of warfare. Whether a Bloodmaster, Skullmaster, Brassfiend, Sacred Executioner, Rendmaster, or any other type of Herald, each is a ferocious warrior who seeks to fulfil his duty to Khorne and enact the will of his ruling Bloodthirster.

BLOODMASTERS

Only those daemons who have accomplished particularly notable acts of brutality are worthy of the title Bloodmaster. Driven by an insatiable need for slaughter, these daemoniac champions hack and tear at their foes with a single-minded fury, leaving nothing but bloody chunks in their wake. Truly a Bloodmaster is worthy to bear a blade of blood.

The Bloodmaster is not the leader of a pack of Bloodletters save by example. They have no more battle acumen or grasp of tactics than do their daemoniac comrades but they do have an additional portion of Khorne's rage. As the Bloodmaster's wrath builds, the emanations of its battle-lust fuels nearby Bloodletters, 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 Lord of Battle.

There are many Bloodmasters whose infamy has made them known across the realms. The name of Ul'zhark

causes many in Aqshy to shudder, for that was where he earned the title of Red Butcher as part of the Destroyer Legion beneath the dreaded Bloodthirster Kul'rhex. Lazhkhul Gorehorns earned his notoriety during the Red Century, a time when Khorne – fuelled by oceans of blood spilt in his name – gained ascendancy over his brothers. Krazkoth fought in the Brass Legions for long eras and was destined for still-greater status, but Khorne accepts failure from no-one; following the pandemic of the Dripeye Plague, the forces of Nurgle pushed past the Brass Legions and into the Skull Lands of Khorne. Thus did Krazkoth lose his favoured status, and was forced to lead the a cohort beneath the Bloodthirster Skarbrand. This, perhaps predictably, ended with the Herald being slaughtered by that most rageful of Greater Daemons, never to be remade anew – for Khorne tires quickly of those who cannot claim victory.

SKULLMASTERS

There are those amongst the Heralds of Khorne who favour the headlong charge of daemoniac cavalry, who 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.

The pairing of Herald and Juggernaut results in a force of breathtaking destruction. Few can withstand the furious bladework and hulking mount of a Skullmaster. Those not split open by the rider's blade of blood and drained of their essence are ground to bloody paste beneath the Juggernaut's smouldering hooves, or spitted upon its razor-sharp horns.

Some of the most feared of all Skullmasters lead Bloodthunder Stampedes – large formations of daemoniac cavalry that shake the ground with their charge. With an impact like a brass avalanche, they can sweep the battlefield in a carnage-filled advance that leaves behind nothing but pock-marked earth, each crater filling with the blood draining out of the pulverised remains of the foe.

SKULLTAKER

There is but one Herald of Khorne who bears the title of Skulltaker, for

It was said in the old province of Paxxus that so long as the king bore the blade known as Iuris his line of rule would never end. The kingdom grew unchecked, for all knew that whomever wielded Iuris could not be bested in battle. So it was for many generations, until the arrival of Skulltaker. The daemon took up position beneath the king's gates, where only a handful of warriors could approach him at a time. All the guards who dared come near were slain. In a voice of iron, Skulltaker proclaimed that he would not leave until the king came down for a duel. The king was no coward, and called for his sword. To the sound of trumpets he met the foul Herald of Khorne beneath the archway, and for an hour the battle went back and forth, each blade parrying the other. Skulltaker eventually took his foe's measure, and unleashed a hellish flurry of blows. The first strike of the Slayer Sword shattered Iuris, and before long the king dropped to his knees and his head was taken. Paxxus fell not long after, and has never been rebuilt.

he is Khorne's eternal champion. For endless millennia he has collected 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 forwards to meet them, as swift as a headsman's axe.

Aeons of single combat have forged Skulltaker into a peerless duellist. 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. Skulltaker not only slew the Runefather Azhar-Grimnir, but ended the duardin's entire bloodline by slaying all six of his Runesons in quick succession.

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.

None but Khorne know where Skulltaker will turn up next. He is drawn by tales of martial prowess, hoping they lead to warriors who can offer up a true challenge – and thus, a worthy skull. History is littered with accounts of his sudden and sinister appearance before the gates of a Stormkeep, at a Fyreslayer magmahold, or in the midst of a raucous ogor feast. Each time he demanded that a worthy warrior rise to meet him. Of those many accounts, only three speak to anything other than victory for Skulltaker. One of those – or so it is said – is from the world-that-was, when Khorne's champion battled Sigmar for three days without pause. It took many centuries for Skulltaker to recover from his wounds, and the vengeful daemon still takes great pleasure in repaying the debt to Sigmar's warriors at every opportunity.

On occasion, Skulltaker will walk the battlefields upon which Khorne's armies are doing battle. The exact reason for the Herald's presence is usually unknown; perhaps his hunt for worthy competitors has led him there by chance, or maybe victory in that arena is so important to his god that the greatest of his champions has been sent to secure it. Whatever the reason, the most infamous of Heralds simply appears, his blade rippling with flames as he stalks amongst the enemy, slashing contemptuously as he seeks someone worthy of his blade.

'To be on the receiving end of a Juggernaut charge is to feel a mountain drop upon you.'

- Vandus Hammerhand

BLADES OF BLOOD

To those Bloodletters who prove themselves with extreme acts of violence Khorne grants further opportunities to earn his favour. In the brutish trials and forced combats that follow, the victor not only leeches the energies of those that they vanquish, but they are also gifted an extra sliver of the Blood God's boundless rage. This fell energy empowers and transforms the daemon's hellblade, which still drips with the blood of those it had slain. Henceforth known as a blade 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. Each strike not only penetrates armour and flesh, but also the target's immortal soul.

Although their wielders have a fondness for decapitating blows, blades of blood need only to deliver a mere scratch to draw out a foe's soul. Those few who survive wounds from such weapons are forever scarred both physically and mentally.

THE HEART OF THE BLOOD LEGIONS

Filled with an unquenchable desire for bloodshed, the daemons of Khorne march forth in endless regiments, forming the bulk of the Lord of Battle's legions. The earth is scorched and churned beneath rank upon rank of brimstone hooves, and the air rings to the clamour of coarse voices bellowing 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 daemons, and while a single Bloodletter is deadly, a whole pack is truly terrifying. Indeed, when gathered in sufficient number the Bloodletters' fury is fully aroused, further increasing their martial skill. Drawn to battle like scavengers to carrion, they charge towards their enemies with savage ferocity, long tongues flicking in anticipation of the taste of blood.

Amongst a Bloodletter pack, the daemon who has spilt the most blood and wreaked the most carnage is known as a Bloodreaper. Blessed by Khorne with additional combat prowess, the Bloodreaper's status is usually marked out by such signifiers as larger horns or a longer hellblade, although some of these champions bear unusual colourations. While Bloodletters follow the commands of daemons more powerful than they, in executing those orders it is the Bloodreaper that must lead the pack on the kill. The rank is temporary,

and can be won by any Bloodletter in the formation should their martial deeds surpass those of the incumbent.

The sight and sound of Bloodletters marching against the enemies of Khorne have caused many warriors to flee before the battle has even begun. Blasts from brazen horns punctuate the soul-chilling chorus of howls that accompanies the red processions of doom. Upon grim standards are displayed the names of slain mortal champions, inked in the blood that pooled as these heroes of their people lay dying, while other hellish banners are draped with entrails and gore from the countless bodies that have been torn to shreds by the Lord of Skulls' legions. All such banners bear the mark of Khorne, a symbol feared throughout the Mortal Realms. The pungent, coppery waft of these bloodsoaked banners is deeply unsettling, and the loping Bloodletters seem to move faster as the blood of each new enemy champion is splashed across these gruesome icons. Other Bloodletters carry gore-drenched icons, banners that flash in the midst of the carnage, causing reality itself to blink. In that crimson blaze, the icon summons in fresh Bloodletters from the Realm of Chaos to join the fray.

Although most frequently found in the daemonic legions, Bloodletters are regularly seen fighting on battlefields alongside the mortal followers of Khorne. The daemons of the Blood God are drawn towards sites where massive deeds of slaughter are being committed. There, they serve as manifestations of Khorne's favour, immediately attacking in their legendary ferocity. However, when present amongst mortal forces, Bloodletters also serve another purpose: should any of the mortals fall short of Khorne's demands, the Bloodletters will carve them to bloody chunks with their hellblades as quickly as they would dispatch any other foe. Martial honour is everything, and weakness, cowardly acts, or signs of mercy or compassion are not to be tolerated. Truly Khorne cares not from whence the blood flows...



*'Tis best to die with blade in hand,
Facing towards the foe,
The Lord of Skulls is watching,
And his crimson killers know.'*
- Rhyme of the corrupted Hybor Tribe



HELLBLADES

Each Bloodletter carries a hellblade, a long, jagged iron sword whose blackened blade burns with an unquenchable lust for slaughter. Its edges are honed to razor sharpness by Khorne's eternal hatred so that it can pierce armour, separate head from neck, or sever an ogor's thick arm without slowing its course. A single scratch from a hellblade is often enough to fell even the hardest of foes. When wetted with blood, such swords glow or smoulder, smoking and guttering as they greedily absorb the life essence of mortals.

Legends surround how these horrific weapons are forged; some say the hellblade is shaped from its wielder's essence, while certain myths claim that the soul of another angry daemon forms the core

of the sword. Whatever the truth, once grasped a hellblade can never be discarded or torn from its wielder's hands.

Each life taken by a hellblade only serves to fuel the fury of the Bloodletter who wields it. No matter how much the sword drinks, however, its thirst remains unquenchable, for it is Khorne's way to always demand more blood.



BLOODCRUSHERS

Bloodcrushers are Khorne's daemonic shock cavalry. They are the unholy union of an especially murderous Bloodletter and a Juggernaut mount, a beast of brazen brass and corded muscle. Juggernauts are massively resilient and incredibly strong, their charge powerful enough to shatter boulders or uproot the most ancient of ironoaks. Together they plough through enemy formations, the Juggernaut goring its victims upon its brutal blade-horn as the rider swings his 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 may become a Bloodcrusher only when his excessive acts of violence have gained him enough favour in the eyes of the Blood God. If the daemon is deemed worthy of the blessings of Khorne, he 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 aggressive monsters that only respond to strength. Before one of their number will serve a daemon rider, the Bloodletter must outwit or outfight their future mount. Many aspirants 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 behemoths. The majority of Bloodletters 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 formidable steed.

In truth, 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 his steed as he is borne through the combat, hacking from on high with homicidal fervour.

FAMED FORMATIONS

While all Khorne's daemons are deadly, there are some whose infamous deeds have garnered them notoriety that extends across the realms, mortal and immortal alike. The Daemonettes of Slaanesh shudder to recall the Fellblades, a black-bladed pack of Bloodletters, while Kul'rhex's Destroyer Legion toppled human empires beyond counting during the Age of Chaos. None have yet stopped the charge of the Brass-skull Bloodcrushers, while the Helfire Legion has built mountain ranges of skulls before Khorne.

DAEMON ENGINES

Products of the nightmarish industry that arms and armours the legions of Khorne, these horrific daemon 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

Birthing from the monstrous soul-forges that fuel Khorne's endless wars, Skull Cannons are nightmares 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. There 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 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.

A single Skull Cannon is a formidable foe, but an entire Gorethunder Cohort of the

hellforged fiends can strike fear into even the most stalwart of enemies. At the siege of Vexxlor it was massed Skull Cannons that battered down the gates, leading to the grim slaughter that followed. Even during the city's sacking the Skull Cannons continued to play their part, stalking victims down the long streets.



BLOOD THRONES

The Blood Thrones of Khorne are brass-clad daemon engines fashioned in the image of the very dais upon which Khorne himself is enthroned. Belching sulphurous smoke 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 avoid being ground down by the profane contraptions can still find themselves spitted upon the hellblades of its Bloodletter charioteers, or hacked down by the Herald known as a Rendmaster who rides upon the throne itself.

Few can comprehend the countless acts of slaughter and atrocity that a Rendmaster must commit to earn its place upon a Blood Throne, for such infernal gifts are not given lightly. These daemon engines are tokens of Khorne's favour. 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. The daemon vessels bound to each engine are amongst the most prideful and vicious of all those in Khorne's service. It takes a Herald of Khorne to keep their murderous rage upon the leash.

As the Blood Throne races towards the enemy line, its Rendmaster stands tall, blade of blood in hand. With baleful eyes he scans the battlefield for worthy foes whose skulls will make the most prestigious tribute to Khorne. His quarry chosen, the Herald urges his Blood Throne forwards, roaring in anticipation. Blood Thrones often charge straight into battle, tearing gaping holes in the enemy line and carving a bloody path through the panicking formation. 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 Rendmaster. 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.



*'And then with tongues of flame
The cannon spoke,
Its crashing roar the gates did smote.'*
- Last Lay of Vexxlor



HOUNDS OF WRATH

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

FLESH HOUNDS

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

Many Flesh Hound packs contain creatures larger and more vicious than others of their kind. These Gore Hound champions howl with such rage that it causes their prey to burst into flames, a scent which drives the rest of the pack to greater fury.

In battle, red froth drips from the Flesh Hounds' snarling maws

as they charge the foe. They are afforded anti-magic protection from their Collars of Khorne, and they especially favour ripping apart wizards. 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 and Khorne's personal hunter, for he is the manifestation of the Blood God's vengeance. When not out prowling, Karanak lies at the foot of Khorne's skull mountain, gnawing on bones 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 is the most dangerous, for it tracks the movements of prey from within their own mind, through dreamscapes and delusion – and only the insane can escape their own thoughts. Karanak kills his victim with lightning speed before dragging the carcass to the Brass Citadel, where it is laid at his master's feet.



WARHORDES OF KHORNE

Like the Blood Legions, the Bloodbound followers of Khorne conform to a brutal yet militant organisational structure that is based around the most powerful of their savage kind rising to command. These armies are fierce, unrelenting and eager for slaughter, and the realms tremble before their onslaught.

It is Khorne's demand that the blood flow in endless torrents, and his mortal hordes are only too eager to obey his holy word. In their wake, the mightiest civilisations have been left in ruins, with the skulls of the dead stacked high in tribute. 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.

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 warbands 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. This task is best done by directing their rage at suitable targets, for only ceaseless carnage and marching against ever-greater foes can keep the insatiable bloodlust and drive for individual glory of the Khornate hordes from turning inwards.

It falls upon a Lord of Khorne to command the fury of an entire Bloodbound Warhorde. To take such a position requires a living legend – a warrior who has risen through the ranks through indomitable power and unrelenting slaughter, felling not just foes beyond number, but also members of his own tribe who would dare challenge his authority. These warlords clad themselves in hellforged plate, and under their grim banners are gathered hordes 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 followers like a butcher's cleaver, expertly carving through an enemy army. Despite their awe-inspiring powers, even the most powerful lords rarely hold their frenetic followers together for more than a few campaigns.

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 rank of the Gorechosen. Warbands take on many shapes, but all share the unquenchable rage and hunger for violence bestowed on them by Khorne. They are drawn to the exploits of the mighty Gorechosen and Lord of Khorne, and are all too eager to join in the carnage that occurs whenever these renowned warriors charge into battle.

A Warhorde is typically divided into eight distinct groups. These are often given their own moniker or named after a notorious leader, such as the Skullhunters or Khallzhak's Redblades. In smaller armies, these eight formations might each be a single pack, but in larger groups each of the eight is a battle force in its own right.

One of the most common groupings is a Bloodmad Warband, a formation led by an Aspiring Deathbringer. It

contains throngs of Bloodreavers and Blood Warriors bolstered by Skullreapers and a Bloodseculator. So great is the fury manifested in such a gathering that, when they start reaping their gory tributes, the veil between realms begins to tear. As the blood flows from the Bloodmad Warband's killing spree, the skies turn crimson, and a deluge of blood soaks the lands in gore.

Another common formation is the Gore Pilgrims. These zealots are composed of Blood Warriors and Bloodreavers who congregate under Bloodseculators and Slaughterpriests, and follow them in their bloody worship. When Gore Pilgrims do battle, Khorne's loathing of wizardry becomes increasingly manifest as the blood begins to flow and the Slaughterpriests chant their hateful mantras.

The Blood Warriors of the Bloodforged are led by daemonically warped Skullgrinders and Wrathmongers, berserker brutes who wield ruinous wrath-flails. Skulltake Warbands are likewise appropriately named, and are composed of Skullreapers and packs of skull-eating Khorgoraths led by a Bloodstoker, while a Dark Feast Warband engages in gruesome acts of cannibalism to boost their own power.

When enough of the larger warbands are pulled together beneath a powerful Lord of Khorne, their savagery is unstoppable. They rampage across the Mortal Realms, carving a red path of ruin through all they cross.



'We reject your peace offering. The fighting shall only cease when we have hunted down the last of your tribe, when every one of your skulls has been stacked in offering to Khorne.'



Here is shown the organisation of a typical Bloodbound Warhorde. It is comprised of eight warbands, and is led by a Lord of Khorne. The fearsome Gorechosen surround their lord, enforcing his rule and bringing low his enemies while awaiting a chance to seize control for themselves.



THE CHOSEN OF KHORNE

The Bloodbound are the scourge of civilisation, the very sight of an assembled Warhorde enough to send paroxysms of terror rippling through an opposing army. Though they no longer dominate the Mortal Realms as they did in the Age of Chaos, their armies still march across the land, spilling oceans of blood in Khorne's name.

Although any warrior may offer up their soul to Khorne in exchange for power, only the most extreme in their dedication – and most successful in their tributes – are chosen by their deity in return. These are the Bloodbound, and they have survived the eight ritual Trials of Khorne to become the most powerful, belligerent and murderous of the Lord of Battle's devotees.

It is the ever the way of Chaos to turn mortals against one another, and this is Khorne's way of weeding out the weakest. So it is with Bloodbound Warhordes. Tribes rise, gain power, and those that do not pull themselves apart sweep across the lands in red swathes of violence, a curse upon the Mortal Realms greater than any other. Over the years, some Bloodbound tribes die out – falling in battle or being subsumed into larger Warhordes, while new tribes form to start the process anew. Some of the greater tribes have existed for many centuries, their offspring forced to endure the Trials of Khorne or die.

Bloodbound Warhordes can vary widely, but they all have two main things in common: a powerful commander who holds the varied forces beneath him in check, and a penchant for bloodletting on a vast scale that keeps them high in Khorne's favour. Some Warhordes can be identified by their gruesome garb or fighting style. The Murderfist Tribe, for example, are known for tearing the hearts out of their foes. Each warrior's hands – whether bare or protected by the black plate armour typical of their people – are bright red; it is often difficult to tell that these are ritual tattoos, as the warriors of the Murderfist tend to be drenched in gore and viscera. Indeed, the most infamous of the Bloodbound forces are known across the Mortal Realms, with two standing above the others – the Goretide and the Skullfiend Tribe.

THE GORETIDE

The ground shudders at the onset of the Goretide. This immense Warhorde is less a mighty army than it is an entire nation of murderous butchers, all bent on the utter annihilation of everyone in their path. Founded late in the Age of Myth, the Goretide have risen from a feral tribe of the Aqshian plains to the most feared of Bloodbound Warhordes. For centuries they have swept the lands, toppling castles and sprawling cities alike, leaving ruins or erecting baroque, spike encrusted fortresses in their place. They have murdered great armies, exterminated thriving peoples and taken the heads of kings, heroes and saints beyond number. Though innumerable champions swell the Goretide's ranks, the Warhorde's unstoppable impetus is the work of a single man. It is their leader, Korghos Khul, who has forged the Goretide into such a large

and notorious Warhorde. It is his commands that drive them onwards, condemning entire civilisations to death beneath blood-stained axes.



Korghos Khul rose to prominence in Aqshy, and through his violent acts helped to usher in the Age of Chaos. Khul's barbaric followers became known as the Goretide, for wherever the cannibalistic warriors went, carnage and slaughter soon followed.



Those tribes that were conquered by the Goretide faced a difficult decision – to join in the dark feast after the battle or to be hacked down and consumed themselves. So did the Goretide grow, both in numbers and in terror, for rumours of their foul deeds spread like wildfire across the lands known as the Great Parch.

So many tales are told of the triumphs and atrocities of Korghos Khul and his Goretide that it is difficult to track what is truth and what is legend. From casting Aqsharya down in flames to the utter eradication of the nation of Eltharia, it is said that Khul has destroyed a thousand empires. Many dozens of lands across Aqshy are named for the warlord or his bloody deeds, and many structures have been raised under his command, such as the Jagtooth Forts and the Red Pyramid – an edifice made from millions of skulls reaped from across the Brimstone Peninsula.

Before the sudden emergence of Sigmar's new armies, Khul's dominance was nearly complete across the Great Parch. The Goretide were the first of Khorne's servants to clash with the Stormcast Eternals, and a glorious feud has raged ever since. The Hammers of Sigmar, led by Vandus Hammerhand, foiled Khul's ploys to achieve daemonhood.

Khul sought revenge, and on the scorched plains of Aqshy he almost had it – yet at the last moment he was betrayed by his supposed ally, the Daemon Prince Lord Skinskein of Orb Infernia. Khul's wrath was absolute – he slew Skinskein and claimed the traitor's daemoniac legions, swelling the ranks of the Goretide. In a rage, Khul destroyed the Seraphon who arrived to halt the Chaos plan as well as all the feuding Daemons, claiming the hollow orb as his stronghold. Yet this victory, too, would soon be undone.

Through temporal sorcery, Khul's rivals rewound time on Orb Infernia and restored the Seraphon and warring Daemon Princes, reversing the Lord of Khorne's victories. Enraged, Khul has vowed to destroy once and for all those who have obstructed his path to daemonhood.

The SKULLFIEND TRIBE

Heads are hacked from necks like wheat before the scythe as the Skullfiend Tribe attack. Possessed of a manic desire to claim skulls, the aptly named Skullfiends are led into battle by Lord Skardrax the Slayer. The furious roars and cruel, bellowed laughter of this Juggernaut-mounted monster resound across the battlefield, rising above the cacophony of war as axes crunch through bone and the dying emit their final screams.



