

WARHAMMER

AGE OF SIGMAR

The logo for Warhammer Age of Sigmar, featuring the word 'WARHAMMER' in a large, stylized, gold-colored font with a blue background, and 'AGE OF SIGMAR' in a smaller, gold-colored font below it. The entire logo is set within a decorative, spiked banner.

— ALLEGIANCE CARDS —

BLADES OF KHORNE

KHORNE

BATTLE TRAIT

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 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. 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.

KHORNE

BATTLE TRAIT

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

BATTLE TRAIT

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 To-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**.

KHORNE

BATTLE TRAIT

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, 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.

KHORNE

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.

REAPERS OF VENGEANCE

KHORNE

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.

KHORNE

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.

KHORNE

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 To-Hit and To-Wound rolls for attacks made by friendly **SKULLFIEND TRIBE KHORGORATH** units wholly within 10" of that model.

THE SKULLFIEND TRIBE

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

BLOODY EXEMPLAR

Blood Tithe points cost: 1

Khorne's armies are rife with aspiring warlords eager to win the blessings of their rageful god.

You receive 1 Command Point.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

SPELLEATER CURSE

Blood Tithe points cost: 2

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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

MURDERLUST

Blood Tithe points cost: 3

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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

APOPLECTIC FRENZY

Blood Tithe points cost: 4

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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

BRASS SKULL METEOR

Blood Tithe points cost: 5

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 D6 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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

RELENTLESS FURY

Blood Tithe points cost: 6

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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

CRIMSON RAIN

Blood Tithe points cost: 7

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.

KHORNE

BATTLE TRAIT BLOOD TITHE REWARDS

SLAUGHTER TRIUMPHANT

Blood Tithe points cost: 8

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 To-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 To-Wound and Save roll for each hit.

KHORNE

SUMMON DAEMONS OF KHORNE

BLADES OF 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

KHORNE

COMMAND TRAIT

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.

If this General can already unbind spells, they can attempt to unbind 1 extra spell in the enemy Hero Phase (only the first Unbinding roll in the phase can inflict Mortal Wounds).

REAPERS OF VENGEANCE HERO

KHORNE

COMMAND TRAIT

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.

THE BLOODLORDS HERO

KHORNE

COMMAND TRAIT

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.

THE GORETIDE HERO

KHORNE

COMMAND TRAIT

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**.

THE SKULLFIEND TRIBE HERO

KHORNE

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.

MORTAL HERO

KHORNE

COMMAND TRAIT

**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.

MORTAL HERO

KHORNE

COMMAND TRAIT

3 – SLAUGHTERBORN

Ceaseless war has honed this champion's battle-craft.

You can re-roll To-Hit rolls for attacks made with **MELEE** weapons by this General.

MORTAL HERO

KHORNE

COMMAND TRAIT

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 To-Hit and To-Wound rolls for attacks made by this General that target an enemy **HERO** or **MONSTER**.

MORTAL HERO

KHORNE

COMMAND TRAIT

5 - BERSERKER LORD

So battle-crazed is this general that they fight on through even grievous wounds.

Roll a D6 each time you allocate a wound or Mortal Wound to this General.

On a 5+ that wound or Mortal Wound is negated.

MORTAL HERO

KHORNE

COMMAND TRAIT

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.

MORTAL HERO

KHORNE

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.

BLOODBOUND HERO

KHORNE

COMMAND TRAIT

**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.

BLOODBOUND HERO

KHORNE

COMMAND TRAIT

3 - SLAUGHTERBORN

Every swing of this warlord' thirsty blade is a vision of murder.

You can re-roll To-Hit rolls for attacks made with **MELEE** weapons by this General.

BLOODBOUND HERO

KHORNE

COMMAND TRAIT

**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.

BLOODBOUND HERO

KHORNE

COMMAND TRAIT

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.

BLOODBOUND HERO

KHORNE

COMMAND TRAIT

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.

BLOODBOUND HERO

KHORNE

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.

DAEMON HERO

KHORNE

COMMAND TRAIT

**2 - UNRIVALLED
BATTLE-LUST**

Overflowing with rage and a desire to slaughter, this daemonic 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.

DAEMON HERO

KHORNE

COMMAND TRAIT

3 - SLAUGHTERBORN

This daemon's combat prowess is terrible to behold, each of its blows striking true.

You can re-roll To-Hit rolls for attacks made with **MELEE** weapons by this General.

DAEMON HERO

KHORNE

COMMAND TRAIT

4 - RAGE UNCHAINED

Few can withstand this daemon's frenzied onslaught.

Add 1 to the Attacks characteristic of this General's **MELEE** weapons.

