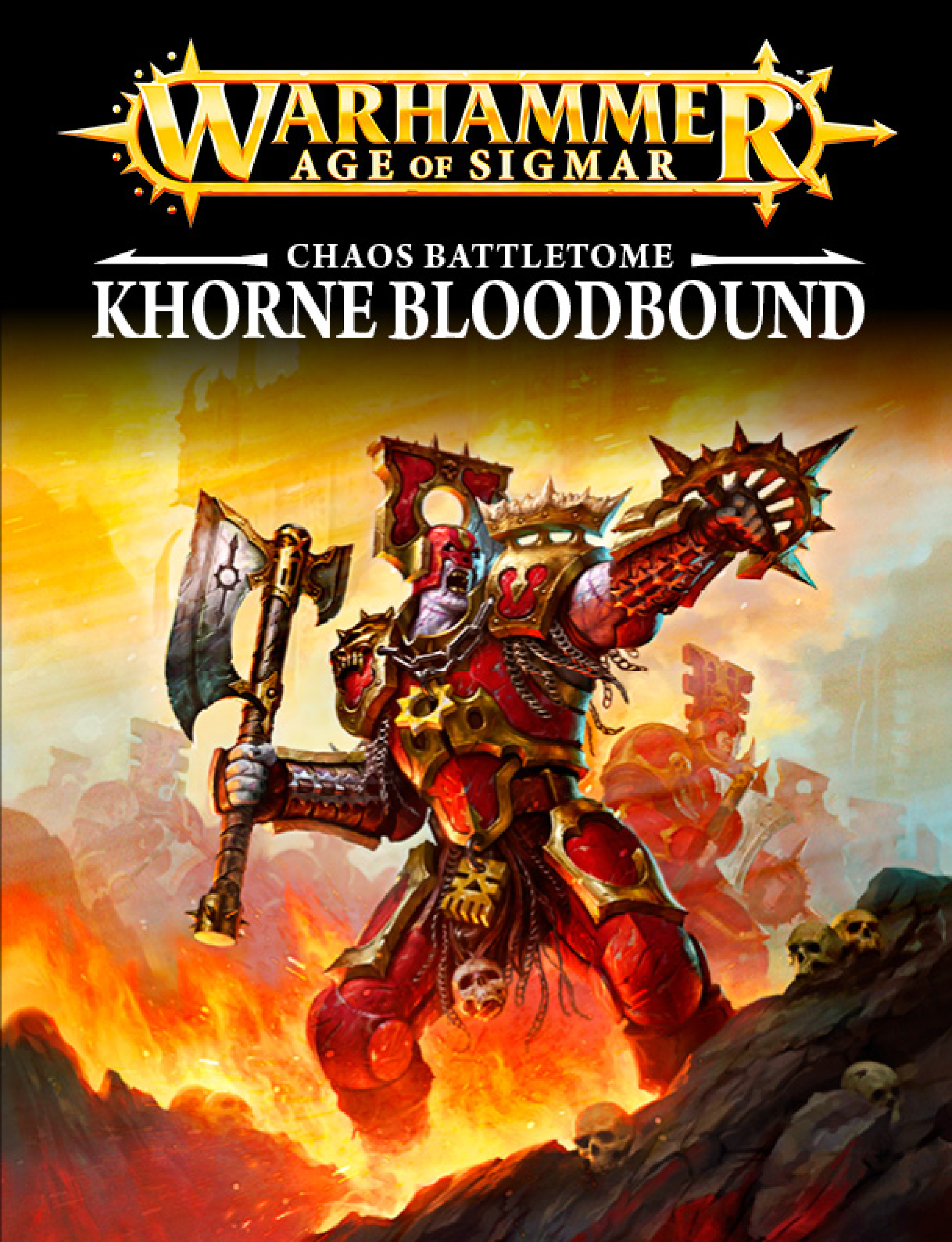
WARHAMMER
AGE OF SIGMAR

CHAOS BATTLETOME

KHORNE BLOODBOUND



WARHAMMER AGE OF SIGMAR

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

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

The Age of Sigmar had begun.



As the hosts of the heavens sallied forth from storm-split skies, a new and bloody age began. War was borne upon the winds to every corner of the realms. The Stormcast Eternals brought vengeance and retribution, their goal nothing less than the total annihilation of their hated foes.

For some Chaos worshippers it was a time of defeat, hopes of victory ripped to shreds like clouds amidst a hurricane. Yet the Bloodbound , worshippers of the Blood God Khorne, stood firm before the storm with feet planted and howls of exhilaration torn from their throats. Let the Stormcasts come. It had been long since Khorne's chosen faced a worthy foe.