The Skullfiend Tribe believe that the only way to honour the Blood God is by taking the heads of every foe they meet. Their massed ranks of Skullreapers have refined decapitation into a savage art form, and their armies are accompanied by howling packs of Khorgoraths. The berserk tribe leaves trails of beheaded corpses in its wake, fleshy chaff abandoned to the crows. Heads are slung into sacks or lashed to belts, that they might be flensed and offered to almighty Khorne. The skulls of champions or fierce monsters are especially prized, and make the most impressive tributes.

The Skullfiend Tribe originated in the Realm of Ghur, but they can be found wherever their slaughter-path takes them. Most recently a large portion of the tribe has been pulled into Shyish, where they sought to halt the grandiose plans of Nagash. Although nearly buried in waves of malignant spirits, the Skullfiends have slain their way free, and the ongoing campaign across Hallost, the Land of Dead Heroes, has challenged them like nothing before.



LORDS OF THE BLOODBOUND

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 and a palpable aura of intimidation. 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 espies 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 challenges for any brave or foolish enough to answer. Under showers of

arterial blood he butchers champions 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 worshippers. They have levelled empires, massacred entire civilisations, and driven whole races extinct through persistent carnage. For these bloody offerings, Khorne rewards them with tools of violence, gifting them hellforged axes from one of Brass Citadel's myriad furnaces as well as the immense strength required to wield

such weapons. A Lord of Khorne may also be accompanied in battle by a ferocious daemon hound, or ride atop a molten-blooded Juggernaut.

These powerful boons do not come without a cost. Should a Lord ever falter in their unrelenting bloodshed, the giving of such gifts will be questioned; Khorne is not a patient god, and his brutal judgements are always looming. A Lord of Khorne must constantly face challenges from his own warriors, but a leader who is not reaping his way to greatness will find that, when his followers inevitably rise up against him, it will be they that bear the Blood God's favour.



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 off heads, it suits the Blood God's warriors perfectly. The most common of Khorne's gifts to his followers, the nature of each weapon varies according to the whims of the Blood God and the fell smith that forged it. No matter how varied the shape of the blade, all are deadly and fully capable of turning on their wielder should he prove unworthy.

KORGHOS KHUL

Of all the Lords of Khorne across the Mortal Realms, the name Korghos Khul stands alone. A thousand empires have fallen at his command, and numbers untold have met their end at the edge of his Axe of Khorne.

During the Age of Chaos, Khul assembled a vast Warhorde known as the Goretide. At the front of this army of blood-seeking madmen, he began slaughtering his way across the unbound vastness of Aqshy, tearing down all kingdoms and empires that stood in his path, his ultimate ambition to attain daemonhood.

In addition to being granted an unnaturally long lifespan, Korghos Khul's service to Khorne has earned him many boons. His reality-splitting axe was bestowed upon him after the slaughter at Scorched Keep. His suit of blood-soaked armour was earned through his besting of eighty-eight rival champions. The Flesh Hound Grizzlemaw was gifted to Khul following his horrific purge of the Direbrand Tribe. This muscular daemoniac beast can tear a man to shreds with its razor-sharp teeth and claws, while its barbed brass collar negates magic cast in its presence. Grizzlemaw delights in devouring terrified mages who find themselves suddenly stripped of their power.

When the gates of Azyr reopened, it was Korghos Khul and the Goretide who first opposed the Stormcast Eternals. During the Realmgate Wars, Khul's Warhorde faced off against the Hammers of Sigmar many times, their rivalry pre-dating even that era; Vandus Hammerhand, a Lord-Celestant of the Hammers of Sigmar, had in his mortal life almost met his end at the edge of Khul's axe, before his salvation came at the hand of the God-King. Although Khul has suffered setbacks against the Stormcast Eternals, and foul magics robbed him of his rightful victory at Orb Infernia, he has sworn to get revenge for his defeats, and dedicated himself anew to blazing a murderous path to daemonhood across the realm of Aqshy and beyond.

VALKIA THE BLOODY

Valkia the Bloody is known by many names, including the Gorequeen in Aqshy, Lady Wrath in Hysh, and as the Red Angel of Slaughter by the Devoted of Sigmar. The legend goes that she was once a mortal warrior, 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 an entire tribe looking to claim her head in the name of the Lord of Battle, she fought with the explosive anger of a Bloodthirster, impaling hundreds on her barbed spear Slaupnir 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 a sojourn to butcher the remainder of her tribe, Valkia carved out her own kingdom in Khorne's domain, the volcanic fastness Mount Ashenfel. It is from here that she flies to battle, drawing to her side daemoniac legions and mortal hordes alike. The Slaaneshi Daemon Prince Locephax once 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. She streaks down from the skies like a crimson bolt, driving her spear with such force she often impales foes in a spectacularly gruesome fashion. They say that wherever Valkia the Bloody goes, so too does the Blood God's gaze, and thus mortals dedicated to Khorne fight with renewed vigour in her presence as they seek to please their brutal deity.



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 are his right arm, acting on his commands to serve as lieutenants, retinue and advisors. Not even the boldest and most favoured of warlords can risk lowering their guard in the presence of the Gorechosen, for they are powerful and ambitious rivals who will readily usurp their master should he falter in his dedication to Khorne.



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. A whirlwind of death in close combat, Exalted Deathbringers lead by bloody example. In their killing spree they are not above slaughtering their own troops to ensure the remaining warriors keep fighting until either victory or glorious death is achieved. As befits their high status, Exalted Deathbringers are gifted a powerful weapon from the Blood God's armoury, a tool they will use to reap in his name.

In addition to being a Lord of Khorne's right hand, the Exalted Deathbringer is also his deadliest rival. 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. After all, Khorne cares not from where the blood flows.

BLOODSTOKER

The Bloodstokers are sadistic taskmasters whose job it is to keep the unruly ranks of the Bloodbound tribes in line. Possessing cruel, barbed whips and vicious torture blades, Bloodstokers drive their charges into a killing rage with a rain of furious lashes. With well-placed strikes and the foulest of insults they spur on nearby Bloodbound warriors to charge the foe, fanning their anger to incandescent levels so that they recklessly hurl themselves at the enemy.

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.

As befits a champion of Khorne, a Bloodstoker is more than capable of fighting alongside those they drive into battle. His whip can carve flesh from bone, and his vicious blade darts out to cruelly slash and stab at any who dare approach him.

SLAUGHTERPRIEST

Looming over their murderous brethren, Slaughterpriests are swollen with the energies of Khorne. Demagogues of the Blood God, they are warrior-preachers who are able to control the blood coursing through the veins of the battlefield's combatants. With their bellowed invectives they can incite those around them into a mindless rage. Through prayers to Khorne a Slaughterpriest can also boil the blood surging inside of their enemies, causing cries of agony as eyes burst in fountains of red fluid.

Slaughterpriests are notorious for gaining their hideous power by drinking the blood of the fallen foe. The more they imbibe of this grisly tribute the more likely Khorne is to grant his blood-boiled blessings.

These fell priests are themselves deadly killers, and stride boldly into battle to take a tithe of the enemies' blood. Some fight with a bloodbathed axe, hewing the foe down with sweeping blows. Others fight with a weapon in each hand – a spiked metal ball known as a wrath-hammer and a cruelly jagged hackblade that lives up to its moniker.



SKULLGRINDER

When the Age of Chaos began, the gods bequeathed gifts to their mortal worshippers to aid in their conquests. Many Bloodbound tribes received brass anvils of Khorne. Not only were the anvils used to smith brutal weapons and armour, but also as brazen altars upon which captives were sacrificed. None know where the Skullgrinders first came from – they simply appeared. At each Bloodbound encampment, one of their kind marched straight to the sacrificial anvil, smashing aside any who challenged him. It is said that as the Skullgrinder drew close a fiery light blazed from the anvil. Reeling long brass chains from thin air, links still glowing as though pulled from the heart of a furnace, the warrior-smiths wordlessly took those chains and attached them to the anvils of Khorne, hammers striking thunderclap booms as they forged the bond.

On the battlefield, Skullgrinders swing these anvils on heavy chains, crumpling armour and shattering bone with every blow. With each foe slain, the massive weapons blaze more fiercely with unholy flames, further emboldening nearby Khornate formations.



ASPIRING DEATHBRINGER

Long and bloody is the path to Khorne's favour, and most of those who walk it come to a swift and brutal end. To live as Bloodbound is to kill constantly, slaying enemies and rivals amongst the tribe alike. Aspiring Deathbringers are survivors who are tempered in this bloody crucible. They are homicidal champions whose excessive butchery has earned them the fearful respect of their Warhorde.

On the field of war, an Aspiring Deathbringer charges into the fray wielding a weapon in each hand. Relentlessly savage, these gore-flecked executioners never tire in their pursuit of carnage. All who worship the Blood God can feed off the bloodthirsty energy the Deathbringers exude, in a radius similar to that of the arcing sprays of gore that burst out of their slaughtered victims. Those within the splatter zone use the drenching gore as inspiration for their own mauling acts of violence.

When other champions fall, this only fuels the Aspiring Deathbringers' lust for blood and glory, for it places them one further rung up the hierarchical ladder.



BLOODSECRATOR

Bloodsecrators bear huge, skull-wreathed icons of the Blood God into battle. These profane artefacts are not just grim trophies of wars won, but lodestones of Khornate energy, drawing in the rage and bloodlust of all those around them. Bloodsecrators fight to bear their standards into the very heart of the foe, where they unleash the power of the dread icons. In the howling fury that follows, the veil of reality is ripped asunder, exposing all nearby to the rabid might of the Blood God's realm. As the eternal wrath of their god envelops them in a red mist, Khorne's faithful are driven into a maddened battle-frenzy, while the sorcerous incantations of the foe are undone by the Lord of Battle's fearsome ire for the eldritch arts.

Bloodsecrators typically avoid the internal power struggles that are so common amongst the other Gorechosen. They care little for personal glory, and their ambition is not for advancement or leadership, but is focused only upon slaying in Khorne's name. The icon bearers are driven by a battle-lust so pure it borders on the elemental, an undiluted rage that pleases the Blood God greatly.

CHAMPIONS OF SLAUGHTER

Those who have committed deeds of great carnage have taken the next step along the dark path to ascension or damnation. In doing so these champions have been blessed, for Khorne has bestowed upon them mighty gifts. Thus do they rise above the rank and file, towering champions of slaughter who serve as bloody inspiration.

WRATHMONGERS

Hulking brutes bedecked in brass and iron, the Wrathmongers are savage berserker warriors. 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 battle-lust.

To become a Wrathmonger requires a Bloodbound warrior to undergo something called the rite of the Brass Cage. Few know the specifics of this dark ritual, but the Slaughterpriests claim that Khorne will guide those who choose such a path. Most who depart upon this dark quest never return. For those who succeed, however, the transformation is total. Other warriors learn to be wary of these psychotic slaughterers, for Wrathmongers are swollen and malformed with daemonic power. Their blood flows furnace-hot, and so potent is this hellish ichor that it oozes from the Wrathmongers' pores to surround them in a crimson haze. Those engulfed by these vapours feel their thoughts clouded by violent rage, an effect that is magnified tenfold should a warrior be splashed with the scorching fluid itself. 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. Whole armies have ripped themselves apart under the influence of the Wrathmongers' dark curse.

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 to claim. Skullreapers hail from the Bloodreavers, those cannibalistic butchers who form the greatest portion of the Bloodbound ranks. The life of a Bloodreaver is typically a short and brutal one, but those few who survive for any length of time grow in strength, their bodies twisted and

warped through constant worship of Khorne. 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. The looming threat of such an ignominious end lends the Skullreapers a manic determination in battle. They fear no enemy, for no 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.

KHORGORATHS

Khorgoraths begin as creatures of the realms, predators that are drawn into Khorne's domain by the unholy reek of endless bloodshed. Captured by leering Bloodletters, these animals are dragged to the Brass Citadel. There, the Blood God works terrible changes upon them, twisting their minds and bodies into shapes more pleasing to his eye. At the same time the Blood God invests his newly forged Khorgoraths with a terrible hunger for the skulls of his foes. This desire eclipses all else, and is so fierce that it causes the beasts physical pain. The only way for a Khorgorath to hold its agony at bay is to gorge endlessly upon the macabre trophies its god desires. To this end, the Khorgorath will throw itself into every fight without thought or restraint, turning the monstrous gifts of Khorne against its victims to deadly effect. Bone talons tear through flesh and bone.

Osseous, fanged tentacles lash back and forth, impaling prey like harpoons and dragging them into the Khorgorath's hungry embrace. Finally, when skulls are pushing out through the beast's straining flesh, the Khorgorath's appetite is momentarily sated. At such times the beast is compelled to wend its way back to Khorne's realm, there to vomit forth its harvested bounty of bone. So does the beast's hunger rise like fire once more, driving it forth again to do Khorne's bloody work.

SCYLA ANFINGRIMM

The ferocious creature known as Scyla was once a mortal champion of Khorne, rewarded for countless acts of brutality with a bestial form and an 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. He never sleeps, never tires, never stops. His existence is an endless onslaught of death and destruction, fuelled by the fires of rage that Khorne set blazing in his soul.

None know who Scyla was before his monstrous transformation, nor what atrocities he wrought in the Blood God's name to be so cruelly blessed. What is known is that, as the Age of Chaos dawned, Scyla was trapped, deep within the Crystal Labyrinth of Tzeentch, trammelled in a web of maddening illusions. Freed by Khorne himself, Scyla was once more unleashed upon the realms. Since then, he 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 a sign of the Lord of Battle's favour. After the foe lies bloody, Scyla's wrath will inevitably fall upon those who fought 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 abomination is seen as a great honour.

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 – known as the Bloodstorm Blades – at those foolish enough to engage him. 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 Bloodwrath is one of Khorne's most favoured mortals, a berserker who is endlessly reborn from the lifeblood of those he slays. Sometimes his return is almost instantaneous, while on other occasions he has remained dead for years or longer, even fading into legend for a time. Yet whenever great enough slaughter is perpetrated by the worshippers of Khorne, wherever blood flows in lakes and rivers, there Skarr rises once again.

As a great champion of carnage, 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. Though Skarr Bloodwrath's psychotic belligerence inevitably leads his followers to a violent end, the destruction they cause first is the stuff of dark legend.

BLOODBOUND THRONGS

The ranks of Khorne's armies are swollen with mortal followers. They might hail from nomadic tribes or the noble line of a royal house, or from anywhere in between, but once they embrace the path of skulls their lives are dedicated to spilling blood.

BLOOD WARRIORS

Not until a mortal is drenched in the gore of their enemies do they become a Blood Warrior. Khorne's eyes are drawn to such deeds of butchery, and if deemed worthy, the Blood God claims their perpetrator as his own and subjects them to the dreaded Red Baptism. Some say this gruesome process causes a mortal's own blood to scab over their skin and harden into plates, while others speak of warriors whisked away to the Realm of Chaos, where the most brutal are rewarded with hellforged arms and armour. Whatever the case, from the moment of their choosing, the new Blood Warrior is gripped by an unquenchable thirst for battle, and for the rest of their days they are an unquestioning servant of Khorne.

The Red Baptism can engulf anyone, be they a devoted acolyte or mindless savage. Even those who fought against the Blood God's hordes mere hours before can find themselves overtaken by hatred and visions of slaughter.

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 axes and drive their spiked fists into exposed flesh. So great is the wrath of the Blood Warrior that even when mortally wounded they will continue to fight, relentlessly hacking and hewing until the last of their vital fluid has been poured out for merciless Khorne.

MIGHTY SKULLCRUSHERS

Gore-spattered knights of Khorne, the Mighty Skullcrushers fall upon the enemy in a thunderous stampede. Foes vanish screaming beneath trampling brass hooves, even as the Skullcrushers hack about themselves with their heavy-bladed axes, claiming another skull with every strike.

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 their own fate. In the first few moments comes the realisation that a lifetime spent fighting has drawn the attention of this hellforged 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. No longer will a fortress offer protection against this warrior's wrath, for they 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 to bloody shreds. But to accept this blessing is to become a Mighty Skullcrusher, a knight of the Bloodbound and one of the most feared warriors in the realms.



BLOODREAVERS

Advancing upon their foes in a great, howling mass, the cannibalistic Bloodreavers typically make up the bulk of Khorne's mortal hordes. These savage tribespeople hack and stab until they are covered from head to foot in the enemy's blood, fighting desperately to win the favour of their dark god.

When enough Bloodreavers gather for war, entire armies and kingdoms are swept away in the deluge of their fury, and fields are sown with bones and valleys filled with blood. Though Bloodreavers might appear puny in comparison to one of Khorne's mightiest champions, there are few mortals who can stand before their martial prowess. Bloodreavers also tend to gather in great numbers, their combined ferocity making them capable of bringing down any foe, even the largest of monsters.

The majority of Bloodreavers begin their lives as ordinary tribespeople. For some – the most warlike and brutal – it was a natural decline as they adopted ever darker rituals with every rival they conquered, eventually undergoing the eight Trials of Khorne. Not all Bloodreavers came to worship Khorne willingly, however. Many fought hard against the onslaught of the Blood God's armies, but were overwhelmed before the martial superiority of their attackers. Although defeated, those who proved worthy foes were given an awful choice – to die in some horrible fashion or to partake in the gruesome cannibalistic feasts. Those captives gorged on the flesh of their own fallen, and found that with the first dripping mouthful of warm flesh, their souls belonged to Khorne. Those who then survived the Trials were welcomed to the Bloodbound.

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. Soon, their muscles bulge beyond mortal

proportions as they are gifted with strength from the Blood God himself. But as Khorne's blessings empower them 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 an ever-increasing lust for violence and gore. Whatever they once were is lost forever, drowned in blood and war until only the worship of Khorne remains.

KILLERS OF RENOWN

Such is their ferocity that a single Bloodbound pack can achieve infamy. Some – like the crimson-skinned Red Reavers – have earned their fame through grisly acts of mass slaughter. Others, like Khax's Killers, have gained their notoriety by slaying a large and particularly well-known monster or daemon. There are two such Bloodbound groups who have only recently earned distinction – the fierce warriors trapped in the Mirrored City of Shadespire, a land cursed by Nagash.

Magore's Fiends are a nigh-unstoppable trio of Blood Warriors who have spilt so much blood that they have drawn Khorne's favour in the form of Riptooth, a vicious Flesh Hound. They hope to gain even more of the Blood God's blessings by slaughtering the Stormcast Eternals within Shadespire, as well as any others who would stand against them in that fell place.

Led by Garrek Gorebeard, Garrek's Reavers also roam Shadespire. They are the epitome of sheer aggression, attacking everyone that crosses their paths. The Reavers, too, have gained the Blood God's favour; it is said that Khorne watches his Bloodbound followers in Shadespire, intrigued by the endless slaughter.

ARTEFACTS OF SLAUGHTER

The weapons of Khorne's armouries are vicious tools of butchery, bestowed upon the worthiest of the Blood God's daemons and the most favoured of his mortal champions.

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 Herald, 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 those 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 forwards, tearing through iron and steel armour to reach the meat inside.



The skies blaze red, foreshadowing the blood that will flow in rivers when the Blades of Khorne mercilessly descend upon the defenders of the Idoneth Deepkin enclave.





BRINGERS OF CARNAGE

The armies of the Blood God make for a formidable sight. Each collection – no matter how diverse – is united by its blood-red colour scheme and Khornate heraldry. Here we present a showcase of Khorne Citadel Miniatures expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



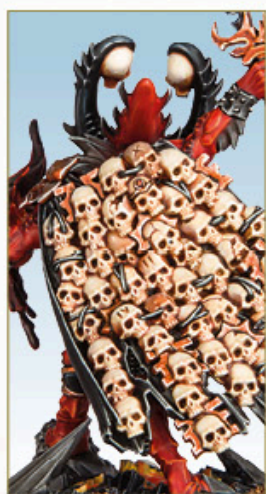
Driven to new heights of incandescent fury by the presence of Skarbrand, the armies of the Blood God rampage forwards, eager to claim the skulls of the hated foe in the name of almighty Khorne.



Bloodmaster, Herald of Khorne



Bloodletters



Skulltaker



Bloodletters of different legions – or even cohorts – can vary greatly in their hue and markings, although the vast majority feature red, black and brass.



With long loping strides the Bloodletters rush forwards, howling and snarling in their insatiable drive to sink their hellblades into their enemies' flesh. They are nightmares given life, viciousness and bloodlust made manifest.



Death and doom come crashing down upon a rocky sky-holding of Barak-Zilfin as Skarbrand leads a group of Bloodthirsters in a devastating slaughter of the Kharadron Overlords.



Wrath of Khorne Bloodthirster



Gorehound



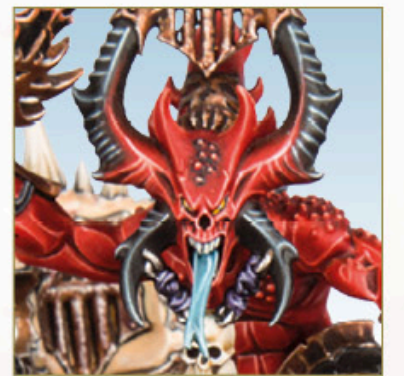
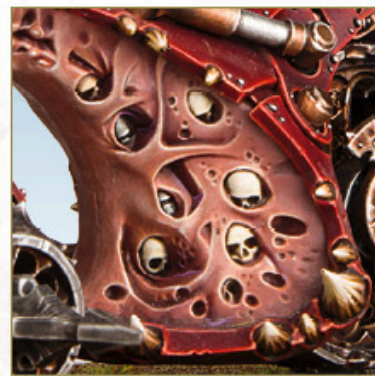
Karanak



Flesh Hound



Herald of Khorne on Blood Throne



Skull Cannon



Bloodhunter



Bloodcrusher



The Bloodcrushers' charge has been likened to an avalanche. Those on the receiving end are sliced, battered and crushed utterly; typically all that remains of victims are pools of gore welling upon the cracked ground.