DAEMON HERO

KHORNE

COMMAND TRAIT

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.

DAEMON HERO

KHORNE

COMMAND TRAIT

6 - DEVASTATING BLOW

With the spilling of blood, Khorne's fury erupts from this general's blade.

If the unmodified To-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 To-Wound or Save roll).

DAEMON HERO

KHORNE

ARTEFACT OF POWER

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 D6.

If you do so, on a 2+ ignore the effects of that spell on the bearer.

REAPERS OF VENGEANCE HERO

KHORNE

ARTEFACT OF POWER

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 BLOODLORDS HERO

KHORNE

ARTEFACT OF POWER

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 GORETIDE HERO

KHORNE

ARTEFACT OF POWER

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.

THE SKULLFIEND TRIBE HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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 To-Wound rolls for attacks made with that weapon.

MORTAL HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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**.

MORTAL HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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.

MORTAL HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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 To-Wound roll for an attack made with that weapon is 6, double the Damage characteristic for that attack.

MORTAL HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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.

MORTAL HERO

KHORNE

ARTEFACT OF POWER MURDEROUS ARTEFACTS

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.

MORTAL HERO

KHORNE

ARTEFACT OF POWER BANNERS OF KHORNE

1 – BANNER OF RAGE

Few escape the unnatural fury of those gathered under this daemonic banner.

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

BLOODBOUND HERO TOTEM

KHORNE

ARTEFACT OF POWER BANNERS OF KHORNE

2 - BANNER OF WRATH

As this banner tears the veil, Khorne's wrath erupts to strike his foes.

In the Combat Phase, roll a D6 for each enemy unit within 8" of the bearer.

On a 4+ that unit suffers D3 Mortal Wounds.

BLOODBOUND HERO TOTEM

KHORNE

ARTEFACT OF POWER BANNERS OF KHORNE

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.

BLOODBOUND HERO TOTEM

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

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.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

2 - BLOOD-FORGED ARMOUR

This armour was wrought in daemon forges and tempered in blood.

Roll a D6 each time you allocate a Mortal Wound to the bearer.

On a 5+ that Mortal Wound is negated.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

3 - BRAZEN RUNE

Etched into flesh, this rune provides unholy protection to Khorne's faithful.

Roll a D6 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**.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

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.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

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.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER TROPHIES OF WAR

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.

BLOODBOUND HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

1 - A'RGATH, 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+.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

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

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

3 - KHARTOTH THE BLOODHUNGER

Imbued with Khorne's fury, this blade can rend time itself.

At the start of the Combat Phase roll a D6.

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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

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 To-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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

5 – HARVESTER OF SKULLS

Whether willed 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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC WEAPONS

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 To-Hit roll or 1 failed To-Wound roll for an attack made with that weapon.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

2 - ARMOUR OF SCORN

Charged with daemonic spite, this armour turns aside blows.

Roll a D6 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.

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

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**.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

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.

DAEMON HERO

KHORNE

ARTEFACT OF POWER DAEMONIC ADORNMENTS

6 - MARK OF THE SLAYER

The bearer of this mark becomes the locus of Khorne's bloodlust.

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

DAEMON HERO

KHORNE

BLOOD BLESSINGS OF KHORNE

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 D6.

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.

PRIEST

KHORNE

BLOOD BLESSINGS OF KHORNE

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 D6.

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.

PRIEST

KHORNE

BLOOD BLESSINGS OF KHORNE

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 D6.

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.

PRIEST

KHORNE

BLOOD BLESSINGS OF KHORNE

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 D6.

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.

PRIEST

KHORNE

BLOOD BLESSINGS OF KHORNE

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 D6.

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 To-Hit rolls for attacks made by that unit until your next Hero Phase.

PRIEST

BLOOD BLESSINGS OF KHORNE**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 D6.

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.

KHORNE

SLAUGHTERHOST ABILITY

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.

REAPERS OF VENGEANCE

KHORNE

SLAUGHTERHOST ABILITY

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 To-Wound rolls of 1 for attacks made by friendly **BLOODLORDS DAEMON** units that target a **HERO** or **MONSTER**.

KHORNE

SLAUGHTERHOST ABILITY

TIRELESS CONQUERORS

Entire empires have crumbled beneath the relentless campaigns of the Goretide.

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

THE GORETIDE

KHORNE

SLAUGHTERHOST ABILITY

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 To-Hit rolls of 1 for attacks made by friendly **SKULLFIEND TRIBE MORTAL** units that are wholly within 12" of an enemy **HERO**.

THE SKULLFIEND TRIBE