As the war for the Realmgates began, conflict exploded upon battlefields beyond number. The Bloodbound fought against vast hordes of screeching Skaven, bellowing mobs of Bonechewer orruks, and countless stranger foes. Yet all these conflicts paled compared to the furious clashes between Bloodbound and Stormcast Eternal. The warriors of Khorne tore into the fight. Their wrath was a furnace-hot gale to match Sigmar's own raging tempest. Where the two collided incredible violence ensued.

Thus were prior battles forgotten, eclipsed by the promise of conquests more bloody than any that had come before...



KHORNE BLOODBOUND

It is a time of madness and horror. The Mortal Realms writhe in the grip of the Chaos Gods, whose murderous champions fight furiously to extinguish the last lights of hope. None wreak greater carnage nor battle harder in their god's name than the savage hordes of Khorne's Bloodbound.

Like a headsman's blade, the Bloodbound sweep down upon their foes with terrifying violence. The ground shudders at their onset, for they come in numbers fit to flood the land. The harsh blare of bone warhorns and the savage chant of war cries roll before them, mingled with the reek of spilt blood. The Bloodbound charge on through clouds of arrows and blasts of sorcerous power, trampling their own fallen in their eagerness to kill. When they smash headlong into their foes they do so with a mighty, rending crash. Axes rise and fall, blood gushes, and those who stand against the Blood God are slaughtered wholesale.

Throughout the Mortal Realms, voices beyond count scream praise to Khorne. Everywhere, ragged knights and tribal warriors daub themselves with the Blood God's rune, fighting and killing in his name. However, though any warrior may offer up his soul to Khorne, only those who prove worthy are chosen by their god in return. These are the Bloodbound, the most powerful, belligerent and murderous of Khorne's devotees, and they are a curse upon the Mortal Realms greater than any other. Tribes, cities and nations have been toppled by these brutal reavers, and oceans of blood have been shed in Khorne's name.

Since the Age of Chaos began, the Bloodbound have plagued every realm. They have rarely known defeat, for their ferocity is almost unstoppable, and over the centuries they have rendered extinct all those mighty enough to oppose them. Even as Sigmar's Stormcast Eternals launch their first devastating strikes against the forces of Chaos, the Bloodbound are far from dismayed. Here, at last, is a new foe that can challenge them in battle. Against the Stormcasts, every head hacked off is tribute fit to earn Khorne's deadly favour. Now begins the true war for the realms, and the Bloodbound welcome it readily with axes in hand.







THE BLOOD GOD

Khorne's might eclipses even that of his dark brothers Nurgle, Tzeentch and Slaanesh. Violence and murder are the sources of the Blood God's strength, and all who raise weapons against their foes further his glory. Thus does Khorne's power grow ever greater as the Realmgate Wars rage.

Mighty embodiments of destruction and anarchy, the Chaos Gods reside outside of the Mortal Realms. They are eternal beings of near limitless power, daemonic abominations that seek to corrupt and dominate all they survey. Just as they are ever at war with the Mortal Realms, so too do the Chaos Gods vie with each other for mastery. In this conflict, it is Khorne the Blood God who most often stands ascendant.

Khorne is depicted by his worshippers as a towering warrior so vast that he blots out the very stars. His monstrous form is heavy with corded muscle, and clad in interlocking plates of baroque brass armour. Khorne's visage is the snarling muzzle of an enraged war-hound, his eyes fiery orbs of boundless hatred and endless rage. The Blood God sits upon a monumental throne of skulls, from which he bellows 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 countless other equally doom-laden names. A single swipe of this gigantic weapon can split reality in twain, erasing whole cities from existence or exterminating entire armies of unbelievers. So does the Blood God show his displeasure.

Within the Realm of Chaos, the domains of the gods wax and wane with the power of their patron deity. Khorne's hellish kingdom has long been the largest. At its heart stands the Brass Citadel, a veritable mountain range of bastions, battlements and forges built around the Blood God's throne. Beyond the citadel's defences of iron-bound walls and moats of gore, Khorne's realm spreads away in all directions for leagues uncounted. It is a fractured, ashen wasteland of cracked bone plains, jagged ravines, dark fortresses and thundering volcanoes across which the daemons of the Blood God wage their endless wars in his honour.