Bloodsecrator

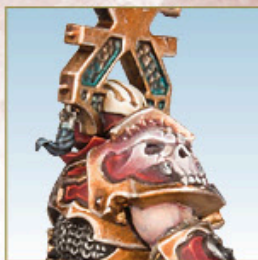


*Exalted Deathbringer with
impaling spear*



*Exalted Deathbringer with
ruinous axe*





Slaughterpriest with bloodbathed axe

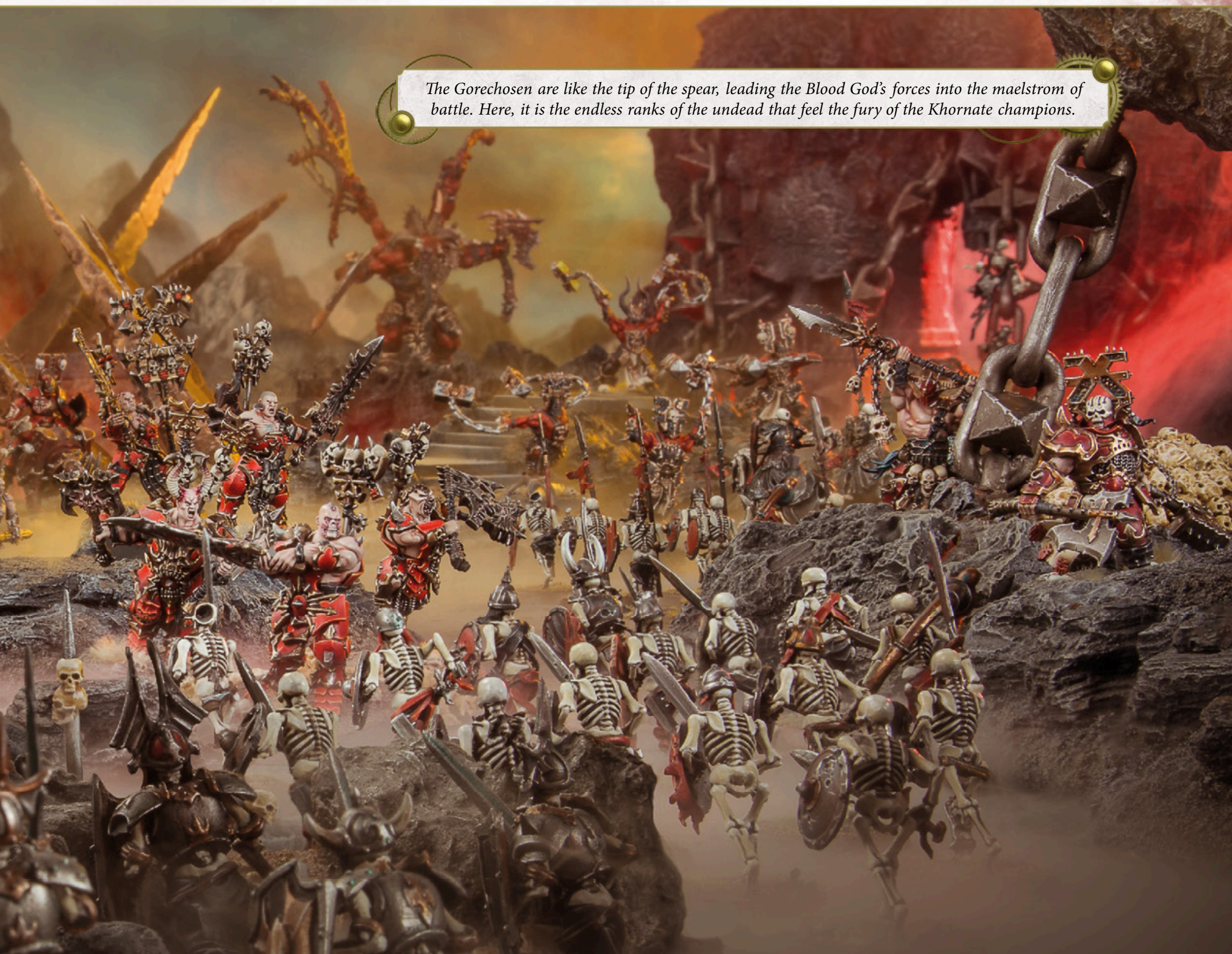


Aspiring Deathbringer with goreaxe and skullhammer



Bloodstoker

The Gorechosen are like the tip of the spear, leading the Blood God's forces into the maelstrom of battle. Here, it is the endless ranks of the undead that feel the fury of the Khornate champions.





Korghos Khul and Grizzlemaw



Valkia the Bloody



*Exalted Deathbringer with bloodbite
axe and runemarked shield*



Scyla Anfingrimm



Khorgorath



Blood Warriors



Bloodreaver Icon Bearer

Bloodreaver Chieftain



Led by a Chaos Champion, a pack of Blood Warriors of the Iron Horde charges headlong into the fray, where their boiling rage makes them able to shrug off wounds that would slay lesser beings.



*Blood Warrior of
the Butchers Tribe*



*Blood Warrior of
the Flayed Tribe*



*Blood Warrior of
the Eight-blooded Tribe*



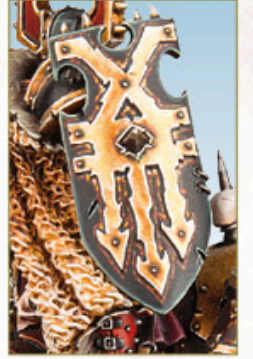
*Blood Warrior of
the Skullfiend Tribe*



Mighty Skullcrusher Skullhunter



Lord of Khorne on Juggernaut



While Bloodreavers and Mighty Skullcrushers lead the charge against a Nighthaunt procession, a pair of Hexgorger Skulls seek to destroy the sorcerous manifestations of the enemy.



Wrathmonger



Skarr Bloodwrath



Wrathmonger



Skullreaper



Skullreaper Icon Bearer



Skullreaper



Charging headlong into a Daemonette pack, the Skullreapers seize a chance to earn the Blood God's favour by destroying the daemons of his hated rival, Slaanesh.



KHUL'S KILLERS

With a wide range of Bloodbound and Khorne daemon Citadel Miniatures available, forces dedicated to the Lord of Battle can be assembled in a variety of ways. Presented here is the tip of the blade, the vanguard army of the infamous Goretide, personally led into combat by the mighty warlord Korghos Khul.

When collecting a Warhammer Age of Sigmar army, it's a good idea to have a plan. How you decide which units to include in your Khorne army might be based on the look of the models or how you envision them performing during a tabletop battle, or could follow a narrative found in a battletome or even one of your own invention. There is no single right way to collect your army, only the way you deem best. The goal is the same – to field a battle-ready force of Khornate warriors that are ready to conquer the realms! Here is how we assembled the collection shown below.

The first question we asked was whether we wanted a daemon army, a mortal army or a combination of the two. As a mix allowed us access to a wider range of fantastic models, that was our decision. Next, we needed a leader – who better than Korghos Khul, commander of the fearsome Goretide? Accompanied by the Flesh Hound Grizzlemaw, he is a powerful fighter and a great model. Khul is also well suited to our diverse force; from the background, we know that his army absorbed many daemons into its ranks after he bested the Daemon Prince who led them.

To aid Korghos Khul we added what every Bloodbound warlord needs – a circle of fearsome lieutenants. A Gorechosen battalion gives us eight of them – two Exalted Deathbringers, two Aspiring Deathbringers, two Slaughterpriests, a Bloodsecrator and a Bloodstoker.

For our mortal infantry we selected a core of savage Blood Warriors and Bloodreavers. These were augmented by smaller, but more elite formations of Wrathmongers and Skullreapers, as well as a Khorgorath. The hardest hitting of them all, however, are the



Mighty Skullcrushers, led into battle by a Lord of Khorne on Juggernaut – together these mounted warriors can wreak havoc upon the foe.

For our daemon contingent, a pack of Bloodletters felt like the right starting place, and we added a Bloodmaster to lead them. We also really wanted a Bloodthirster – they are amazing centrepiece figures and can single-handedly pulp enemy battle lines. Some Flesh Hounds provide flanking capability, and we could not resist adding in the greatest of their kind, the ferocious Karanak. A Skull Cannon adds some ranged firepower to the army, while a Herald on Blood Throne provides yet another threat that the foe will have to keep their eyes upon as it thunders across the battlefield before charging into their lines.

When it comes to crushing charges, the Bloodcrushers have few rivals. Like their mortal equivalents, the Mighty Skullcrushers, their hulking Juggernaut mounts decimate all before them. Finally, a Daemon Prince from the Slaves to Darkness faction bridges the gap between the mortal and immortal forces in our army.

Overall, such an army offers a collector a range of different models to build and paint, and plenty of tactical flexibility on the battlefield. By adding certain units, this example army could fill out multiple warscroll battalions, unlocking special rules to make the force hit even harder.

1. Korghos Khul
2. Exalted Deathbringer (x2)
3. Slaughterpriest (x2)

4. Bloodstoker
5. Aspiring Deathbringer (x2)
6. Bloodseccator
7. Wrathmongers
8. Skullreapers
9. Blood Warriors
10. Bloodreavers
11. Mighty Skullcrushers
12. Mighty Lord of Khorne on Juggernaut
13. Bloodletters
14. Karanak
15. Flesh Hounds
16. Herald on Blood Throne
17. Khorgorath
18. Bloodmaster, Herald of Khorne
19. Skullmaster, Herald of Khorne
20. Wrath of Khorne Bloodthirster
21. Bloodcrushers
22. Daemon Prince
23. Skull Cannon



PAINTING YOUR BLADES OF KHORNE

Whether you have never painted a Citadel Miniature before or are a master of the brush with ages of experience, the prospect of painting a Blades of Khorne army offers an exciting challenge. On the following pages you will find stage-by-stage guides to get you started, with tips and examples from the experts. Paint for the paint god!

A fully painted army of Citadel Miniatures is a splendid sight. There is real satisfaction to be had in adding colour to your collection, teasing out the finely sculpted details and making your miniatures distinctly your own. One painted model looks great, but an entire army brought together through shared colours and iconography is even more impressive. Not only is painting enjoyable in its own right, but there is also immense gratification in watching your collection grow as you add each new painted figure to the ranks of the finished models.

There's no right or wrong way to go about painting your collection. Some people revel in treating each miniature as a work of art, lavishing attention on every detail and painstakingly crafting scenic bases. Others prefer a far simpler approach with basic but consistent paint jobs

that allow them to quickly complete legions of finished warriors. And, of course, there is plenty of middle ground for those that enjoy painting their troops but want to devote extra attention to key figures such as heroes, war machines and monsters. Again, there is no one way to paint, just the way that works best for you. In the end, the goal is to field a fully painted Blades of Khorne force on the tabletop – and with its spike-ridden, muscle-bound warriors, formidable heroes and towering greater daemons, the armies of the Blood God are an impressive (and menacing) sight indeed.

Before painting your models, you'll first need to assemble them. We recommend you follow the advice given in the construction booklet provided with your models, but as your confidence grows you may want to customise your miniatures with weapons swaps or modified poses.

Next, you can choose a paint scheme. The colours of a number of infamous Bloodbound Warhordes and Blood Legions are described in the background and displayed in our showcase, and on the following pages we show how to paint some of them. Of course, it is also possible to create your own variations.

The Citadel Paint System takes the guesswork out of painting, and uses several different formulations of paint to best match different techniques. The paints are used in a set sequence, and each enhances the underlying colour to produce a spectacular finished effect. Once you have grasped the basic techniques, you will find such results are well within reach.

The first paint you'll apply is called the undercoat. Supplied in spray cans, it's formulated to provide a smooth, even surface for the colours that follow. Once it has dried, you can break out your brushes and start bringing your miniature to life. The following stage-by-stage guides present the colours and techniques we used to paint our Khorne models, but there are no 'rules' as to the colours you can use for your own miniatures – so it's entirely up to you.



Base paints contain a high percentage of pigment, and deliver bold, intense colour that provides the foundation for the paint scheme. Neat basecoats are key to a great-looking miniature, and two thin coats are almost always better than one thick coat.



Shade paints are almost the consistency of ink, and are designed to run into the model's recesses to create depth and contrast. They are usually applied all over an area as a wash, or painted directly into recesses such as the gaps between armour plates.



Dry paints are applied using a technique called drybrushing, which involves passing a very lightly loaded brush rapidly across the model to apply a dusting of colour to the raised details. It's a very quick way of adding highlights to a miniature.



Layer paints are brighter colours than Base paints, and have a smoother consistency. They are usually applied all over an underlying Base colour to achieve a more vibrant hue, or are painted in focused lines along raised areas and edges as highlights.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

BOLD AND GRISLY DETAILS

There are a variety of techniques you can use when painting Blades of Khorne miniatures, a number of which are shown on the following pages. Many of these techniques can be applied no matter which models you are working on. The tips contained in this painting guide will prove useful even if you have devised your own colour scheme.

BLOODLETTER BANNER DESIGNS



First, use a pencil to mark out the design.



Paint a thin layer of Rakarth Flesh over the pencil lines.



Carefully fill in the design with Rakarth Flesh.



To finish, add Seraphim Sepia stains onto the Rakarth Flesh.

RED ARMOUR



Over a Chaos Black Spray undercoat, paint a layer of Khorne Red onto the armour plate sections.



Apply a wash of Nuln Oil. While it dries, contemplate your loathing of all things sorcerous.



Highlight the raised areas using Evil Sunz Scarlet.



Pick out the most raised areas with a Fire Dragon Bright highlight.

BRASS TRIMS



Apply a basecoat of Balthasar Gold onto the armour's trim.



Apply a wash of Agrax Earthshade, taking care to avoid the red armour sections.



Use a Fulgurite Copper layer to pick out all but the deepest recesses of the armour trim.



Edge highlight with a thin coat of Stormhost Silver.

BLACK ARMOUR

Over an undercoat of Chaos Black Spray, apply a basecoat of Abaddon Black.



Next, apply a layer of Mechanicus Standard Grey.



Lightly pick out raised areas with a layer of Dawnstone.



As a final step, pick out the extreme edges with a layer of Administratum Grey.

SKULLS

Base Ushabti Bone and shade with Seraphim Sepia. Layer with Ushabti Bone and then Pallid Wych Flesh.

BRASS TRIM

Balthasar Gold base shaded with Agrax Earthshade. Highlighted with Gehenna's Gold and Stormhost Silver.

BLOOD-SOAKED ARM

Over painted flesh, build up layers of Carroburg Crimson and Lahmian Medium (1:1) until effect is achieved.

BLOODREAPER: LIGHT SKIN

Apply a basecoat of Flayed One Flesh.



Apply an all-over wash of Reikland Fleshshade, then apply Carroburg Crimson to the recesses.



Reapply Flayed One Flesh to the non-recessed areas.



Apply a Carroburg Crimson wash around the icon, and highlight using Pallid Wych Flesh.

BLOODREAPER: DARK SKIN

Apply a basecoat of Rhinox Hide, leaving some of the Chaos Black undercoat in the deep recesses.



Next, apply a layer of Doombull Brown onto the raised areas.



Using Tuskgor Fur, further highlight the raised areas.



Finally, carefully apply Cadian Fleshtone to the most raised areas.

BLOODLORDS FLESH



1 Apply a basecoat of Mephiston Red.



2 Shade with Carroburg Crimson and allow to dry.



3 Using Evil Sunz Scarlet, pick out the raised areas.



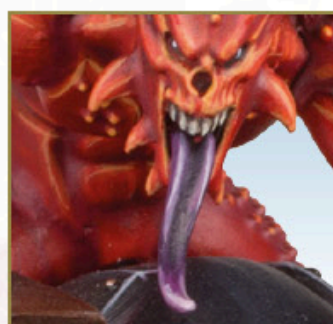
4 Finally, apply Fire Dragon Bright to the extreme edges of the model.

VERDIGRIS ON BRASS



Over painted brass, use a Sotek Green and Lahmian Medium mix (1:1) to add spots of verdigris.

PURPLE TONGUE



Base: Naggaroth Night
Layer: Xereus Purple
Highlight: Genestealer Purple and Slaanesh Grey

RED EYES



Base: Khorne Red
Layer: Mephiston Red
Highlight: Evil Sunz Scarlet, Cadian Fleshtone

REAPERS OF VENGEANCE BLACKENED ARM



1 Paint the flesh using the Bloodlords guide at the top of this page.



2 An Abaddon Black and Lahmian Medium mix (1:1) is built up in layers to create a fading effect.

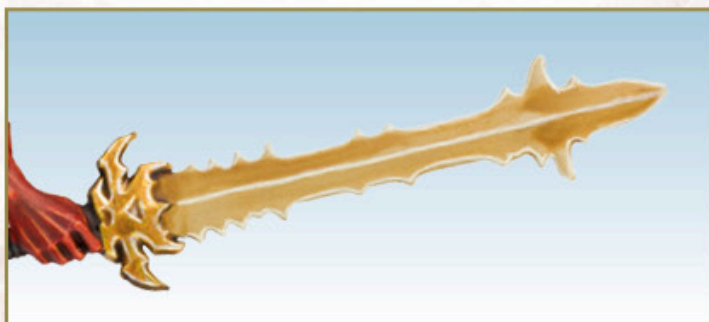


3 Next, use Dark Reaper to pick out the raised areas.



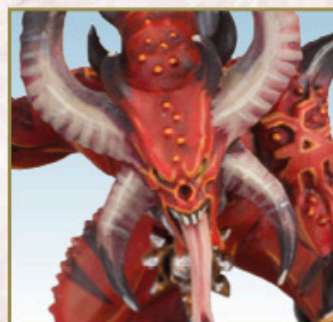
4 Finally, apply Fenrisian Grey to the extreme edges.

BONE-COLOURED BLADE



Basecoat the blade with Ushabti Bone and then shade with Seraphim Sepia. Finally, use a Screaming Skull layer on the extreme edges.

HORNS



Rakarth Flesh basecoat, Carroburg Crimson shade, Rakarth Flesh layer, Pallid Wych Flesh highlight

GREEN EYES



Base: Caliban Green
Layer: Warpstone Green then Moot Green
Highlight: Dorn Yellow

DARK RED BLADE

Base with Abaddon Black, layer with Evil Sunz Scarlet, highlight with Fire Dragon Bright then Yriel Yellow.

GREEN AXE HEAD

Basecoat: Incubi Darkness
Layer: Kabalite Green
Highlight: Sybarite Green

METAL AXE HEAD

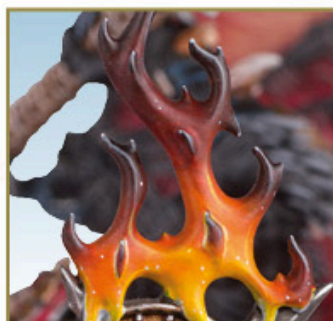
Base: Leadbelcher
Shade: Nuln Oil
Highlight: Stormhost Silver

BLOODY BLADE

Apply Blood For The Blood God to the blade.

BLACK HAIR

Chaos Black Spray, Mechanicus Standard Grey, Dawnstone and Administratum Grey

FIRE

Yriel Yellow, Troll Slayer Orange, Mephiston Red, Rhinox Hide and Abaddon Black

TOP TIP

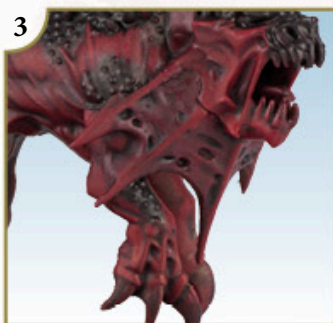
To help achieve a smooth transition when painting things such as fire, Lahmian Medium can be mixed with your paint in a 1:1 ratio.

FLESH HOUND SKIN

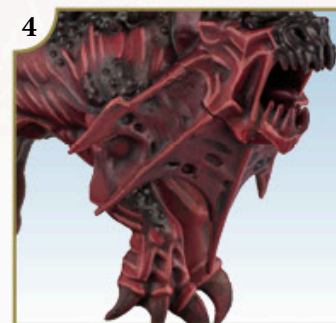
After applying a Chaos Black undercoat, basecoat the Flesh Hound with Khorne Red.



Apply two coats of Nuln Oil shade, one over the whole surface, then another focused on the top.



Use Khorne Red to tidy up those raised areas marred by Nuln Oil.



Carefully apply Squig Orange to the edges.



Apply a highlight of Cadian Fleshtone.



Use Bugman's Glow to base the insides of the spined crest beneath the Flesh Hound's mouth.



Apply a Carroburg Crimson shade to the crest and allow to dry.



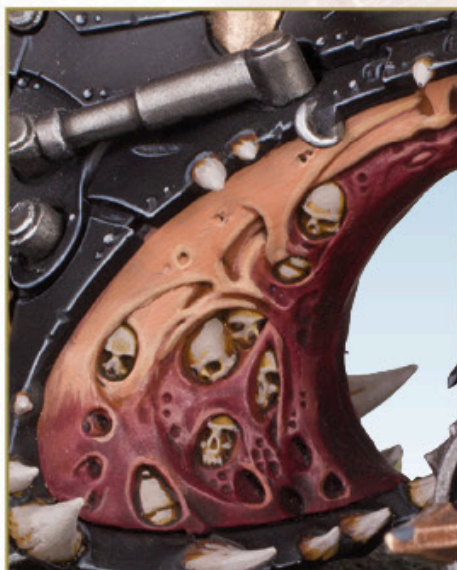
Finally, use Kislev Flesh to highlight the spined crest.

BLOODTHIRSTER WINGS



The red spines are painted using the same method as that used for the Bloodlords' flesh on page 65. For the wings, basecoat with Abaddon Black, then use Mechanicus Standard Grey to pick out the raised areas. Dawnstone is then applied to the extreme edges.

SKULL CANNON FLESH



To paint the fleshy part of the Skull Cannon, basecoat with Cadian Fleshtone and then wash with Reikland Fleshshade. Then, focusing around the base area, apply Carroburg Crimson, building it up in layers to create a darker tone at the bottom. Around the upper area, clean up using Cadian Fleshtone before applying a Kislev Flesh highlight.

UNFETTERED FURY SKIN



To paint blackened skin such as that of this Bloodthirster of Unfettered Fury, begin with an Abaddon Black basecoat, followed by a Skavenblight Dingy layer. Next, apply Stormvermin Fur, and for the final highlight use Karak Stone.

LAVA BASE



Use pieces of slate to create the cracked earth effect – these will also act as platforms for the model to stand on. Basecoat the lava with Mephiston Red, and apply a Nuln Oil shade to the areas closest to the rocks. Reapply Mephiston Red and apply Evil Sunz Scarlet along the centre of the lava. Using Troll Sayer Orange, Fire Dragon Bright and then Yriel Yellow, build up the fire effect. For added detail use the same technique to add lava bubbles.

SKULLS



First, begin with some slate to give you the base for the model to stand on. Next, place skulls from the Citadel Skulls kit around the slate platforms. These can be painted in the same way as the skulls on page 64. Paint the ground with Mournfang Brown, then drybrush it with Balor Brown. Finish by drybrushing the ground again, this time with Screaming Skull.

RIVER OF BLOOD



Glue sand and small pieces of slate to the base, leaving channels for the river. Paint the ground with Mechanicus Standard Grey, and then shade it with Nuln Oil. Next, drybrush the ground with Stormvermin Fur, and then drybrush it again with Administratum Grey. Finally, apply some thin patches of Mournfang Brown, then liberally apply Blood For The Blood God onto the non-based section to give you the river of blood.

ARMIES OF KHORNE

This battletome contains all of the rules you need to field your Khorne miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Khorne army. The rules for how to use the following allegiance abilities can be found in the core rules, or on the pages themselves.

BATTLE TRAITS

Abilities available to every unit in a Khorne army (pg 69-70).

COMMAND TRAITS

Abilities available to the general of a Khorne army if it is a **HERO** (pg 72-73).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Khorne army (pg 73-75).

BLOOD BLESSINGS OF KHORNE

Blessings available to **PRIESTS** in a Khorne army (pg 76).

JUDGEMENTS OF KHORNE

This section contains rules for judgements of Khorne (pg 77).

SKULL ALTAR

Here you will find the rules and scenery warscroll for the Skull Altar (pg 78-79).

BATTLEPLANS

This section includes new narrative battleplans that can be played with a Khorne army (pg 84-87).

PATH TO GLORY

This section contains rules for using your Khorne collection in Path to Glory campaigns (pg 88-93).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Khorne miniatures. There are three types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Khorne units that combine their strengths to gain powerful new abilities (pg 94-101).

WARSCROLLS

A warscroll for each unit is included here. The rules for using a Khorne unit, along with its characteristics and abilities, are detailed on its warscroll (pg 102-124).

JUDGEMENTS OF KHORNE WARSCROLLS

There are three judgements of Khorne warscrolls that detail the rules for unique and powerful entities that can be summoned by **KHORNE PRIESTS** (pg 125-126).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and judgements of Khorne in this book (pg 127-128).

ALLIES

This section has a list of the allies a Khorne army can include (pg 128).



ALLEGIANCE ABILITIES

BATTLE TRAITS

BOUNDLESS MIGHT

BLOOD FOR THE BLOOD GOD!

Khorne's warriors receive divine rewards from their master when blood is shed; whether the sacrifice is theirs or that of their foes matters not.

You can receive rewards from the Blood Tithe Rewards Table below by using Blood Tithe points. You receive 1 Blood Tithe point each time a unit is destroyed.

At the start of the hero phase, you can use 1 or more Blood Tithe points to receive 1 reward from the Blood

Tithe Rewards table below. Immediately carry out that reward's effect. Each reward costs a number of points, as shown on the Blood Tithe Rewards table, and you can only receive a reward if you have enough Blood Tithe points to pay its cost. Note that Blood Tithe points can be spent to receive the Spelleater Curse reward at any point during the hero phase, instead of at the start of the hero phase.

If you choose a reward, after resolving its effects your Blood Tithe points total is reset to zero.

BLOOD TITHE REWARDS TABLE

Pts Reward

1 **Bloody Exemplar:** *Khorne's armies are rife with aspiring warlords eager to win the blessings of their rageful god.*

You receive 1 command point.

2 **Spelleater Curse:** *Beneath Khorne's hateful gaze, even the most experienced of spellcasters feel their powers wane.*

Choose this reward immediately after a **WIZARD** has cast a spell anywhere on the battlefield, before any attempts to unbind that spell are made. That spell is not successfully cast.

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

Pick 1 friendly **KHORNE** unit; that unit can make a normal move. If it is within 12" of an enemy model, it can either make a normal move or attempt to make a charge move.

4 **Apoplectic Frenzy:** *Lashing out like a barbed whip, the Blood God's favoured leap at the foe with terrible ferocity.*

Pick 1 friendly **KHORNE** unit within 3" of an enemy unit. That **KHORNE** unit can make a pile-in move and then attack with all of the melee weapons it is armed with.

5 **Brass Skull Meteor:** *A vast brass skull comes crashing down to obliterate all in its path.*

Pick 1 unit anywhere on the battlefield; that unit suffers D3 mortal wounds. In addition, roll a dice for each unit within 8" of that unit; on a 3+ the unit being rolled for suffers 1 mortal wound. On a 6, the unit being rolled for suffers D3 mortal wounds instead.

6 **Relentless Fury:** *Khorne's devotees look for a final kill even in their death throes.*

Until your next hero phase, each time a friendly **KHORNE** model is slain in the combat phase, before the model is removed from play, it can make a pile-in move and then attack with all of the melee weapons it is armed with.

7 **Crimson Rain:** *Khorne showers his followers in the invigorating gore of the slain.*

You can choose this reward once per battle. Immediately after you do so, and at the start of each of your subsequent hero phases, you can heal up to D3 wounds allocated to each friendly **KHORNE** unit on the battlefield.

8 **Slaughter Triumphant:** *Reality convulses as Khorne's terrible rage floods the battlefield.*

You can choose this reward once per battle. After you do so, if the unmodified hit roll for an attack made with a melee weapon by a friendly **KHORNE** unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

BOUNDLESS MIGHT

SUMMON DAEMONS OF KHORNE

As the battlefield becomes increasingly drenched in the blood of the fallen, and the skulls of worthy combatants pile up in gory tribute, reality itself is torn asunder. From these ragged wounds the daemons of Khorne pour forth into the Mortal Realms, a red tidal wave of slaughter, ferocity and seething rage.

You can summon units of **KHORNE DAEMONS** to the battlefield by expending Blood Tithe points.

If you have 2 or more Blood Tithe points at the end of your movement phase, you can summon one unit from the list below onto the battlefield, and add it to your army. Each unit you summon costs a number of Blood Tithe points, as shown on the list, and you can only summon a unit if you have enough Blood Tithe points to pay its cost. If you summon a unit in this manner, your Blood Tithe points total is reset to zero immediately after the unit has been set up (you cannot save any Blood Tithe points you did not use). Units summoned in this way must be set up wholly within 12" of a friendly **KHORNE HERO** or **SKULL ALTAR** and more than 9" from any enemy units.

KHORNE UNIT	COST
1 Wrath of Khorne Bloodthirster	8
1 Bloodthirster of Unfettered Fury	8
1 Bloodthirster of Insensate Rage	8
20 Bloodletters	7
15 Bloodletters	6
10 Flesh Hounds	6
1 Skull Cannon	5
3 Bloodcrushers	5
1 Herald of Khorne on Blood Throne	4
10 Bloodletters	4
5 Flesh Hounds	3
1 Skullmaster, Herald of Khorne	3
1 Bloodmaster, Herald of Khorne	2
5 Bloodletters	2

Adding Models to a Unit: A number of abilities in this book allow you to add models to a unit. When you do so, set up the models one at a time, within 1" of a model from the unit they are being added to (this can be a model you returned to the unit earlier in the same phase). The models you add to a unit can only be set up within 3" of an enemy unit if one or more models from the unit they are returning to are already within 3" of that enemy unit.

LOCUS OF FURY

The most powerful of the Lord of Battle's daemons act as conduits to his hellish domain in the Realm of Chaos. The rageful energies that radiate from these champions rouse all entities born of that dread place to acts of unparalleled savagery.

You can re-roll hit rolls of 1 for attacks made by friendly **KHORNE DAEMON** units while they are wholly within 12" of any friendly **KHORNE DAEMON HEROES**, or wholly within 16" of any friendly **KHORNE GREATER DAEMONS**.

SLAUGHTERHOSTS

The names and deeds of the most infamous of Khorne's Bloodbound Warhordes and Blood Legions are known across the Mortal Realms. Each of these hosts wage war in their own uniquely terrifying and savage ways.

If your army is a Khorne army, you can give it a Slaughterhost keyword. All Khorne units in your army gain that keyword. If a model already has a Slaughterhost keyword, it cannot gain another one, but this does not prevent other units in your army from having a different Slaughterhost keyword. You can either choose one of the Slaughterhosts listed below, or choose another Slaughterhost you have read about or created yourself. If you choose one from the list below, all units with that keyword benefit from the extra abilities listed for that Slaughterhost on the page indicated. If you choose a different Slaughterhost, simply pick the Slaughterhost that most closely matches the nature of your own.

- **REAPERS OF VENGEANCE** (pg 80)
- **BLOODLORDS** (pg 81)
- **GORETIDE** (pg 82)
- **SKULLFIEND TRIBE** (pg 83)





COMMAND TRAITS

KHORNE MORTALS

KHORNE MORTAL HERO only.

D6 Command Trait

- 1 **Arch-slaughterer:** *Drenched in the blood of heroes, this lord calls on Khorne for recognition.*

Each time an attack made by this general with a melee weapon slays an enemy **HERO** or **MONSTER**, you receive 2 Blood Tithe points instead of 1.

- 2 **Unrivalled Battle-lust:** *To some, slaughter is a potent wine to be imbibed without restraint.*

At the end of your opponent's charge phase, if this general is within 12" of any enemy units (but not within 3" of any enemy units), you can attempt to make a charge move with this general.

- 3 **Slaughterborn:** *Ceaseless war has honed this champion's battle-craft.*

You can re-roll hit rolls for attacks made with melee weapons by this general.

- 4 **Hungry for Glory:** *Khorne smiles upon all bloodletting, but his greatest champions strive to honour him by claiming the mightiest of skulls.*

You can re-roll hit and wound rolls for attacks made by this general that target an enemy **HERO** or **MONSTER**.

- 5 **Berserker Lord:** *So battle-crazed is this general that they fight on through even grievous wounds.*

Roll a dice each time you allocate a wound or mortal wound to this general. On a 5+ that wound or mortal wound is negated.

- 6 **Violent Urgency:** *Khorne's warriors follow this champion into the fray with a bloodlust that cannot be tempered.*

You can re-roll charge rolls for friendly **KHORNE** units that are wholly within 12" of this general when the charge roll is made.

KHORNE BLOODBOND

BLOODBOND HERO only.

D6 Command Trait

- 1 **Arch-slaughterer:** *The greater the foe, the more richly Khorne rewards their destruction.*

Each time an attack made by this general with a melee weapon slays an enemy **HERO** or **MONSTER**, you receive 2 Blood Tithe points instead of 1.

- 2 **Unrivalled Battle-lust:** *This fighter seizes every chance to spill blood.*

At the end of your opponent's charge phase, if this general is within 12" of any enemy units (but not within 3" of any enemy units), you can attempt to make a charge move with this general.

- 3 **Slaughterborn:** *Every swing of this warlord's thirsty blade is a vision of murder.*

You can re-roll hit rolls for attacks made with melee weapons by this general.

- 4 **Mark of the Cannibal:** *The devouring of the slain sustains this Khornate champion.*

At the end of the combat phase, if any enemy models were slain by this general's attacks in that combat phase, you can heal 1 wound allocated to this general.

- 5 **Bloodsworn:** *With murderous oaths this warrior stokes fires in the hearts of the Bloodbound.*

While friendly **KHORNE MORTAL** units are wholly within 16" of this general, they can use this general's Bravery characteristic instead of their own.

- 6 **Disciple of Khorne:** *This champion's assaults have won many skulls for the Blood God's throne.*

Add 2 to the Attacks characteristic of this general's melee weapons.

KHORNE DAEMONS

KHORNE DAEMON HERO only.

D6 Command Trait

- 1 Arch-slaughterer:** *Khorne's foremost daemons are more than a match for enemy champions.*

Each time an attack made by this general with a melee weapon slays an enemy **HERO** or **MONSTER**, you receive 2 Blood Tithe points instead of 1.

- 2 Unrivalled Battle-lust:** *Overflowing with rage and a desire to slaughter, this daemon champion pounces eagerly when prey is near.*

At the end of your opponent's charge phase, if this general is within 12" of any enemy units (but not within 3" of any enemy units), you can attempt to make a charge move with this general.

- 3 Slaughterborn:** *This daemon's combat prowess is terrible to behold, each of its blows striking true.*

You can re-roll hit rolls for attacks made with melee weapons by this general.

- 4 Rage Unchained:** *Few can withstand this daemon's frenzied onslaught.*

Add 1 to the Attacks characteristic of this general's melee weapons.

- 5 Aspect of Death:** *Enemies quake with fear as this daemon cuts a bloody path through their ranks.*

If an enemy unit fails a battleshock test within 8" of this general, add D3 to the number of models that flee.

- 6 Devastating Blow:** *With the spilling of blood, Khorne's fury erupts from this general's blade.*

If the unmodified wound roll for an attack made with a melee weapon by this general is 6, that attack inflicts a number of mortal wounds on the target equal to that melee weapon's Damage characteristic and the attack sequence ends (do not make a wound or save roll).

ARTEFACTS OF POWER

MURDEROUS ARTEFACTS

KHORNE MORTAL HERO only.

D6 Artefact of Power

- 1 Heart Seeker:** *Drawn to its victim, the daemon within this weapon guides its wielder's hand.*

Pick 1 of the bearer's melee weapons. You can re-roll wound rolls for attacks made with that weapon.

- 2 Collar of Contempt:** *This brutal carcanet wards its wearer from magic.*

The bearer can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, the bearer can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

- 3 Blood Drinker:** *When drenched in blood, this blade fills its wielder with unholy vigour.*

Pick 1 of the bearer's melee weapons. At the end of the combat phase, if any attacks made by that weapon caused a wound or mortal wound to be allocated to an enemy unit that was not negated, you can heal up to D3 wounds allocated to the bearer.

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

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1. In addition, if the unmodified wound roll for an attack made with that weapon is 6, double the Damage characteristic for that attack.

- 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 attacks that target 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.*

Each time an attack made by the bearer with a melee weapon slays an enemy **HERO** or **MONSTER**, you receive 1 additional Blood Tithe point.

BANNERS OF KHORNE

BLOODBOUND HERO with TOTEM only.

D3 Artefact of Power

- 1 **Banner of Rage:** *Few escape the unnatural fury of those gathered under this daemonic banner.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by friendly **KHORNE** units that are wholly within 12" of the bearer.

- 2 **Banner of Wrath:** *As this banner tears the veil, Khorne's wrath erupts to strike his foes.*

In the combat phase, roll a dice for each enemy unit within 8" of the bearer. On a 4+ that unit 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 charge rolls for friendly **KHORNE** units that are wholly within 12" of the bearer when the charge roll is made.

TROPHIES OF WAR

BLOODBOUND HERO only.

D6 Artefact of Power

- 1 **Skull-helm of Khorne:** *Those who behold this grim visage are filled with fear of the Blood God.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 8" of the bearer.

- 2 **Blood-forged Armour:** *This armour was wrought in daemon forges and tempered in blood.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 5+ that mortal wound is negated.

- 3 **Brazen Rune:** *Etched into flesh, this rune provides unholy protection to Khorne's faithful.*

Roll a dice each time you allocate a wound or mortal wound to the bearer that was inflicted by a spell. On a 2+ that wound or mortal wound is negated. In addition, once per battle, the bearer can attempt to unbind 1 spell in the enemy hero phase in the same manner as a **WIZARD** or attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

- 4 **Blade of Endless Bloodshed:** *Blood flows impossibly fast from the gaping wounds inflicted by this weapon.*

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1.

- 5 **Mark of the Destroyer:** *Those emblazoned with this mark fear nothing; nothing, that is, save for the Blood God's wrath should they fail to slay any foes who come within their reach.*

Pick 1 of the bearer's melee weapons. Add 2 to the Attacks characteristic of that weapon.

- 6 **Talisman of Burning Blood:** *Like an iron poker, this amulet stokes the fire of rage in its wearer.*

Add 1 to run rolls for friendly **KHORNE** units wholly within 12" of the bearer when the run roll is made. In addition, add 1 to charge rolls for friendly **KHORNE** units wholly within 12" of the bearer when the charge roll is made.



DAEMONIC WEAPONS

KHORNE DAEMON HERO only.

D6 Artefact of Power

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

Pick 1 of the bearer's melee weapons. Change the To Hit characteristic of that weapon for attacks that target a **HERO** to 2+.

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

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1.

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

At the start of the combat phase roll a dice. On a 4+ the bearer fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. The bearer cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

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

Pick 1 of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

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

Pick 1 of the bearer's melee weapons. Add 1 to the Attacks characteristic of that weapon.

- 6 **Foe's Bane:** *This weapon was crafted by the Bloodlords to claim the most skulls for the Lord of Battle.*

Pick 1 of the bearer's melee weapons. Once per turn, you can re-roll 1 failed hit roll or 1 failed wound roll for an attack made with that weapon.

DAEMONIC ADORNMENTS

KHORNE DAEMON HERO only.

D6 Artefact of Power

- 1 **The Crimson Crown:** *With every civilisation its wearer topples, this crown grows a new bloody spike.*

Once per battle round, the bearer can use a command ability on their warscroll without a command point being spent.

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

Roll a dice each time you allocate a wound or mortal wound to the bearer. Add 2 to the roll if that wound or mortal wound was caused by a spell. On a 6+ that wound or mortal wound is negated.

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

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

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

The bearer can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, the bearer can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

- 5 **Crimson Soulstone:** *Stored within are souls harvested for Khorne.*

Each time an attack made by the bearer with a melee weapon slays an enemy **HERO** or **MONSTER**, you can heal up to D3 wounds allocated to the bearer.

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

You can re-roll hit rolls of 1 for attacks made with melee weapons by friendly **KHORNE** units wholly within 12" of the bearer.

BLOOD BLESSINGS OF KHORNE

In addition to any other prayers they can chant, each **PRIEST** in a Khorne army knows one blessing from the Blood Blessings of Khorne. You can either choose or roll for the prayer each **PRIEST** knows. Each Blood Blessing of Khorne can only be chanted once per turn, regardless of how many **PRIESTS** know that prayer.

BLOOD BLESSINGS OF KHORNE

D6 Prayer

- 1 Bronzed Flesh:** *With searing heat, the skin of Khorne's devotees blisters and hardens to become like the hide of a Juggernaut.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick 1 friendly **KHORNE** unit wholly within 16" of the model chanting this prayer and visible to them. Add 1 to save rolls for that unit 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.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick a friendly **KHORNE** unit wholly within 8" of the model chanting this prayer. That unit suffers D3 mortal wounds and you receive 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.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick a friendly **KHORNE HERO** wholly within 16" of the model chanting this prayer and visible to them. You can heal up to D3 wounds allocated to that unit.

- 4 Brazen Fury:** *As blood pumps with daemonic fury, Khorne's rage fills the mind and washes away all thoughts and fears.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick a friendly **KHORNE** unit wholly within 16" of the model chanting this prayer and visible to them. Do not take battleshock tests for that unit until your next hero phase.

- 5 Killing Frenzy:** *Flooded with visions of glory and bloodshed, warriors hack and hew with brutal fervour.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick a friendly **KHORNE** unit wholly within 16" of the model chanting this prayer. Add 1 to hit rolls for attacks made by that unit until your next hero phase.

- 6 Spellbane Hex:** *The anger of the Blood God pours out of the priest, clotting the flows of magic on the battlefield.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, you can dispel 1 endless spell within 16" of the model chanting this prayer.

JUDGEMENTS OF KHORNE

When the necroquake shook the foundations of the Mortal Realms, the barriers between the aether and the Mortal Realms were weakened. For practitioners of magic, this meant more eldritch powers were within their reach; for the followers of Khorne, who disdain the arcane, it meant they could more easily draw manifestations of the Blood God's judgements from the Realm of Chaos and send them crashing down upon their enemies.

KHORNE PRIESTS in a Khorne army can summon judgements of Khorne, each of which is represented on the battlefield by one or more models.

The warscrolls for three judgements of Khorne are included in this battletome (see pages 125-126). Judgements of Khorne models in your army are not set up on the battlefield at the start of the game. Instead, a **KHORNE PRIEST** from your army must summon each to the battlefield. To attempt to do so, you must roll a dice for that **PRIEST**; this is called a judgement roll. Each judgements of Khorne warscroll explains the judgement roll required and how the model is set up.

Unless noted otherwise, a judgements of Khorne model cannot be attacked or affected by spells or abilities; it is treated as a friendly model by all armies for any other rules purposes.

In order to attempt to summon a judgement of Khorne, you must have a model for that judgement of Khorne available that is not already in your army and on the battlefield. For example, if you have two Wrath-Axe models in your army, and both are on the battlefield, you cannot attempt Summon Wrath-Axe again until at least one of them has been removed from the battlefield. A **KHORNE PRIEST** cannot attempt to summon more than one judgement of Khorne in the same turn (even if they are different models). In addition, if a **KHORNE PRIEST** attempts to summon a judgement of Khorne and the judgement roll is not successful, then no other **KHORNE PRIEST** can attempt to summon the same judgement of Khorne in that hero phase.

At the end of each battle round, roll a dice for each judgement of

Khorne on the battlefield that you set up. Add 1 to the roll if there are any **KHORNE PRIESTS** from your army wholly within 8" of that judgement of Khorne. On a 1-4, that judgement of Khorne is removed from the battlefield.