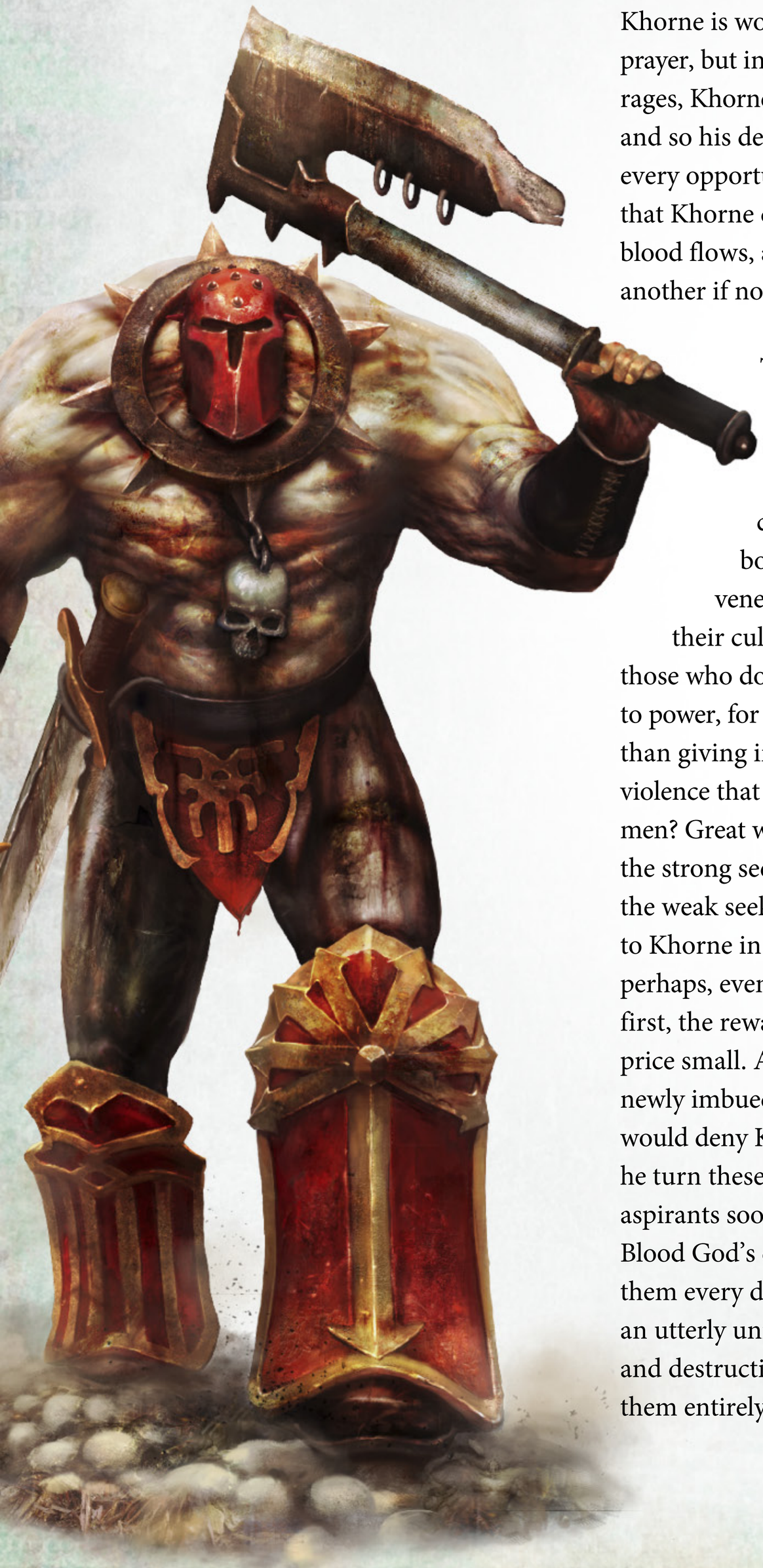
Surging from between the towering jade trees came a horde of beastmen, thousands upon thousands of bestial warriors raising their voices in a single, primal battle-roar. Rushing to meet them, the Bloodbound howled challenges of their own, beating their weapons together until the air rang with the deafening clangour of Khorne's own forge.

The two armies crashed together with earth-shaking violence, the clash of weapons and the screams of the dying creating a hellish cacophony. Khornate Wrathmongers ploughed through the beastmen's ragged ranks with their wrath-flails spinning. Blood splattered in all directions as the chained hammers smashed skulls and shattered limbs. Behind them came a screaming wall of Blood Warriors who ploughed headlong into the scattered gors. The centre of the beastmen's line of battle buckled inward under the furious onslaught, hundreds of hacked and mangled corpses falling to be trampled underfoot.

Undaunted by the ferocity of the slaughter, the beastmen fought back. Fresh waves of warriors loped from the shimmering jade forest. Bray-shamans hurled bolts of dark magic that blasted Bloodreavers to ash, while a wedge of Bestigors hacked their way into the Blood Warrior lines. More Bloodbound charged into the spreading melee, any pretence of order or discipline evaporating as combatants from both sides chopped, battered, clawed and bit. Blood ran in rivers until the churned mud of the battlefield turned a dark red. Meanwhile, high above, the ominous clouds roiled and boomed, echoing with the approving roars of mighty Khorne...