JUDGEMENTS OF KHORNE IN PITCHED BATTLES

Judgements of Khorne have Pitched Battle profiles and a points cost. By paying the judgement of Khorne's points cost, the player can use (and re-use) one judgements of Khorne model of the appropriate type in the battle. A player cannot take the same judgement of Khorne more than once for their army, but can take any number of different judgements of Khorne (for example, you could not take two Wrath-Axe judgements of Khorne).

SKULL ALTAR

Wherever Khorne's followers do battle they raise up Skull Altars – dread monuments from which to offer tribute to the Blood God and receive his blessings in return.

A Khorne army can include 1 SKULL ALTAR terrain feature (see opposite).

After territories have been chosen but before armies have been set up, you can set up the SKULL ALTAR for your army. The SKULL ALTAR must be set up wholly within your territory and more than 1" from any other terrain features. If both players can set up any terrain features before armies are set up, they must roll off, and the winner chooses who sets up their terrain features first.



The Purple Sun of Shyish rolled above the red ranks of attacking warriors, leaving behind glittering amethyst statues in its wake. Lakshar snarled at the sight. Those warriors had spilt much blood in the name of Khorne, savage fighters who had proven worthy enough to join the Goretide; those killers had survived hundreds of battles and untold martial contests, only to have their lives ended by the conjuration of some spineless sorcerer. Those touched by the beams of the skull-faced orb were enshrined forever in crystalline form. This was a dishonourable death, and more importantly, it was bloodless – a disgraceful end for a follower of Khorne.

'I shall spill your innards, sorcerous scum!' bellowed the Slaughterpriest at the brightly robed Tzeentch Acolytes across the battlefield. Unlike the priests who worshipped other gods, Lakshar did not call upon his deity for aid. He knew too well the fruitlessness of doing so, for what does the Blood God care who lives or dies? Besides, his followers already had everything they needed to exact their vengeance. Lakshar howled out his rage, and pointed his axe at the foe and their arcane manifestation. As battle-lust filled his being, it emanated outwards, enflaming the next wave of Blood Warriors while they hurtled forwards. Even as Lakshar cursed, the ground shook, and a pillar of skulls rose beneath his feet. Spells turned to ash in the mouths of the Tzeentch Acolytes, and from atop the Skull Altar the blistering vehemence of Lakshar's fulminations invoked the judgements of Khorne, bringing them screaming into reality. Torrents of blood soon gushed across the battlefield...



◆ SCENERY WARSCROLL ◆

SKULL ALTAR

Rising from the ground, the Skull Altar is formed out of the violent tributes heaped in offering for Khorne's Throne. From atop the grisly pedestal a priest of Khorne roars out invectives, evoking the judgements of the Blood God to smite down all signs of weakness or wizardry.

DESCRIPTION

A Skull Altar is a single terrain feature. It is an obstacle.

SCENERY RULES

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

You can re-roll prayer and judgement rolls for friendly **KHORNE PRIESTS** wholly within 8" of this model.

Witchbane: *The Skull Altar devours arcane power like a whirlpool dragging ships to their doom.*

Subtract 1 from casting rolls for **WIZARDS** while they are within 16" of this model.



KEYWORDS SCENERY, KHORNE, SKULL ALTAR

REAPERS OF VENGEANCE

The Reapers of Vengeance are a scything axe of destruction, a legion sent to wreak havoc upon those who have drawn the Blood God's vindictive gaze. Armies that win through wizardry or craven tactics, and even those who seek fight to bring about a lasting peace, have all met the same grisly end upon the blades of the Reapers.

Khorne is a harsh and unforgiving god. Although he is always angry, the Blood God's fury rises to new heights of apoplexy when his far-seeing gaze falls upon armies using trickery or succumbing to cowardice. It is the Blood Legion known as the Reapers of Vengeance who have earned the honour of enacting Khorne's brutal retribution on those who have – whether through hated magic or craven strategies – drawn the especial ire of the Lord of Battle.

The leader of the Reapers of Vengeance is Ka'Kharnn, a Wrath of Khorne Bloodthirster. There is nothing subtle in Ka'Kharnn's approach to battle, for he hurls himself and his legion at the foe with reckless abandon. Hate drives them, and they attack with snarling ferocity and terrifying speed. The howling bloodlust of the legion's cohorts is the stuff of nightmares. Those who turn to flee, however,

draw the daemons' full wrath, and they leap over themselves in their bloodthirsty pursuit to hack down any who dare turn their backs on glorious battle.

The retribution wrought by the Reapers of Vengeance is as swift as it is terrible. A heinous fate awaits

the leaders, wizards and cowards slain by the Reapers. Their flesh is consumed by the daemons, and their souls taken directly to the Brass Citadel and used to feed the firepits. There, they are tormented eternally by those darksome flames, for Khorne does not know the meaning of mercy.



ABILITIES

Devour the Craven: *The vindictive Reapers of Vengeance ever thirst for the blood of the cowardly.*

If an enemy unit fails a battleshock test within 3" of any friendly REAPERS OF VENGEANCE DAEMON units, add D3 to the number of models that flee.

COMMAND ABILITY

Leave None Alive: *With a chorus of bestial howls, the Reapers of Vengeance tear their foes apart.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly REAPERS OF VENGEANCE DAEMON unit wholly within 8" of a friendly DAEMON model with this command ability. After that unit has fought in the combat phase for the first time, if it is within 3" of an enemy unit it can immediately make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.

COMMAND TRAIT

A REAPERS OF VENGEANCE general must have this command trait instead of one listed on pages 72-73.

Mage Eater: *Khorne uses this daemon as a weapon in his ceaseless war upon the arcane.*

This general can attempt to unbind one spell in the enemy hero phase in the same manner as a WIZARD. In addition, if this general attempts to unbind a spell and the unmodified unbinding roll is 8, that spell is successfully unbound and the caster suffers D6 mortal wounds.

ARTEFACT OF POWER

The first REAPERS OF VENGEANCE HERO to receive a daemonic gift must be given the Skullshard Mantle.

Skullshard Mantle: *Adorned with shards from the Skull Throne, this daemon is near immune to magic.*

Each time the bearer is affected by a spell or endless spell, you can roll a dice. If you do so, on a 2+ ignore the effects of that spell on the bearer.

THE BLOODLORDS

They are the slayers of heroes, the vanquishers of the unbeatable foe, the flame-anointed bringers of doom. There is no other daemon legion quite like them, for the Bloodlords are held highest in Khorne's favour. As such, the Bloodlords are constantly striving for noteworthy kills in order to maintain their glorious status.

To be placed in the Bloodlords Legion is a great honour for any daemon of Khorne. Only those who have drawn the Blood God's gaze for impressive deeds of slaughter are chosen. Each is anointed in the hellfires of the Brass Citadel before joining their new formation, the smoke of their red-hot initiation still exuding from their forms. Each cohort can remain in the Bloodlords until their deeds are surpassed, and so there is great impetus to maintain their prestigious position.

The reward for their savage service is that the Bloodlords can select their own targets. They are loath to sully their hellblades with the blood of unworthy, for such deeds rarely draw the attention of Khorne. The best quarry are renowned champions, the most ferocious of monsters, and the mightiest of armies, for these not only make the most fitting tributes to Khorne, but are most likely to gain his begrudging approval.

The Bloodlords' gore-strewn crusades across the Mortal Realms and throughout the Realm of Chaos have become legendary. Just as they are first in Khorne's favour, they are first into battle – striking hard and fast, they carve out a splattered trail of triumphs, seemingly growing stronger as the conflict progresses.

It is not uncommon for Skulltaker, the Blood God's immortal champion, to join the legion in war, for their bloody path inevitably leads to the most prestigious skulls. Such is the violence unleashed on the Bloodlords' campaigns that many other daemons are drawn to join the onslaught.



ABILITIES

Slay the Mighty: *The Bloodlords rarely stain their hellblades with unworthy blood, as only the greatest foes make fitting sacrifices for their exacting masters.*

You can re-roll wound rolls of 1 for attacks made by friendly **BLOODLORDS DAEMON** units that target a **HERO** or **MONSTER**.

COMMAND ABILITY

First in His Sight: *Of all Khorne's daemon legions the Bloodlords are highest in his favour, and the inferno of his rage burns hot in their immortal veins.*

You can use this command ability at the start of the hero phase. If you do so, pick a friendly model with this command ability. You can heal 1 wound allocated to each friendly **BLOODLORDS DAEMON** unit wholly within 16" of that model.

COMMAND TRAIT

A **BLOODLORDS** general must have this command trait instead of one listed on pages 72-73.

Slaughterer's Thirst: *Nothing will stall this daemon's murderous advance.*

Add 4" to the Move characteristic of this general. In addition, you can re-roll charge rolls for this general.

ARTEFACT OF POWER

The first **BLOODLORDS HERO** to receive a daemonic gift must be given the Halo of Blood.

Halo of Blood: *A corona of crimson light glares above this daemon's horned head, marking them out as a true lord of war.*

The bearer fights at the start of the combat phase, before the players pick any other units to fight in that combat phase. The bearer cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

THE GORETIDE

The mere mention of the Goretide is enough to strike fear into the hearts of even the most valiant warriors. Led by their dreaded warlord Korghos Khul, conqueror of a thousand empires, the blood-drunk killers have cut a gory path across the whole of Aqshy. Where the Goretide march, carnage and slaughter abound.

The Goretide is a vast and long-lived tribe of battle-starved berserkers, maniacal cannibals and relentless butchers. They swarm across the battlefield, overcoming any who dare to fight and butchering or enslaving the rest. Behind them lies a trail of smoking ruins and still-dripping tributes to Khorne.

At the fiery heart of the Goretide strides Korghos Khul, the warlord who has risen from savage tribesman to the scourge of Aqshy. He is perhaps the mightiest Lord of Khorne in all of the Mortal Realms, and his dedication to slaughter in Khorne's name is second to none. It is Korghos Khul's vow to one day conquer all of Aqshy as tribute to the Blood God, killing or enslaving its entire population. Imbued with great powers, Khul has already lived many lifetimes, all of them steeped in bloodshed. He has fought for so long that none now live who can recall all the names of the nations he has brought low, for their populations were not only slain, but their cities levelled and all who remembered them hunted out of existence.

In battle, the Goretide attack with a sudden ferocity and speed that surprises even those foes who have prepared for their onslaught. It is said that to hear their vile blood-chants or to gaze upon their banners and icons is to see certain death.



ABILITIES

Tireless Conquerors: *Entire empires have crumbled beneath the relentless campaigns of the Goretide.*

You can re-roll wound rolls of 1 for attacks made with melee weapons by friendly **GORETIDE MORTAL** units wholly within 12" of an objective marker.

COMMAND ABILITY

Ever Onwards: *At a barked command, the Goretide's battle line advances with startling rapidity to spill the blood of the foe.*

You can use this command ability before you make a run roll for 1 friendly **GORETIDE BLOODREAVERS** or **GORETIDE BLOOD WARRIORS** unit wholly within 16" of a friendly model with this command ability. If you do so, that run roll is treated as being 6. In addition, that unit can run and still charge later in the same turn.

COMMAND TRAIT

A **GORETIDE** general must have this command trait instead of one listed on pages 72-73.

Hew the Foe: *The mighty swings of this fighter's blades evoke the wrath of Khorne himself.*

Add 1 to the Damage characteristic of this general's melee weapons.

ARTEFACT OF POWER

The first **GORETIDE HERO** to receive an artefact of power must be given the Thronebreaker's Torc.

Thronebreaker's Torc: *Gifted only to one who has personally slain a king, this daemon-possessed neck-piece throbs with protective energies.*

Ignore modifiers (positive and negative) when making save rolls for attacks that target this model.

THE SKULLFIEND TRIBE

Notorious headhunters, the Skullfiend Tribe are originally from Ghur, but have carved a path of violence and bloodshed from one end of the Mortal Realms to the other. Their war cry, the dreaded skull-hunt chant, is often enough to send enemy armies fleeing in the other direction.

One of the largest and most infamous of the Bloodbound tribes, the Skullfiends have fought against every race and empire that has ever crossed their path. Their warriors have mastered the brutal art of decapitation during their countless gore-splattered campaigns and unholy purges. The act of chopping off enemy heads is sacred work to those in the tribe. Although they prefer to take their trophies in the heat of combat, when the fighting is over they scour the battlefield in search of any heads they failed to claim, stacking them in mountainous heaps.

The Skullfiends seek to take the skulls of the most powerful beings. As such, the tribe's warriors hunt out enemy champions amongst the maelstrom of close combat, fighting with unnatural vigour to be the first to hack down the mightiest of their foes. Striding amongst the tribe are a great number of Khorgoraths, for the rage-monsters' prodigious strength and skull-hunting abilities are greatly valued.

The leader of the Skullfiend Tribe is Lord Skardrax the Slayer, a murderous psychopath who rides to battle atop a Juggernaut of Khorne. With relentless fervour he extols his followers to ever-greater acts of carnage, and personally leads the charge, reaping more tributes for Khorne than any other of his tribe.



ABILITIES

Skull Hunters: *When a worthy adversary is sighted, the savage trophy-hunting instincts of the Skullfiend Tribe go into overdrive, leading to manic violence.*

You can re-roll hit rolls of 1 for attacks made by friendly **SKULLFIEND TRIBE MORTAL** units that are wholly within 12" of an enemy **HERO**.

COMMAND ABILITY

For the Brass Citadel: *As beasts bred solely to reap a harvest of skulls, Khorgoraths are held in great reverence by the Skullfiend Tribe.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, you can re-roll hit and wound rolls for attacks made by friendly **SKULLFIEND TRIBE KHORGORATH** units wholly within 10" of that model.

COMMAND TRAIT

A **SKULLFIEND TRIBE** general must have this command trait instead of one listed on pages 72-73.

Master Decapitator: *Even amongst his tribesmen this warrior stands apart as a dread executioner.*

You receive 2 Blood Tithe points instead of 1 when this general slays a **HERO**.

ARTEFACT OF POWER

The first **SKULLFIEND TRIBE HERO** to receive an artefact of power must be given the Crowncleaver.

Crowncleaver: *Countless headless corpses litter the path cut by this hellforged blade.*

Pick one of the bearer's melee weapons. Add 2 to the Attacks characteristic of that weapon.

BATTLEPLAN

THE BLOODSTORM

After ravaging surrounding territories, a Khorne slaughterhost has reached the walls of a fortified settlement and hungers for the skulls of those who garrison it. To force the hand of the defenders, a fearsome Skull Altar is erected at the gates of the stronghold and piled high with the corpses of the recently slain. Such is the arrogance and savagery of this display that Khorne forms a mighty Bloodstorm above the altar, blackening the sky and staining the earth with bloody rain. Left unchecked, the storm will swell to engulf the whole stronghold, belching forth brass skull meteors and daemonic horrors to seal the defenders' fate. Their only hope is to leave the safety of their walls and destroy the foul altar fuelling the storm – a move eagerly awaited by the frenzied followers of the Lord of Battle.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Blades of Khorne player, and their opponent is the Defender player. The Blades of Khorne player must use a Khorne army.

Each army has a unique command ability, as follows.

BLADES OF KHORNE
COMMAND ABILITY

Blood For Blood: *Sealing dark pacts with their master in their own blood, Khorne's followers surge towards the foe with fresh ferocity.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly KHORNE unit wholly within 6" of the Skull Altar. That unit suffers D3 mortal wounds. In addition, until the end of that phase, you can re-roll wound rolls of 1 for attacks made by friendly KHORNE units wholly within 16" of the Skull Altar.

DEFENDER
COMMAND ABILITY

Valour Undimmed: *Their spirits undiminished by the violent storm above, the defenders valiantly strike out at the Blood God's forces.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. That unit fights at the start of the combat phase, before the players pick any other units to fight in that combat phase.

THE BATTLEFIELD

The Blades of Khorne player sets up any terrain as they see fit. Place a Skull Altar (23) in the centre of the battlefield, as shown on the map below.

SET-UP

The players alternate setting up units one at a time, starting with the Blades of Khorne player. Khorne units must be set up wholly within their territory. Defender units must be set up wholly within their territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

FIRST TURN

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





THE STORM SWELLS

An ever-expanding maelstrom of crimson clouds swirls above the Skull Altar, filling the air with a steaming blood-rain that knocks missile weapons off course. All those caught in the deluge are filled with the battle-lust of Khorne, and cowardice flees from their hearts.

Do not take battleshock tests for units wholly within Bloodstorm Range of the Skull Altar, as explained below and shown opposite. In addition, you can re-roll save rolls for attacks with missile weapons that target a unit wholly within Bloodstorm Range of the Skull Altar.

The range of the effects above increase with each battle round, shown as the Bloodstorm Range in the table opposite.

Battle Round	Bloodstorm Range
First	8"
Second	10"
Third	12"
Fourth	14"
Fifth	16"

DESTROY THE ALTAR

Sallying forth from their stronghold in a desperate bid to quell the storm's spread, the defenders channel all their strength into the destruction of the Skull Altar, recognising it to be the source of the nightmarish events unfolding around them.

The Blades of Khorne player's Skull Altar is treated as an enemy unit

by the Defender's army. Resolve any attacks against it as normal. Missile weapons with a Range characteristic of more than 16" are treated as having a Range of 16" for attacks that target the Skull Altar. The Skull Altar does not have a Save characteristic, and has a Wounds characteristic of 20. If the wounds allocated to that Skull Altar equal 20, it is said to be destroyed and the battle immediately ends.

GLORIOUS VICTORY

The Defender wins a major victory if the Skull Altar is destroyed. If all units in the Defender's army are destroyed, the Blades of Khorne player wins a major victory. If neither player has won by the end of the fifth battle round, the Blades of Khorne player wins a minor victory.

BATTLEPLAN

A FEAST OF SKULLS

Revelling in their latest massacre, a Khornate force has set up camp around a Skull Altar and set alight two great piles of corpses as sacrificial pyres nearby. In the glare of these grisly bonfires the Blood God's servants feast and laugh, promising their master that the skulls of great champions will soon be added to the flames. Their chance comes without delay – sighting the smoke plumes, a force of vengeful survivors has surrounded the camp and launches an attack. They aim to wipe the threat of Chaos from the land, and give proper burial to their deceased comrades. The avengers strike quickly, hoping to rout the Blood God's force by despatching its commanders. But for Khorne's followers, who exist only to slay, the ambush is welcomed as nothing more than an extension of their feasting.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Blades of Khorne player, and their opponent is the Avenger player. The Blades of Khorne player must use a Khorne army.

Each army has a unique command ability, as follows.

BLADES OF KHORNE
COMMAND ABILITY

Burning Hatred: *So great is Khorne's revulsion at martial failure that his rage manifests as lashing flame, striking out from the corpse-fires to punish those he deems weaklings.*

You can use this command ability at the end of the combat phase. If you do so, pick 1 enemy unit within 8" of a friendly KHORNE HERO and within 8" of a Sacrificial Pyre. If that unit had any wounds allocated to it in that phase that were not negated, roll a dice. On a 3+ that unit suffers D3 mortal wounds.

AVENGER COMMAND ABILITY

Honour Their Name: *At the sight of their fallen comrades heaped in smoking mounds, the dogged spirit of the avenging force becomes their surest armour.*

You can use this command ability at the start of the hero phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly HERO. Until your next hero phase, add 1 to save rolls for attacks that target that unit if it is within 12" of a Sacrificial Pyre.

THE BATTLEFIELD

The Blades of Khorne player sets up any terrain as they see fit. Place a Skull Altar (👤) in the centre of the battlefield. Then, place 2 markers (👤) halfway between the Avenger's deployment zones, with each 12" away from the Skull Altar, as shown on the map below. These two markers represent Sacrificial Pyres.

SET-UP

The Blades of Khorne player sets up their army first, wholly within their own territory. The Avenger player then sets up their army wholly within their territory, more than 12" from any enemy units.

FIRST TURN

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

CONSUMED BY RAGE

Regardless of their training or fighting style, all succumb to the intoxicating rage that emanates from this freshly blooded Skull Altar.

You can re-roll hit rolls of 1 for attacks made by units wholly within 12" of the Skull Altar.





GLORIOUS VICTORY

At the end of the battle, players receive 1 victory point for each enemy **HERO** slain during the battle. In addition, at the end of the battle, players score 2 victory points if any **HEROES** from their army are within 6" of a Sacrificial Pyre and there are no enemy **Heroes** within 6" of that Sacrificial Pyre, and 3 victory points if any **Heroes** from their army are

within 3" of the Skull Altar and there are no enemy **HEROES** within 3" of the Skull Altar. The player with the most victory points wins a major victory. If there is a tie, the Blades of Khorne player wins a minor victory.





PATH TO GLORY

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 or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your 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 champion 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, which you can download for free 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 other warbands from the Grand Alliances of Order, Chaos, Death and Destruction.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.
3. Having picked 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. 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.
5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can start with a Follower's Reward.

No champion or unit can start the Path to Glory campaign with more than one reward each.

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 against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for Warhammer Age of Sigmar.

The units you use for a game must be those on your roster. 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 pitched battle profile.

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, and they are back to full 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 drew or lost the battle, it receives 1

Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it 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 D3 to determine which option to take:

D3 Option

- 1 Additional Followers:** More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce

your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.

- 2 Champion's Reward:** Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.
- 3 Follower's Reward:** Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note 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

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the 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 raising the number of Glory Points needed to win by Blood, or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.



BLADES OF 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.

BLOODBOUND CHAMPION TABLE	
Champion	Followers
Lord of Khorne on Juggernaut	5 units
Mighty Lord of Khorne	5 units
Exalted Deathbringer	5 units

BLOODBOUND HERO FOLLOWERS TABLE	
D6	Followers
1	1 Bloodstoker
2	1 Skullgrinder
3	1 Aspiring Deathbringer
4	1 Exalted Deathbringer
5	1 Slaughterpriest
6	1 Bloodsecrator

BLOODBOUND FOLLOWERS TABLE	
D6	Followers
1	1 Khorgorath
2	20 Bloodreavers
3	5 Skullreapers
4	3 Mighty Skullcrushers
5	5 Wrathmongers
6	10 Blood Warriors

DAEMONS CHAMPION TABLE	
Champion	Followers
Bloodthirster of Insensate Rage	3 units
Bloodthirster of Unfettered Fury	3 units
Wrath of Khorne Bloodthirster	3 units
Herald of Khorne on Blood Throne	5 units
Skullmaster, Herald of Khorne	5 units
Bloodmaster, Herald of Khorne	5 units

DAEMONS HERO FOLLOWERS TABLE	
D6	Followers
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 Herald of Khorne on Blood Throne

DAEMONS FOLLOWERS TABLE	
D6	Followers
1	10 Bloodletters
2	10 Bloodletters
3	5 Flesh Hounds
4	5 Flesh Hounds
5	3 Bloodcrushers
6	1 Skull Cannon

FOLLOWERS REWARDS TABLE

D6 Reward

- 1 **Sworn Disciples:** *Filled with bloody fervour, these fighters drive their blades deep.*

Once per battle, at the start of the combat phase, this unit can prove its devotion to your champion. If it does so, you can re-roll wound rolls for attacks made by that unit until the end of the phase.

- 2 **Eager for Battle:** *Like starved dogs this warband leap in for the kill.*

You can re-roll charge rolls for this unit.

- 3 **Surging Ferocity:** *Bloodlust quickens these fighters' advance.*

Once per battle, at the start of your hero phase, this unit can make a normal move.

- 4 **Battle Fury:** *When their rage reaches its peak, these warriors are all but unstoppable.*

Once per battle, at the start of the combat phase, add 1 to hit rolls made for attacks by this unit until the end of the phase.

- 5 **Too Angry to Die:** *Flesh wounds serve only to stoke these fighters' ire.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 6 that wound or mortal wound is negated.

- 6 **Twice-blessed Followers:** *Khorne smiles upon his worthiest skull-takers.*

Roll twice on this table and apply both results. Re-roll any duplicates or further rolls of 6.

CHAMPION REWARDS TABLE

2D6 Reward

- 2 What the Gods Give...:** *This champion has offended mighty Khorne, and is punished accordingly.*

You lose D3 Glory Points (to a minimum of 0). In addition, remove all Champion Rewards this champion has previously gained from your warband roster.

- 3 Insane Fury:** *Blinded by rage, this champion risks everything for bloodshed.*

At the start of your hero phase, roll a dice. On a 1, this champion cannot move, attack, or use any abilities until your next hero phase. On a 4+ you can re-roll hit and wound rolls of 1 for attacks made by this champion until the start of your next hero phase.

- 4 Molten Blood:** *Jets of fiery blood leap vengefully from this champion's wounds.*

Roll a dice each time a wound inflicted by a melee weapon is allocated to this champion and not negated. On a 6 the attacking unit suffers 1 mortal wound.

- 5 Mighty Blow:** *The preternatural bite of this blade can sunder even the toughest armour.*

Pick 1 of this champion's melee weapons. Improve the Rend characteristic of that weapon by 1.

- 6 Patronage of Khorne (Lesser Reward):** *Every boon of the Blood God is a prize worth killing for.*

Generate a Lesser Reward of Khorne for this champion (see opposite).

- 7 Patronage of Khorne (Greater Reward):** *Khorne asks for blood, and those who deliver it are richly rewarded.*

Generate a Greater Reward of Khorne for this champion (see opposite).

- 8 Patronage of Khorne (Exalted Reward):** *This champion is a true exemplar of their master's murderous creed.*

Generate an Exalted Reward of Khorne for this champion (see opposite).

- 9 Blademaster:** *Few can match this champion's skill at arms.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this champion.

- 10 Daemonic Armour:** *Grotesque faces leer from this champion's armour, mocking their foe's failed attacks.*

You can re-roll save rolls for attacks that target this champion.

- 11 Ferocious Resolve:** *With grim determination, this champion fights on where lesser fighters would fall.*

Roll a dice each time you allocate a wound or mortal wound to this champion. On a 6 that wound or mortal wound is negated.

- 12 Twice-blessed Champion:** *This champion is a born killer, made mightier still by Khorne's gifts.*

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

PATRONAGE OF KHORNE REWARDS

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: <i>Spells gutter like weak candles when these brazen artefacts are near.</i>	2	Killer Instinct: <i>Few of this warrior's ferocious blows miss their mark.</i>
	This champion can attempt to unbind one spell in the enemy hero phase as if it were a WIZARD.		You can re-roll hit rolls of 1 for attacks made by this champion.
		3	Murderous Skill: <i>Bones splinter beneath the force of this champion's strikes.</i>
			You can re-roll wound rolls of 1 for attacks made by this champion.

GREATER REWARDS OF KHORNE TABLE

D3	Reward		
1	Whirlwind of Death: <i>This champion fights with such frenzied aggression that a killing blow can land at any moment.</i>	2	Berserk Charge: <i>The fires of wrath rage most fiercely when combat first begins.</i>
	If the unmodified hit roll for an attack made with one of this champion's melee weapons is 6, double the Damage characteristic of that weapon for that attack.		You can re-roll hit rolls for attacks made by this champion if they have made a charge move in the same turn.
		3	Fuelled by Blood: <i>Bathed in gore, this champion bellows with newfound strength.</i>
			At the end of the combat phase, if any enemy models were slain by this champion's attacks in that combat phase, you can heal up to D3 wounds allocated to this champion.

EXALTED REWARDS OF KHORNE TABLE

D3	Reward		
1	Wrathful Aura: <i>The unholy rage emanating from this champion overrides all sense of self-preservation.</i>	2	Gift of Immortal Strength: <i>The crushing power of this champion's attacks is terrifying to behold.</i>
	Do not take battleshock tests for friendly units while they are wholly within 12" of this champion.		Add 1 to the Damage characteristic of this champion's melee weapons.
		3	Boon of Blood: <i>Khorne furthers the killing sprees of those he deems worthy.</i>
			Once per battle, at the start of your hero phase, you receive 1 Blood Tithe point.

WARSCROLLS

This section includes the Blades of Khorne warscrolls, warscroll battalions and judgement of Khorne warscrolls. Updated April 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION BLOOD LEGION



Khorne's daemonic legions are monstrously efficient forces that crush all before them 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 Blood Legion consists of the following warscroll battalions:

- Blood Host (pg 97)
- 3-7 Murderhosts, Bloodthunder Stampedes, Tyrants of Blood, Blood Hunts, Gorethunder Cohorts, Charnel Hosts or Skullseeker Hosts (pg 96-97) in any combination

ABILITIES

Skulls for the Skull Throne:

Daemons of Khorne are masters of decapitation, delighting above all in the claiming of skulls.

When units from this battalion use their Decapitating Blow ability, it inflicts a mortal wound on an unmodified wound roll of 5+ instead of 6.



WARSCROLL BATTALION MURDERHOST

ORGANISATION

A Murderhost consists of the following units:

- 1 BLOODLETTER HERO
- 3-8 units of Bloodletters, Flesh Hounds, Bloodcrushers, or Skull Cannons in any combination

ABILITIES

Insatiable Bloodlust: *The Murderhost's desire for bloodshed can never truly be leashed – once battle is joined, they heed only their primal urge to maim and kill.*

Add 2 to run and charge rolls for units from this battalion while they are wholly within 16" of a BLOODLETTER HERO from the same battalion.

WARSCROLL BATTALION BLOODTHUNDER STAMPEDE

ORGANISATION

A Bloodthunder Stampede consists of the following units:

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

ABILITIES

Obliterating Charge: *The earth shatters under the metal hooves of a Bloodthunder Stampede, a wall of living brass that crushes all before it.*

The Murderous Charge and Slaughterous Charge abilities used by units from this battalion automatically inflict mortal wounds after a model finishes a charge move, instead of inflicting mortal wounds on a roll of 2+.

WARSCROLL BATTALION TYRANTS OF BLOOD

ORGANISATION

A Tyrants of Blood battalion consists of the following units:

- 3-8 BLOODTHIRSTERS

ABILITIES

Fierce Rivals: *When Khorne's Greater Daemons gather for war, there is only rivalry and hostility between them.*

After a model from this battalion has fought in the combat phase for the first time, you can pick another model from the same battalion that has not yet fought in that combat phase and is within 3" of any enemy units. That model fights immediately, before the opposing player picks a unit to fight in that combat phase. That model cannot fight again in that combat phase unless an ability or spell allows it to fight more than once.

WARSCROLL BATTALION BLOOD HUNT

ORGANISATION

A Blood Hunt consists of the following units:

- Karanak
- 1 Wrath of Khorne Bloodthirster
- 3-8 units of Flesh Hounds or Bloodcrushers in any combination

ABILITIES

Khorne's Hunters: *Those who have displeased mighty Khorne are often fated to die beneath the claws and blades of his Blood Hunt.*

Add 1 to wound rolls for attacks made by units from this battalion that target a HERO.

WARSCROLL BATTALION GORETHUNDER COHORT

ORGANISATION

A Gorethunder Cohort consists of the following units:

- 1 Herald of Khorne on 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.*

You can re-roll hit rolls for attacks made with missile weapons by SKULL CANNONS from this battalion that are wholly within 12" of a HERALD OF KHORNE ON BLOOD THRONE from the same battalion.

WARSCROLL BATTALION BLOOD HOST

ORGANISATION

A Blood Host consists of the following units:

- 1 **BLOODTHIRSTER**
- 7 or more units of **BLOODLETTER HEROES**, **BLOODTHIRSTERS**, Bloodletters, Bloodcrushers, Skull Cannons or Flesh Hounds in any combination

ABILITIES

Cometh the Slaughter: *For the daemonic minions of the Blood God, the harvest of skulls is never-ending.*

You can re-roll charge rolls for units from this battalion while they are wholly within 16" of any **BLOODTHIRSTERS** from the same battalion.

WARSCROLL BATTALION CHARNEL HOST

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 re-roll wound rolls of 1 for attacks made with melee weapons by units from this battalion that are wholly within 16" of a **BLOODTHIRSTER** from the same battalion.

WARSCROLL BATTALION SKULLSEEKER HOST

ORGANISATION

A Skullseeker Host consists of the following units:

- 1 Bloodthirster of Insensate Rage
- 1 Herald of Khorne on Blood Throne
- 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 wall of the Brass Citadel.*

You can re-roll wound rolls for attacks made by units from this battalion that target a **MONSTER**.

WARSCROLL BATTALION 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 units and warscroll battalions:

- 1 Mighty Lord of Khorne, Lord of Khorne on Juggernaut, Skarr Bloodwrath, Korghos Khul or Valkia the Bloody
- Gorechosen
- 1 Bloodmad Warband (pg 100)
- 3-7 Bloodmad Warbands, Bloodforged, Brass Stampedes, Dark Feasts, Gore Pilgrims, Red Headsmen, Slaughterborn or Skulltakes (pg 99-101) in any combination

ABILITIES

Endless Slaughter: *Wherever Khorne's mightiest armies march, the land floods with gore.*

At the start of your turn, you receive 1 Blood Tithe point.



WARSCROLL BATTALION GORECHOSEN

ORGANISATION

A Gorechosen battalion consists of the following units:

- 1 Exalted Deathbringer
- 7 Exalted Deathbringers, Aspiring Deathbringers, Slaughterpriests, Skullgrinders, Bloodstokers or Bloodseccators in any combination

ABILITIES

Mightiest of Champions: *The Gorechosen are unquestionable paragons of violence, and constantly vie with each other to perform greater acts of slaughter.*

Add 1 to the Attacks characteristic of melee weapons used by units from this battalion. In addition, while a unit from this battalion is wholly within 8" of at least two other units from the same battalion, add 1 to hit rolls for attacks made by that unit.

WARSCROLL BATTALION BRASS STAMPEDE

ORGANISATION

A Brass Stampede consists of the following units:

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

ABILITIES

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

The Murderous Charge and Slaughterous Charge abilities used by units from this battalion automatically inflict mortal wounds after a model finishes a charge move, instead of inflicting mortal wounds on a roll of 2+.

WARSCROLL BATTALION DARK FEAST

ORGANISATION

A Dark Feast consists of the following units:

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

ABILITIES

Feeding Frenzy: *This force's Slaughterpriest incites a bloodthirsty hunger in the Bloodreavers he commands.*

Add 1 to the Attacks characteristic of melee weapons used by **BLOODREAVERS** units from this battalion while they are wholly within 16" of a **SLAUGHTERPRIEST** from the same battalion.

WARSCROLL BATTALION BLOODMAD WARBAND

ORGANISATION

A Bloodmad Warband consists of the following units:

- 1 Aspiring Deathbringer
- 1 Bloodsecrator
- 3 units of Blood Warriors
- 1-2 units of Bloodreavers
- 1 unit of Skullreapers

ABILITIES

Frenzied Charge: *Hurling themselves into battle with screams of devotion to Khorne, the Bloodbound hack and tear at the foe until the ground is slick with gore.*

Add 1 to the Attacks characteristic of melee weapons used by a unit from this battalion if that unit made a charge move in the same turn.

WARSCROLL BATTALION RED HEADSMEN

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: *The blades of the Red Headsmen burn with the heat of Khorne's forge, aiding their quest to win glory in the Lord of Battle's eyes.*

Each time an enemy **HERO** or **MONSTER** is slain by an attack made by a unit from this battalion, you receive 1 additional Blood Tithe point.

WARSCROLL BATTALION SKULLTAKE

ORGANISATION

A Skulltake consists of the following units:

- 1 Bloodstoker
- 2-3 units of Skullreapers
- 1-2 units of Khorgoraths
- 0-2 units of Blood Warriors or Bloodreavers in any combination

ABILITIES

Reaping Strikes: *Driven to frenzied fury by the Bloodstoker's cruel barbed lash, the warriors of a Skulltake reap heads by the hundred.*

If the unmodified wound roll for an attack with a melee weapon made by a unit from this battalion is 6 and that unit is wholly within 12" of a **BLOODSTOKER** from the same battalion, add 1 to the Damage characteristic of that weapon for that attack.

WARSCROLL BATTALION SLAUGHTERBORN

ORGANISATION

A Slaughterborn battalion consists of the following units:

- 1 Exalted Deathbringer
- 2-4 units of Skullreapers
- 1-3 units of Blood Warriors

ABILITIES

Inured to Bloodshed: *So scarred and nerve-damaged are the brutish bodies of the Slaughterborn that only the keenest blades will slow their assault.*

Worsen the Rend characteristic of melee weapons used for attacks that target a unit from this battalion by 1 (to a minimum of 0).

WARSCROLL BATTALION GORE PILGRIMS

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

Widening the Rift: *At the baleful chanting of the Gore Pilgrims' Slaughterpriests, a vast breach into Khorne's realm rips outwards from their Bloodsecrator's portal of skulls.*

Add 8" to the range of the Loathsome Sorcery and Rage of Khorne abilities used by this battalion's **BLOODSECRATOR** while it is wholly within 8" of any **SLAUGHTERPRIESTS** from the same battalion.

WARSCROLL BATTALION BLOODFORGED

ORGANISATION

A Bloodforged battalion consists of the following units:

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

ABILITIES

Feast of Wrath: *With vigorous roars, the warrior-smiths of the Bloodforged set about their gruesome labour.*

Immediately after a unit of **WRATHMONGERS** from this battalion has fought in your combat phase for the first time that phase, if that unit is within 3" of any enemy units and wholly within 8" of a **SKULLGRINDER** from the same battalion, that unit can immediately make a pile-in move and then attack with all of the melee weapons it is armed with for a second time.



• WARSCROLL •

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, and his twin axes create a rain of gore with every almighty swing.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Roar of Total Rage	8"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaughter	2"	☀	4+	3+	-2	3
Carnage	2"	1			See below	

DAMAGE TABLE			
Wounds Suffered	Roar of Total Rage	Slaughter	Carnage
0-3	1	5	5+
4-6	2	6	4+
7-9	3	7	3+
10-12	4	8	2+
13+	5	9	1+

DESCRIPTION

Skarbrand is a named character that is a single model. He is armed with Slaughter, Carnage and a Roar of Total Rage.

ABILITIES

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 with apocalyptic fury.

Do not use the attack sequence for an attack made with the Roar of Total Rage. Instead, pick 1 enemy unit that is in range of the attack and roll the number of dice shown on the damage table above. For each 4+ that enemy unit suffers 1 mortal wound.

Skarbrand's Rage: Skarbrand's infamous fury cannot be quenched. Attacking him only serves to stoke his anger, and his wrath rises to an inferno whenever violence is denied to him.

From the second battle round, if this model is on the battlefield and did not attack in at least one of the combat phases of the previous battle round, when you look up a value on this model's damage table the model is treated as having suffered 13 wounds.

Total Carnage: The axe Carnage contains the trapped soul of a mighty Bloodthirster slain by Skarbrand, which exacts its catastrophic revenge on the weapon's least fortunate victims.

Do not use the attack sequence for an attack made with Carnage. Instead, roll a dice. The target unit suffers 8 mortal wounds if the roll is equal to or greater than the Carnage value shown on the damage table above. If the roll is 6, the target unit suffers 16 mortal wounds instead.

Inescapable Wrath: Though Skarbrand's wings are now torn and ragged, little is safe from his rampages.

You can re-roll charge rolls for this model.

KEYWORDS

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



Driven by incandescent rage, Skarbrand sweeps away foes with every swing of his legendary axes.





WARSCROLL

BLOODTHIRSTER OF UNFETTERED FURY



As the Bloodthirster of Unfettered Fury stalks forwards, its whip lashing out to strip flesh from bone, the very earth bleeds beneath its smouldering hooves, causing gouts of molten rock to incinerate all who dare to oppose the unholy terror before them.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Khorne	12"	☀	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	Lash of Khorne	Mighty Axe of Khorne
0-3	10"	4	2+
4-6	9"	4	3+
7-9	8"	3	3+
10-12	7"	3	4+
13+	6"	2	4+

DESCRIPTION

A Bloodthirster of Unfettered Fury is a single model armed with a Lash of Khorne and a Mighty Axe of Khorne.

FLY: This model can fly.

ABILITIES

Drawn in for the Kill: *Those not immediately slain by the lacerations inflicted by a Bloodthirster's whip may find themselves ensnared by its cruel barbs, rendering escape impossible.*

At the start of the enemy movement phase, pick 1 enemy unit within 3" of this model. That unit cannot retreat in that phase.

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 start of your hero phase, roll 1 dice for each enemy unit wholly within 8" of any units with this ability. On a 5+ that unit suffers 1 mortal wound.

COMMAND ABILITIES

Rejoice in the Slaughter: *A Bloodthirster of Unfettered Fury is an unsubtle leader, driving its subjects into the enemy in great numbers.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that combat phase friendly **KHORNE DAEMON** units wholly within 16" of that model are eligible to fight in that combat phase if they are within 6" of an enemy unit instead of 3", and can move an extra 3" when they pile in.

KEYWORDS

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



WARSCROLL

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 the force of its impact before carving a ruinous path through the survivors.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Axe of Khorne	2"	☀	4+	2+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Great Axe of Khorne	Outrageous Carnage
0-3	10"	5	4 mortal wounds
4-6	9"	5	3 mortal wounds
7-9	8"	4	2 mortal wounds
10-12	7"	4	1 mortal wound
13+	6"	3	1 mortal wound

DESCRIPTION

A Bloodthirster of Insensate Rage is a single model armed with a Great Axe of Khorne.

FLY: This model can fly.

ABILITIES

Outrageous Carnage: *The Great Axe of Khorne strikes with the boundless rage of the Blood God himself.*

If the unmodified wound roll for an attack made by this model is 6, each enemy unit within 8" of this model suffers the number of mortal wounds shown on the damage table above, in addition to any normal damage.

Rage Unbound: *Corpses fly as this enraged daemon collides with the enemy.*

You can re-roll hit rolls of 1 for attacks made by this model if it made a charge move in the same turn.

COMMAND ABILITIES

Bloodthirsty Charge: *The land quakes as this mighty Bloodthirster leads its daemon kin into the inferno of battle.*

You can use this command ability at the start of your charge phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you can re-roll charge rolls for friendly **KHORNE DAEMON** units wholly within 16" of that model when the charge roll is made.

KEYWORDS

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



WARSCROLL

WRATH OF KHORNE BLOODTHIRSTER



Wrath of Khorne Bloodthirsters are the Lord of Battle's agents of vengeance, sent to claim the skulls of those who have offended him. With hellforged weapons and breaths of purest hellfire they law low their quarry, slicing and melting flesh from bone.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Breath	8"	1	3+	3+	-1	☀
Bloodflail	12"	1	3+	3+	-1	☀
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 armed with Hellfire Breath, a Bloodflail and a Mighty Axe of Khorne.

FLY: This model can fly.

ABILITIES

Hellfire Breath: Spewing flame from its maw, the daemon incinerates nearby foes, leaving only charred skeletons behind.

Do not use the attack sequence for an attack made with Hellfire Breath. Instead, pick an enemy unit that is in range of the attack and roll a dice. On a 2+ that unit suffers D3 mortal wounds.

Relentless Hunter: *Those unfortunate enough to have earned Khorne's ire tend to be renowned champions of their people – the daemon sent to exact the Lord of Battle's vengeance is well accustomed to slaying their kind.*

You can re-roll hit rolls for attacks made by this model that target a **HERO** or **MONSTER**.

Rune-crown of Khorne: *Gifted only to the most exalted denizens of the Blood God's realm, rune-crowns emanate a potent anti-magical aura.*

This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**. In addition, add 2 to unbinding rolls for this model. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

COMMAND ABILITIES

Lord of the Blood Hunt: *Like the sounding of a great brazen horn, this Bloodthirster's furious roar launches a murderous blood hunt.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **KHORNE DAEMON** unit wholly within 16" of a friendly model with this command ability. Until the end of the phase you can re-roll hit rolls for attacks made by that unit.

KEYWORDS

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



• WARSCROLL •

SKULLTAKER



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Skulltaker is Khorne's immortal champion and the greatest of all Bloodletters. Ever seeking worthy skulls for his master, he scans the battlefield for the enemy's greatest champion, bellowing his challenge before moving in to end yet another storied life.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer Sword	1"	3	3+	3+	-1	3

DESCRIPTION

Skulltaker is a named character that is a single model. He is armed with the Slayer Sword.

ABILITIES

Cloak of Skulls: Many a would-be death blow has ricocheted harmlessly off Skulltaker's grisly pelt of trophies.

You can re-roll save rolls for attacks that target this model.

Decapitating Strike: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with the Slayer Sword is 6, that attack inflicts 3 mortal wounds on the target in addition to any normal damage.

Heroes' Bane: *When faced with a worthy opponent, Skulltaker unleashes his full martial might.*

You can re-roll hit and wound rolls for attacks made by this model that target a **HERO**.

COMMAND ABILITIES

Heads Must Roll: *Skulltaker is the greatest of all Bloodletters, and his mastery of death-dealing sets a grisly example for all of his kind to follow.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **BLOODLETTERS** unit wholly within 12" of a friendly model with this command ability. Until the end of that phase, you can re-roll wound rolls of 1 for attacks made by that unit.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD OF KHORNE, SKULLTAKER



• WARSCROLL •

KARANAK



Ever watchful, ever hungry, Karanak is the physical manifestation of the Blood God's wrathful vengeance. Once he has the scent of his quarry, this tireless hunter will not cease in his hunt until he tastes their torn flesh between his fangs.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Claws	1"	4	3+	4+	-	1
Three Savage Maws	1"	6	4+	3+	-1	D3

DESCRIPTION

Karanak is a named character that is a single model. He is armed with Gore-slick Claws and Three Savage Maws.

ABILITIES

Unflagging Hunter: *Karanak bounds towards the foe, hungry for the taste of living flesh.*

You can re-roll charge rolls for this model.

Brass Collar of Bloody Vengeance: *Wizards tremble wherever Karanak prowls.*

This model can attempt to unbind one spell in

the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**. If this model successfully unbinds a spell or dispels an endless spell, the caster suffers D3 mortal wounds.

Prey of the Blood God: *Karanak is a tireless hunter, hungering for his chosen quarry's flesh.*

After armies are set up, but before the first battle round begins, pick 1 enemy **HERO** to be this model's quarry. You can re-roll hit and wound rolls for attacks made by this model that target that **HERO**.

Call of the Hunt: *With a primal call, Karanak summons slathering Flesh Hounds to the feast.*

Once per game, during the hero phase, you can summon 1 unit of 5 Flesh Hounds to the battlefield and add it to your army if this model is within 8" of its quarry (see Prey of the Blood God, left). The summoned unit must be set up wholly within 8" of this model and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

KEYWORDS

CHAOS, DAEMON, KHORNE, HERO, FLESH HOUND, KARANAK



• WARSCROLL •

FLESH HOUNDS



Swift, strong, and tenacious beyond mortal reason, Flesh Hounds run their prey to the ground without mercy. Those who seek to trick or destroy these daemonic beasts with sorcery find their powers flickering to nothing, extinguished by the wrath of Khorne.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Roar	8"	1	2+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Flesh Hounds has any number of models, each armed with Blood-dark Claws.

GORE HOUNDS: 1 in every 5 models in this unit can be a Gore Hound. That model is armed with a Burning Roar in addition to its other weapons.

ABILITIES

Collars of Khorne: *Spellcasters have learned to dread Flesh Hounds as much for their collars as for their claws.*

This unit can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this unit can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**. Add 1 to unbinding and dispelling rolls for this unit while it contains 10 or more models.

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

You can re-roll charge rolls for this unit.

KEYWORDS

CHAOS, DAEMON, KHORNE, FLESH HOUNDS



• WARSCROLL •

SKULLMASTER

HERALD OF KHORNE



The war cry of the Skullmaster rings out over the thunderous hoof-beats of its ironclad steed moments before it slams into the foe with titanic force. Armour buckles, flesh tears, bones shatter and blood falls like rain as the Herald exults in the carnage.

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

DESCRIPTION

A Skullmaster, Herald of Khorne is a single model armed with a Blade of Blood.

MOUNT: This model's Juggernaut attacks with its Brazen Hooves.

ABILITIES

Slaughter and Ruin: *Skullmasters descend upon the enemy with the wrath of the Blood God himself.*

You can re-roll hit rolls for attacks made by this model if it made a charge move in the same turn.

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Blade of Blood is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

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

After this model makes a charge move, you can pick 1 enemy unit within 1" of it and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD OF KHORNE, SKULLMASTER



• WARSCROLL •

BLOODMASTER

HERALD OF KHORNE



Each swing of the Bloodmaster's blade 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 to a frenzy by his 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 armed with a Blade of Blood.

ABILITIES

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Blade of Blood is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

The Blood Must Flow: *Rallied by this Herald's bloody example, Khorne's lesser daemons leap into combat.*

In the combat phase, after this unit has fought in that combat phase for the first time, you can pick 1 friendly **BLOODLETTER** unit that is wholly within 12" of this model and is within 3" of an enemy unit, and which has not yet fought in that combat phase. The unit you pick must fight immediately, instead of being picked to fight later in that combat phase.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, HERO, HERALD OF KHORNE, BLOODMASTER



• WARSCROLL •



BLOODLETTERS



Beneath unholy icons and bloodsoaked banners, letting loose roaring battle cries and terrifying blasts from brazen horns, the Bloodletters of Khorne surge forwards in a writhing tide of corded muscle and hellforged swords to maim and slaughter their foes.

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

DESCRIPTION

A unit of Bloodletters has any number of models, each armed with a Hellblade.

BLOODREAPER: 1 model in this unit can be a Bloodreaper. Add 1 to the Attacks characteristic of that model's Hellblade.

STANDARD BEARERS: 1 in every 10 models in this unit can either be a Bloodsoaked Banner Bearer or Gore-drenched Icon Bearer.

Bloodsoaked Banner: You can re-roll charge rolls for this unit while it includes any Bloodsoaked Banner Bearers.

Gore-drenched Icon: If an unmodified battleshock roll of 1 is made for this unit while it includes any Gore-drenched Icon Bearers, you can add D6 models to this unit, and no models from this unit will flee in that phase.

HORNBLOWERS: 1 in every 10 models in this unit can be a Hornblower. While this unit includes any Hornblowers, if the unmodified roll for a battleshock test for an enemy unit that is within 8" of this unit is 1, that battleshock test must be re-rolled.

ABILITIES

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Hellblade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Murderous Tide: *Massed Bloodletters will surge forth to rain a thunderstorm of blows upon the foe.*

You can add 1 to hit rolls for attacks made by this unit while this unit has at least 20 models.

KEYWORDS

CHAOS, DAEMON, KHORNE, BLOODLETTERS



• WARSCROLL •

BLOODCRUSHERS



The ground shakes beneath the onrushing fury of the Bloodcrushers, and with the force of a falling mountain they crash into the enemy. Those not crushed beneath the Juggernauts' hooves are slain by the swinging hellblades of the beasts' riders.

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

DESCRIPTION

A unit of Bloodcrushers has any number of models, each armed with a Hellblade.

MOUNTS: This unit's Juggernauts attack with their Brazen Hooves.

BLOODHUNTER: 1 model in this unit is a Bloodhunter. Add 1 to the Attacks characteristic of that model's Hellblade.

ICON BEARERS: 1 in every 3 models in this unit can be an Icon Bearer. If an unmodified battleshock roll of 1 is made for this unit while it includes any Icon Bearers, you can add 1 model to this unit, and no models from this unit will flee in that phase.

HORNBLOWER: 1 in every 3 models in this unit can be a Hornblower. While this unit includes any Hornblowers, if the unmodified roll for a battleshock test for an enemy unit that is within 8" of this unit is 1, that battleshock test must be re-rolled.

ABILITIES

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Hellblade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

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

After a model in this unit makes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved. If this unit has 6 or more models when it makes a charge move, change the mortal wounds inflicted by this ability from 1 to D3.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS



• WARSCROLL •

HERALD OF KHORNE ON BLOOD THRONE



The Blood Throne roars into battle with its monstrous maw gaping wide, hungry for mortal flesh. Atop its dais, the Rendmaster bellows commands to his foot soldiers as he and his charioteers cut down any foes foolish enough to approach.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Blood	1"	4	3+	3+	-1	1
Hellblades	1"	2	4+	3+	-1	1
Gnashing Maw	1"	1	4+	3+	-1	D3

DESCRIPTION

A Herald of Khorne on Blood Throne is a single model armed with a Blade of Blood.

MOUNT: This model's Blood Throne attacks with its Gnashing Maw.

CREW: This model has a Bloodletter crew that attack with their Hellblades. For rules purposes, the crew are treated in the same manner as a mount.

Abilities

The Blood Throne: *The throne upon which this Herald stands brings with it the full weight of Khorne's authority.*

When this model uses the At the Double, Forward to Victory or Inspiring Presence command ability, the ability has a range of 12" even if this model is not a general.

Gorefeast: *The Blood Throne's dark vitality increases with each mouthful of enemy flesh and bone.*

If any wounds are inflicted by this model's Gnashing Maw and not negated, you can heal up to D3 wounds allocated to this model.

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with a Blade of Blood or Hellblades is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

CHAOS, DAEMON, KHORNE, BLOODLETTER, HERO, HERALD OF KHORNE, HERALD OF KHORNE ON BLOOD THRONE



• WARSCROLL •

SKULL CANNONS



The hideous war machines known as Skull Cannons vomit forth barrages of skulls amidst blasts of sulphurous smoke and flame, their macabre ordnance screaming through the skies before exploding with murderous fury amongst the enemy ranks.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Skulls	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 has any number of models, each armed with Burning Skulls and a Gnashing Maw.

CREW: This model has a Bloodletter crew that attack with their Hellblades. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Burning Skulls: *Foes massed together offer an easy target for a Skull Cannon's flaming projectiles.*

Add 1 to hit rolls for attacks made with this unit's Burning Skulls if the target unit 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.*

After this unit attacks for the first time in each combat phase, if any enemy models were slain by this unit's attacks, this unit can attack with all of the missile weapons it is armed with.

Decapitating Blow: *There are few weapons so feared as the hellforged blades of the Bloodletters.*

If the unmodified hit roll for an attack made with Hellblades is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, SKULL CANNONS

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MOVE

5"

WOUNDS

6

3+

SAVE

9

BRAVERY

KORGHOS KHUL



Warlord of the legendary Goretide, Korghos Khul is rightly feared across the Mortal Realms. His campaigns of conquest and slaughter have earned him many boons from Khorne, principal amongst them the enormous Flesh Hound that fights by his side.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Axe of Khorne	1"	3	3+	3+	-1	D3
Claws and Fangs	1"	4	3+	4+	-1	1

DESCRIPTION

Korghos Khul is a named character that is a single model. He is armed with an Axe of Khorne.

COMPANION: Korghos Khul is accompanied by Grizzlemaw, who attacks with its Claws and Fangs. For rules purposes, Grizzlemaw is treated in the same manner as a mount.

ABILITIES

Favoured of Khorne: *Khul swings his deadly axe assured of the Blood God's blessing.*

You can re-roll hit rolls for attacks made by this model.

Aqshy's Bane: *Not content to be feared for his past conquests, Khul embraces combat more eagerly than any other seasoned general.*

This model is eligible to fight in the combat phase if it is within 8" of an enemy unit instead of 3", and can move an extra 5" when it piles in.

Collar of Khorne: *Grizzlemaw's spiked collar has dashed the designs of many sorcerous foes.*

This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Reality-splitting Axe: *With a thunderous boom the Axe of Khorne cleaves a rent in the fabric of reality, hurling the victim into the Blood God's realm.*

At the end of any phase, if any wounds inflicted by this model's Axe of Khorne in that phase were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 5+ that enemy model is slain.

COMMAND ABILITIES

Lord of the Goretide: *Khul's indomitable will has led his Bloodbound Warhorde to greatness, and all his warriors are hungry to please him.*

You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability that is a general. Until the end of that phase, you can re-roll hit rolls of 1 for attacks made by friendly **GORETIDE** units wholly within 16" of that model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, GORETIDE, HERO, MIGHTY LORD OF KHORNE, KORGHOS KHUL



• WARSCROLL •

SKARR BLOODWRATH



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In battle, Skarr Bloodwrath is a terrifying maelstrom of carnage. His Bloodstorm Blades whip around him like extensions of his furious will, and even should he fall, he rises again from the spilt blood of his victims, his axes held ready for vengeance.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodstorm Blades	3"	See below	2+	3+	-1	1

DESCRIPTION

Skarr Bloodwrath is a named character that is a single model. He is armed with Bloodstorm Blades.

ABILITIES

Slaughterstorm: *Swinging the Bloodstorm Blades in wide arcs, Skarr Bloodwrath claims countless skulls for his master.*

The Attacks characteristic of this model's Bloodstorm Blades is either 5, or equal to the number of enemy models within 3" of this model when the number of attacks made with the weapon is determined (whichever is higher).

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

At the end of the movement phase, if this model has been slain, roll 2D6. On an 8+ you can set up this model anywhere on the battlefield more than 9" from any enemy units, with all wounds allocated to it removed.

COMMAND ABILITY

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

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **WRATHMONGERS** unit wholly within 12" of a friendly model with this command ability. Until the end of that phase, if a model from that unit is slain, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

KEYWORDS

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



• WARSCROLL •

VALKIA THE BLOODY



Soaring upon the blazing winds of war, Valkia the Bloody awaits the worthiest of foes before plunging into battle with her mighty spear Slaupnir levelled. With her comes the Blood God's judgement, for wherever Valkia goes, the eye of Khorne follows.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaupnir	2"	6	3+	3+	-2	1

DESCRIPTION

Valkia the Bloody is a named character that is a single model. She is armed with Slaupnir.

FLY: This model can fly.

ABILITIES

The Gaze of Khorne: *Khorne's gaze follows Valkia closely; the Blood God's warriors strive all the harder to please him when she is nearby, lest he deem them unworthy.*

You can re-roll battleshock tests for friendly **KHORNE MORTAL** units wholly within 16" of this model. However, if you do so and that unit still fails the battleshock test after the re-roll has been

made, add D3 to the number of models that flee.

The Spear Slaupnir: *Valkia's great spear is at its deadliest as she descends from the sky to strike at her target's heart.*

Slaupnir has a Damage characteristic of D3 instead of 1 if this model made a charge move in the same turn.

Daemonshield: *Adorned with the head of a Daemon Prince who was foolish enough to earn Valkia's ire, this shield is a powerful relic.*

Subtract 1 from wound rolls for attacks made with melee weapons that target this model.

COMMAND ABILITY

On Bloodstained Wings: *No airborne foes are safe when Valkia takes wing, and her swooping shadow fills her skyfaring prey with dread.*

You can use this command ability in the hero phase. If you do so, pick 1 enemy unit that can fly and is within 16" of a friendly model with this command ability. Until the end of that turn, subtract 1 from hit rolls for attacks made by that unit. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

KEYWORDS

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



• WARSCROLL •

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, and at the lord's bellowed command, his warriors redouble their efforts to slaughter their foes.

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

DESCRIPTION

A Mighty Lord of Khorne is a single model armed with an Axe of Khorne.

COMPANION: A Mighty Lord of Khorne is accompanied by a Flesh Hound that attacks with its Blood-dark Claws. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Collar of Khorne: *Spellcasters have learned to dread Flesh Hounds as much for their collars as for their claws.*

This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Reality-splitting Axe: *With a thunderous boom the Axe of Khorne cleaves a rent in the fabric of reality, hurling the victim into the Blood God's realm.*

At the end of any phase, if any wounds inflicted by the Axe of Khorne in that phase were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a

dice. On a 5+ that enemy model is slain.

COMMAND ABILITIES

Gorelord: *Axe held aloft, this warlord orders his fighters forwards like hunting hounds unleashed.*

You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you can re-roll charge rolls for friendly **KHORNE MORTAL** units wholly within 16" of that model when the charge roll is made.

KEYWORDS

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



• WARSCROLL •

BLOODSECRATOR



Howling in rage, the Bloodsecrator hacks and smashes his way through the foe with his icon of Khorne held high. This grim standard channels the wrathful energies of the Blood God's domain, infusing the Bloodbound and undoing sorcerous works.

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 armed with an Ensorcelled Axe.

ABILITIES

Loathsome Sorcery: *Khorne's hatred of sorcery roils forth from the icons carried by his Bloodsecrators, filling any spellcasters nearby with dread.*

Re-roll successful casting rolls for **WIZARDS** within 16" of this model, before any unbinding rolls are made.

Rage of Khorne: *A fiery gateway opens above the Bloodsecrator's icon, flooding the battlefield with the violent energies of Khorne's hellish domain.*

Add 1 to the Attacks characteristic of melee weapons used by friendly **KHORNE** units while they are wholly within 16" of any models with this ability.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, TOTEM, BLOODSECRATOR



• WARSCROLL •

LORD OF KHORNE

ON JUGGERNAUT



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Already a terrifying opponent in his own right, a Khornate lord astride a Juggernaut is an unstoppable force of destruction. Foes are crushed or hacked apart in seconds, while the sheer momentum of his ruinous charge draws his warriors howling in his wake.

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

DESCRIPTION

A Lord of Khorne on Juggernaut is a single model armed with a Wrathforged Axe.

MOUNT: This model's Juggernaut of Khorne attacks with its Brazen Hooves.

ABILITIES

Brass-clad Shield: This brazen shield can turn aside spells that would slay champions.

Roll a dice each time you allocate a wound or mortal wound to this model that was inflicted by a spell. On a 5+ that wound or mortal wound is negated.

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

After this model makes a charge move, you can pick 1 enemy unit within 1" of it and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Daemonic Axe: *When its rage is stirred, the daemon bound within this axe awakens.*

If the unmodified wound roll for an attack made by this model's Wrathforged Axe is 6, the Damage characteristic for that attack is 3 instead of D3.

COMMAND ABILITY

Blood Stampede: *Carnage erupts as the full force of a Khorne Warhorde collides with the enemy.*

You can use this command ability at the start of the combat phase. If you do so, pick up to 3 friendly **KHORNE MORTAL** units that made a charge move in that turn and are wholly within 16" of a model with this command ability. You can re-roll wound rolls of 1 for attacks made by those units in that combat phase.

KEYWORDS

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



Already granted immense powers by the Blood God, a Lord of Khorne must lead his forces on ever more bloodthirsty conquests to attain the final gift of immortal daemonhood.



• WARSCROLL •

SLAUGHTERPRIEST



Towering, brutal demagogues, Slaughterpriests are living beacons of the Lord of Battle's power. These foul priests direct their comrades according to visions sent by Khorne himself, boil their enemies' blood in their veins and drive the foe mad with battle-lust.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodbathed Axe	2"	3	4+	3+	-	2
Hackblade	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	4+	4+	-	1

DESCRIPTION

A Slaughterpriest is a single model armed with one of the following weapon options: Bloodbathed Axe; or Hackblade and Wrath-hammer.

ABILITIES

Scorn of Sorcery: *Slaughterpriests share their god's hatred of sorcery and those who use it.*

This model can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this model can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Bloodfuelled Prayers: *His eyes crazed and bloodshot, the Slaughterpriest snarls dark curses that channel the wrath of Khorne.*

In your hero phase, this model can chant one of the following prayers. If it does so, pick one of the prayers and then make a prayer roll by rolling a dice. On a 1, this model suffers D3 mortal wounds and the prayer is not answered. On a 2-3, the prayer is not answered. On a 4+ the prayer is answered.

Blood Boil: If this prayer is answered, pick 1 enemy unit within 16" of the model chanting this prayer. That unit suffers D6 mortal wounds.

Blood Bind: If this prayer is answered, pick 1 enemy unit within 16" of the model chanting this prayer and not within 3" of any friendly units. Your opponent must move that unit a number of inches equal to the prayer roll. The first model to be moved from that unit must finish the move as close as possible to the closest unit from the chanting model's army. Any remaining models in that unit must finish their move within 1" of a model from their unit that has already been moved, and as close as possible to the closest unit from the chanting model's army.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBLOOD, HERO, PRIEST, SLAUGHTERPRIEST



SKULLGRINDER



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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 arcs, shattering armour, pulping flesh and smashing bone.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazen Anvil	2"	3	3+	2+	-1	3

DESCRIPTION

A Skullgrinder is a single model armed with a Brazen Anvil.

ABILITIES

Fiery Anvil: *The searing impact of a brazen anvil has vanquished many formidable foes, swung for a final death-strike even when its blows were thought escaped.*

At the end of the combat phase, you can pick 1 enemy **HERO** or **MONSTER** within 2" of this model and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.

Favoured by Khorne: *The bloody arcs of gore that surround a Skullgrinder in battle are an inspiration to all who seek Khorne's approval.*

Add 1 to the Bravery characteristic of friendly **KHORNE MORTAL** units wholly within 12" of any friendly models with this ability.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, SKULLGRINDER



ASPIRING DEATHBRINGER



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

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

DESCRIPTION

An Aspiring Deathbringer is a single model armed with one of the following weapon options: Bloodaxe and Wrath-hammer; or Goreaxe and Skullhammer.

ABILITIES

Bane of Cowards: *Nothing infuriates this champion more than foes too cowardly to fight.*

If an enemy unit fails a battleshock test within 3"

of this model, add D3 to the number of models that flee.

COMMAND ABILITY

Slaughter Incarnate: *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.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly

model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **KHORNE MORTAL** units while they are wholly within 12" of that model. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

KEYWORDS

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



EXALTED DEATHBRINGER



Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher. Each is a whirlwind of violence amidst the madness of battle, leaving nothing but twitching corpses in their wake.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ruinous Axe	1"	3	4+	3+	-1	2
Bloodbite Axe	1"	6	3+	4+	-	1
Impaling Spear	2"	5	3+	3+	-1	1

DESCRIPTION

An Exalted Deathbringer is a single model armed with one of the following weapon options: Ruinous Axe and Skullgouger; Bloodbite Axe and Runemarked Shield; or Impaling Spear.

ABILITIES

Blooded Lieutenant: *Glory is best earned within sight of the mighty, and opportunity best seized within sight of their defeat.*

If this model is not your general, add 2 to the Attacks characteristic of this model's melee weapons while it is wholly within 12" of a friendly KHORNE general.

Runemarked Shield: *Magic's craven hand recoils from this shield's battle-worn surface.*

Roll a dice each time you allocate a wound or mortal wound to a model armed with a Runemarked Shield that was inflicted by a spell. On a 2+ that wound or mortal wound is negated.

Skullgouger: *This bladed vambrace can turn aside enemy attacks and deliver brutal counterblows.*

In the combat phase, if the unmodified save roll for an attack that targets a model armed with a Skullgouger is 6, the attacking unit suffers D3 mortal wounds after all of its attacks have been resolved.

Brutal Impalement: *With well-aimed thrusts of an impaling spear, an Exalted Deathbringer can skewer his victim and raise them into the air as a gory, helpless trophy.*

If the unmodified wound roll for an attack made with an Impaling Spear is 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.

COMMAND ABILITIES

Brutal Command: *Deathbringers will not tolerate cowardice from any quarter, and enforce discipline by whatever bloody means necessary.*

You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, you do not have to take battleshock tests for friendly KHORNE MORTAL units that are wholly within 18" of that model.

KEYWORDS

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



• WARSCROLL •

BLOODSTOKER



Every whip-crack of the Bloodstoker's 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 armed with a Torture Blade and Blood Whip.

ABILITIES

Whipped to Fury: *The ferocious bite of a Bloodstoker's lash reminds every Khorne follower of the bloody dues their master expects.*

At the start of your movement phase, you can pick 1 other friendly KHORNE MORTAL unit wholly within 8" of this model. Until your next movement phase, you can add 3" to run and charge rolls made for that unit. In addition, until your next movement phase you can re-roll wound rolls for attacks made by that unit. A unit cannot be picked to benefit from this ability more than once per turn.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO, BLOODSTOKER



• WARSCROLL •

BLOOD WARRIORS



Smashing their way through the maelstrom of battle, Blood Warriors roar incoherent curses as they hack and bludgeon their foes to ruin. Such is their dedication to Khorne that they continue to fight even after suffering wounds that would fell lesser men.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe(s)	1"	2	3+	4+	-	1
Goreglaive	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Blood Warriors has any number of models. The unit is armed with one of the following weapon options: a pair of Goreaxes; or Goreaxe and Gorefist. 1 in every 10 models can replace the unit's weapon option with a Goreglaive.

CHAOS CHAMPION: 1 model in this unit can be a Chaos Champion. Add 1 to the Attacks characteristic of that model's Goreaxe(s).

ICON BEARER: 1 in every 10 models in this unit can be an Icon Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Icon Bearers.

ABILITIES

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

If a model from this unit is slain in the combat phase, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

Goreaxes: *There is little escape from the vicious edges of two goreaxes.*

You can re-roll hit rolls of 1 for attacks made with a pair of Goreaxes.

Gorefists: *A counter-punch from a brutally spiked gorefist has spelled doom for countless overconfident foes.*

If an unmodified save roll for an attack made with a melee weapon that targets a unit that includes any models armed with a Goreaxe and Gorefist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOOD WARRIORS



• WARSCROLL •

BLOODREAVERS



Descending upon their foes in a howling tide, the barbarous hordes of the Bloodreavers sweep away the enemy. Each of their number is a frothing killer, their body thick with slabs of muscle and their heavy weapons able to 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 any number of models. The unit is armed with one of the following weapon options: Reaver Blades; or Meatripper Axe.

CHIEFTAIN: 1 model in this unit can be a Chieftain. Add 1 to the Attacks characteristic of that model's melee weapons.

ICON BEARER: 1 in every 10 models in this unit can be an Icon Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Icon Bearers.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. Add 1 to run and charge rolls for this unit while it includes any Hornblowers.

ABILITIES

Frenzied Devotion: *The sight of the Blood God's sacred icons stirs Bloodreavers into a murderous rage.*

Add 1 to the Attacks characteristic of this unit's melee weapons while this unit is wholly within 16" of any friendly **KHORNE TOTEMS**.

Reaver Blades: *In the hands of blood-hungry killers, even the crudest cutting weapons are brutally efficient.*

You can re-roll hit rolls of 1 for attacks made with Reaver Blades.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, BLOODREAVERS



• WARSCROLL •

GARREK'S REAVERS



Even amongst the pitiless hordes of the Goretide, the Bloodreavers led by Garrek Gorebeard are known for their cruelty and deranged ferocity. It is said that Garrek personally guts and skins any of his warriors who fail to take a worthy trophy in battle.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Garrek's Blooddrinker Axe	1"	3	3+	4+	-1	1
Karsus' Chained Axe	2"	D3	4+	4+	-	1
Saek's Meatripper Axe	1"	1	3+	4+	-1	1
Reaver Blades	1"	1	3+	4+	-	1

DESCRIPTION

This unit contains 5 models: Garrek Gorebeard, who is armed with a Blooddrinker Axe; Karsus the Chained, who is armed with a Chained Axe; Blooded Saek, who is armed with a Meatripper Axe; and Targor and Arnulf, who are both armed with Reaver Blades.

GARREK GOREBEARD: If the unmodified hit roll for an attack made with Garrek Gorebeard's Blooddrinker Axe is 6, that attack inflicts 1 mortal wound on the target and the

attack sequence ends (do not make a wound or save roll).

ABILITIES

Frenzied Devotion: *The sight of the Blood God's sacred icons stirs Bloodreavers into a murderous rage.*

Add 1 to the Attacks characteristic of this unit's melee weapons while this unit is wholly within 16" of any friendly **KHORNE TOTEMS**.

Reaver Blades: *In the hands of blood-hungry killers, even the crudest cutting weapons are brutally efficient.*

You can re-roll hit rolls of 1 for attacks made with Reaver Blades.

Grisly Trophies: *Garrek delights in brandishing grim souvenirs to stoke his warriors' bloodlust.*

Do not take a battleshock test for this unit if any enemy models were slain by attacks made by this unit's Garrek Gorebeard earlier in the same turn.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, GORETIDE, BLOODREAVERS, GARREK'S REAVERS



MAGORE'S FIENDS



Magore Redhand leads his band of killers on an endless hunt for worthy skulls. In return for his prodigious offerings Khorne has blessed the Blood Warrior with profane gifts, including a daemonic maw in his gut that can bite through even sigmarite.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magore's Belly Maw	1"	1	4+	3+	-1	D3
Magore's Daemonic Axe	1"	3	3+	3+	-1	1
Goreaxe	1"	2	3+	4+	-	1

DESCRIPTION

This unit contains 3 models: Magore Redhand, who is armed with a Daemonic Axe and a Belly Maw; and Ghartok Flayskull and Zharkus the Bloodsighted, who are both armed with a Goreaxe and Gorefist.

MAGORE REDHAND: You can re-roll hit rolls for attacks made by this unit that target **STORMCAST ETERNAL** units while this unit includes Magore Redhand.

ABILITIES

Gorefists: *A counter-punch from a brutally spiked Gorefist has spelled doom for countless over-confident foes.*

If an unmodified save roll for an attack made with a melee weapon that targets a unit that includes any models armed with a Goreaxe and Gorefist is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

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

If a model from this unit is slain in the combat phase, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

Blood Scent: *The Flesh Hound Riptooth leads Magore and his Blood Warriors in pursuit of worthy foes, jaws frothing with bloody drool as he bounds tirelessly after his quarry.*

You can re-roll charge rolls for this unit while it is wholly within 8" of a friendly **RIPTOOTH** model.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOND, GORETIDE, BLOOD WARRIORS, MAGORE'S FIENDS



RIPTOOTH



Perhaps the greatest of the Lord of Battle's gifts to Magore Redhand is the Flesh Hound Riptooth. A vicious hunter and loyal companion, he has chased down his master's prey and warded off enemy sorcery on battlefields beyond count.

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

DESCRIPTION

Riptooth is a single model. He tears his victims to pieces with his Blood-dark Claws.

ABILITIES

Collar of Khorne: *Spellcasters have learned to dread Flesh Hounds as much for their collars as for their claws.*

This unit can attempt to unbind one spell in the enemy hero phase in the same manner as a **WIZARD**. In addition, this unit can attempt to dispel one endless spell at the start of your hero phase in the same manner as a **WIZARD**.

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

You can re-roll charge rolls for this model.

KEYWORDS

CHAOS, DAEMON, KHORNE, GORETIDE, FLESH HOUND, RIPTOOTH



• WARSCROLL •

WRATHMONGERS



With the chained hammers of their flails whipping around them, the Wrathmongers hurl themselves into the enemy. A bloody red mist hangs around these berserkers as they go about their butchery, driving combatants into a maddened frenzy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wrath-flails	2"	4	4+	3+	-1	1

DESCRIPTION

A unit of Wrathmongers has any number of models, each armed with Wrath-flails.

WRATHMASTER: 1 model in this unit can be a Wrathmaster. Add 1 to the Attacks characteristic of that model's Wrath-flails.

ABILITIES

Furious Assault: *Skulls crack and shields buckle beneath the unstoppable momentum of a Wrathmonger charge.*

Add 1 to hit rolls for attacks made by this unit if it made a charge move in the same turn.

Bloodfury: *When they are finally struck down, the maddening blood vapour that surrounds Wrathmongers plunges their foes into a self-destructive rage.*

If a model in this unit is slain, before it is removed from play roll a dice for each enemy unit within 1" of that model. Add 1 to the dice roll if 2 or more models from that enemy unit are within 1" of the slain model. On a 1, nothing happens. On a 2-5, that enemy unit suffers 1 mortal wound after all of its attacks have been resolved. On a 6+ that enemy unit suffers D3 mortal wounds after all of its attacks have been resolved.

Crimson Haze: *A vapour of blood and gore fills the air wherever Wrathmongers swing their flails, sending the Lord of Battle's devotees into an exultant rampage.*

Add 1 to the Attacks characteristic of **KHORNE** units while they are wholly within 8" of any units with this ability. This ability has no effect on **WRATHMONGERS**.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, WRATHMONGERS



• WARSCROLL •

MIGHTY SKULLCRUSHERS



The ground shakes beneath pounding Juggernaut hooves as the Mighty Skullcrushers ride into battle. Foes are smashed aside by the impact of the charge, and any survivors are soon reduced to piles of gore by the riders' axes.

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

DESCRIPTION

A unit of Mighty Skullcrushers has any number of models. The unit is armed with one of the following weapon options: Ensorcelled Axe; or Bloodglaive.

MOUNTS: This unit's Juggernauts attack with their Brazen Hooves.

SKULLHUNTER: 1 model in this unit can be a Skullhunter. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 3 models in this unit can be a Standard Bearer. Add 2 to the Bravery characteristic of this unit while it includes any Standard Bearers.

HORNBLOWER: 1 in every 3 models in this unit can be a Hornblower. Add 1 to run and charge rolls made for this unit while it includes any Hornblowers.

ABILITIES

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

After a model in this unit makes a charge move, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers 1 mortal wound. If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model completes its charge move, but do not allocate the mortal wounds until after all of the models in the unit have moved. If this unit has 6 or more models when it makes a charge move, change the mortal wounds inflicted by this ability from 1 to D3.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, MIGHTY SKULLCRUSHERS



SKULLREAPERS



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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 or the huge axes known as spinecleavers, these warriors decimate the enemy ranks.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers	1"	4	3+	3+	-	1
Vicious Mutation	1"	1	3+	4+	-1	D3

DESCRIPTION

A unit of Skullreapers has any number of models, armed with a combination of Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers.

SKULLSEEKER: 1 model in this unit is a Skullseeker. That model is armed with a Vicious Mutation in addition to its other weapons.

ICON BEARER: 1 in every 5 models in this unit can be an Icon Bearer. Add 1 to charge rolls for this unit while it includes any Icon Bearers.

ABILITIES

Daemonforged Weapons: *Gnashing teeth and leering eyes writhe across the Skullreapers' weapons, revealing the malevolent entities trapped within.*

If the unmodified hit roll for an attack made with this unit's Gore-slick Blades, Daemonblades, Spinecleavers and Soultearers is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Trial of Skulls: *Risking utter damnation for a taste of true power, Skullreapers fight with manic determination.*

You can re-roll hit rolls for attacks made by this unit if the target unit has 5 or more models.

Murderous to the Last: *Skullreapers do not fear death, but they are determined not to breathe their last while there are worthy skulls to be harvested.*

Do not take battleshock tests for this unit. In addition, roll a dice each time a model from this unit is slain by an attack made with a melee weapon, before that model is removed from play. On a 5+ pick 1 enemy unit within 1" of the slain model. That unit suffers D3 mortal wounds after all of its attacks have been resolved.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, SKULLREAPERS



• WARSCROLL •

SCYLA ANFINGRIMM



Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe who knows nothing of fear or mercy. His monstrous strength is enough to tear a Dracoth in two, and sorcery can gain no purchase upon his form, for his collar radiates Khorne's hatred.

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 named character that is a single model. He is armed with Brutal Fists and a Serpentine Tail.

ABILITIES

Brass Collar of Khorne: Like all great gifts of the Blood God, the spiked collar that encircles Scyla's neck is anathema to magic.

This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**. In addition, this model can attempt to dispel one

endless spell at the start of your hero phase in the same manner as a **WIZARD**.

Raging Fury: Where frailer beasts may fade when wounded, spilling Scyla's blood serves only to raise him to greater heights of fury.

When rolling to determine the Attacks characteristic of this model's Brutal Fists, add 1 to the roll for each wound allocated to this model that was not negated and has not been healed.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes.

This model is eligible to fight in the combat phase if it is within 8" of an enemy unit instead of 3", and can move an extra 5" when it piles in.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODBOUND, SCYLA ANFINGRIMM

• WARSCROLL •

KHORGORATHS



All know to fear the Khorgoraths of Khorne. Rampaging super-predators with an endless hunger for skulls, they are utterly fearless and almost impossible to kill, and smash through the enemy 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 unit of Khorgoraths has any number of models, each armed with Bone Tentacles and Claws and Fangs.

ABILITIES

Horrific Predators: Khorgoraths are nightmarish beasts, given form only to harvest skulls.

Add 1 to battleshock rolls for units that had any models slain by attacks made by **KHORGORATHS** in the same turn.

Taker of Heads: Swallowing the skulls of their victims breathes a twisted sustenance into the Khorgoraths' brutish bodies.

At the end of the combat phase, if any enemy models were slain by this unit's attacks in that combat phase, you can heal 1 wound allocated to this unit.

KEYWORDS

CHAOS, KHORNE, BLOODBOUND, KHORGORATHS

JUDGEMENT OF KHORNE WARSCROLL

HEXGORGER SKULLS

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

DESCRIPTION

Hexgorger Skulls is a single Judgement of Khorne that consists of two models. If it is removed from play, remove both models.

JUDGEMENT OF KHORNE

Summon Hexgorger Skulls: *With harsh invective and vows of violence against sorcerers, a Khornate priest causes the Blood God's will to manifest.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 3+ the judgement roll is successful. If the judgement roll is successful, set up both Hexgorger Skull models within 6" of each other and wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Compelled by Hate: *Hexgorger Skulls levitate above the battlefield, hunting tirelessly for their eldritch prey.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly. Both models from this judgement must finish any move within 6" of each other.

Hexgorgers: *Hexgorger Skulls exist purely to destroy magic. Hunting in tandem, they feed upon the arcane knowledge of their prey, regurgitating the powers they consume as jets of boiling blood whose touch is death to wizard-kind.*

Subtract 2 from casting rolls for **WIZARDS** while they are within 12" of any Hexgorger Skulls models. In addition, if a **WIZARD** attempts to cast a spell while it is within 12" of both models from the same Hexgorger Skulls Judgement of Khorne, and the casting roll is an unmodified 8, then that casting attempt is not successful, that **WIZARD** no longer knows that spell, and each **WIZARD** within 12" of that Judgement of Khorne suffers D6 mortal wounds.

KEYWORDS

JUDGEMENT OF KHORNE, HEXGORGER SKULLS

JUDGEMENT OF KHORNE WARSCROLL

BLEEDING ICON

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

DESCRIPTION

A Bleeding Icon is a single model.

JUDGEMENT OF KHORNE

Summon Bleeding Icon: *With bellowed condemnations of the cowardly and the weak, the Khornate priest draws a Bleeding Icon through the veil that separates realities.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 4+ the judgement roll is successful. If the judgement roll is successful, set up this model wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Drifting Menace: *Glowing red-hot with Khorne's fury, this brutal sigil is compelled across the battlefield with supernatural force.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly.

Crushing Retribution: *The bloodied spikes of this judgement pulverise those beneath them with the crushing weight of a portcullis.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

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

If a unit fails a battleshock test within 3" of any models with this ability, add D3 to the number of models that flee. This ability has no effect on **KHORNE** units.

KEYWORDS

JUDGEMENT OF KHORNE, BLEEDING ICON

WRATH-AXE

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

DESCRIPTION

A Wrath-axe is a single model.

JUDGEMENT OF KHORNE

Summon Wrath-axe: *Should their fury be worthy of the Blood God's favour, a Khornate priest can draw a fiery Wrath-Axe to the Mortal Realms.*

At the start of your hero phase, 1 friendly **KHORNE PRIEST** can attempt to perform this judgement. If they do so, make a judgement roll by rolling a dice. On a 5+ the judgement roll is successful. If the judgement roll is successful, set up this model wholly within 8" of that **KHORNE PRIEST**.

ABILITIES

Flung With Fury: *Forged from pure rancour, a Wrath-axe is Khorne's hatred incarnate.*

When this judgement is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this judgement up can make a move with it if it is still on the battlefield. When you move this judgement, it can move up to 8" and can fly.

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

After this model has moved, roll a dice for each unit that has any models it passed across. On a 2+ that unit suffers D3 mortal wounds. Then the player that set up this model picks 1 enemy unit within 3" of this model and rolls a dice (the enemy unit may be one that this model passed across). On a 2+ that enemy unit suffers D6 mortal wounds.

Reality Cleaved: *The brutal cutting edge of this infernal axe tears at the very fabric of the Mortal Realms, sending senses reeling.*

Subtract 1 from hit rolls for attacks made by units within 3" of this model. This ability has no effect on **KHORNE** units.

KEYWORDS

JUDGEMENT OF KHORNE, WRATH-AXE



From atop a Skull Altar, the frenzied chanting of a Slaughterpriest calls down judgements of Khorne – manifestations of the Blood God that smite the foe and undo their sorceries.

PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table on its warscroll can be taken as an allied unit by a Khorne army. Updated April 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

BLADES OF KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skull Cannons	1	3	140	Artillery	
Bloodletters	10	30	110/300	Battleline	
Bloodreavers	10	40	70/240	Battleline	
Blood Warriors	5	30	100/520	Battleline	
Aspiring Deathbringer	1	1	80	Leader	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Bloodseccator	1	1	140	Leader	
Bloodstoker	1	1	80	Leader	
Exalted Deathbringer	1	1	80	Leader	
Herald of Khorne on Blood Throne	1	1	120	Leader	
Karanak	1	1	140		Unique
Korghos Khul	1	1	180	Leader	Unique
Lord of Khorne on Juggernaut	1	1	160	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Scyla Anfingrimm	1	1	100	Leader	Unique
Skarr Bloodwrath	1	1	120	Leader	Unique
Skullgrinder	1	1	80	Leader	
Skullmaster, Herald of Khorne	1	1	120	Leader	
Skulltaker	1	1	120	Leader	Unique
Slaughterpriest	1	1	100	Leader	
Valkia the Bloody	1	1	120	Leader	Unique
Bloodthirster of Insensate Rage	1	1	280	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	300	Leader, Behemoth	
Skarbrand	1	1	400	Leader, Behemoth	Unique
Wrath of Khorne Bloodthirster	1	1	320	Leader, Behemoth	
Bloodcrushers	3	12	140		Battleline in Khorne army if general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline in Khorne army
Khorgoraths	1	6	100		
Mighty Skullcrushers	3	12	180		Battleline in Khorne army if general is a Lord of Khorne on Juggernaut
Skullreapers	5	20	180		
Wrathmongers	5	20	140		
Garrek's Reavers	5	5	60		Only one of this unit can be included in a Pitched Battle army
Riptooth	1	1	40		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Magore's Fiends
Magore's Fiends	3	3	80		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Riptooth

BLADES OF KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Blood Host	-	-	180	Warscroll Battalion	
Blood Hunt	-	-	120	Warscroll Battalion	
Blood Legion	-	-	120	Warscroll Battalion	
Bloodbound Warhorde	-	-	150	Warscroll Battalion	
Bloodforged	-	-	120	Warscroll Battalion	
Bloodmad Warband	-	-	160	Warscroll Battalion	
Bloodthunder Stampede	-	-	140	Warscroll Battalion	
Brass Stampede	-	-	140	Warscroll Battalion	
Charnel Host	-	-	140	Warscroll Battalion	
Dark Feast	-	-	110	Warscroll Battalion	
Gore Pilgrims	-	-	140	Warscroll Battalion	
The Gorechosen	-	-	110	Warscroll Battalion	
Gorethunder Cohort	-	-	120	Warscroll Battalion	
Murderhost	-	-	160	Warscroll Battalion	
Red Headsmen	-	-	120	Warscroll Battalion	
Skullseeker Host	-	-	120	Warscroll Battalion	
Skulltake	-	-	140	Warscroll Battalion	
Slaughterborn	-	-	180	Warscroll Battalion	
Tyrants of Blood	-	-	140	Warscroll Battalion	
Skull Altar	1	1	0	Scenery	
Bleeding Icon	1	1	40	Judgement of Khorne	
Hexgorger Skulls	1	1	40	Judgement of Khorne	
Wrath-Axe	1	1	60	Judgement of Khorne	

CHAOS	ALLIES
Khorne	Beasts of Chaos, Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness. SLAANESH units cannot be taken as allies for a Khorne army.



WHAT'S NEXT?

The Bad Moon is rising on the Mortal Realms – and the grots are marching to war. This battletome allows you to field an army of Gloomspite Gitz – a coalition of Moonclan Grots, Spiderfang Grots, troggoths and gargants united by a love hallucinogenic fungus and heinous violence.