THE PATH OF SKULLS

Khorne demands absolute devotion from his worshippers. He has naught but scorn for the weak and merciful, reserving his favour for those who shed blood in his name. Khorne respects only strength and savagery, and bestows mighty gifts indeed upon those who display sufficient quantities of both.



Khorne is worshipped not through prayer, but in bloody battle. While war rages, Khorne's power waxes strong, and so his devotees seek conflict at every opportunity. The faithful know that Khorne cares not from where the blood flows, and will fall upon one another if no other foe presents itself.

There are many reasons why mortals turn to the worship of Khorne. For some there is no choice – either they are born to tribes that already venerate the Blood God, or their cultures are subjugated by those who do. Others see a fast route to power, for what could be easier than giving in to the aggression and violence that lurks in the hearts of all men? Great warriors, primitive hunters, the strong seeking dominance and the weak seeking strength; all turn to Khorne in search of power and, perhaps, eventual daemonhood. At first, the rewards seem great and the price small. After all, what warrior, newly imbued with strength and rage, would deny Khorne's demands that he turn these gifts to killing? These aspirants soon find, however, that the Blood God's creed requires more from them every day, dragging them down an utterly unforgiving path of slaughter and destruction that eventually sees them entirely lost to bloodlust.

At its heart, the worship of Khorne is a violent, selfish road that winds through battlefields beyond count. Each Khorne worshipper chases his own personal glory with little thought for those who fight at his side. Many fall, cut down in battle while trying to prove their devotion to the Blood God. Yet the greatest among them prevail, becoming powerful enough to pass one of the eight archaic Trials of Khorne and become one of the Bloodbound.

Deemed worthy by their baleful god and blessed with his dark gifts, these warriors begin their perilous climb towards true power. Should they win sufficient favour, any one of the Bloodbound can ascend to become a Deathbringer, a Bloodstoker, or one of the other champions of Khorne. Such ascension to power brings with it great reward. A champion may gain strength beyond mortal comprehension, an armoured hide that can shrug off the blows of mortal blades, or a mighty daemonic weapon to wield. Yet the worship of the Blood God also brings terrible risks. Khorne brooks no failure from his champions, and the slightest misstep can end in hideous damnation as the angry Chaos God strikes down those who have failed him. Once a warrior has become Bloodbound, his path can end only one of two ways: rising to eternal glory, or a violent, bloody death.

Arbhax screamed as he slew, howling Khorne's name with each crunch of his axe through sigmarite armour. The Blood Warrior used his weapon to hook aside a Liberator's shield, his return swing scything through the gold-armoured warrior's neck. The decapitated Stormcast dissolved into crackling energy that arced away skywards, and Arbhax felt Khorne's eyes upon him. At his side Vorghos, his last surviving comrade, was fighting with equal fury. As Arbhax watched through a red haze, Vorghos shrugged off a thunderous hammer-blow to his chest and planted his axe in the face-plate of the last remaining Stormcast. The Liberator flashed away, and Arbhax turned, gaze roving the corpse-strewn battlefield for fresh foes. He never saw the blow coming, sudden agony exploding between his shoulder blades as he was thrown face-first into the mud. Snarling, Arbhax managed to roll himself over, only for Vorghos to plant one brass-shod boot on his chest. As the other Blood Warrior raised his axe for the killing blow, Arbhax spat hate-filled curses at him, yet it was only right. The strongest prevailed. Blood for the Blood God. With that last thought, Vorghos' axe came down and Arbhax met his end.



As the Age of Chaos raged on, howling hordes of Bloodbound burst from the Eightpoints, descending upon the Mortal Realms at the head of the Chaotic hosts. With Sigmar's alliance in tatters and the God-King's forces locked in a fruitless war against Nagash, the people of the realms were forced to look to their own defence. Mighty gates rumbled closed, enchantments binding them tight. Arcane engines hummed to life, giving power to protective wards. City guards and militia hosts in their millions closed ranks and readied blades. They didn't stand a chance.

With the servants of the other dark gods close on their heels, the Bloodbound smashed their foes' defences asunder without a second thought. Gates crashed down. Cities burned in hellish pyres. Corpses piled higher and higher until blood-soaked mountains of carrion loomed over the land. And so it continued, for years, then decades, then centuries, with no end in sight. Civilisations beyond number fell beneath the axes of Khorne's chosen. Time and again some proud chieftain or shining hero declared himself the scourge of these rampaging murderers. Time and again, his skull found its place at the Blood God's feet. So terrible were the conquests of the Bloodbound that Khorne rose to prominence amongst the gods, and even his dark brothers shuddered at his might.



THE GREAT SLAUGHTER

The Age of Chaos saw civilisation topple and anarchy reign. A veil of fear and superstition fell across the realms, yet some histories survived. Even now, in the Age of Sigmar, dark tales are told around flickering fires and in tattered tomes of the horrors wrought by the Bloodbound and their allies.

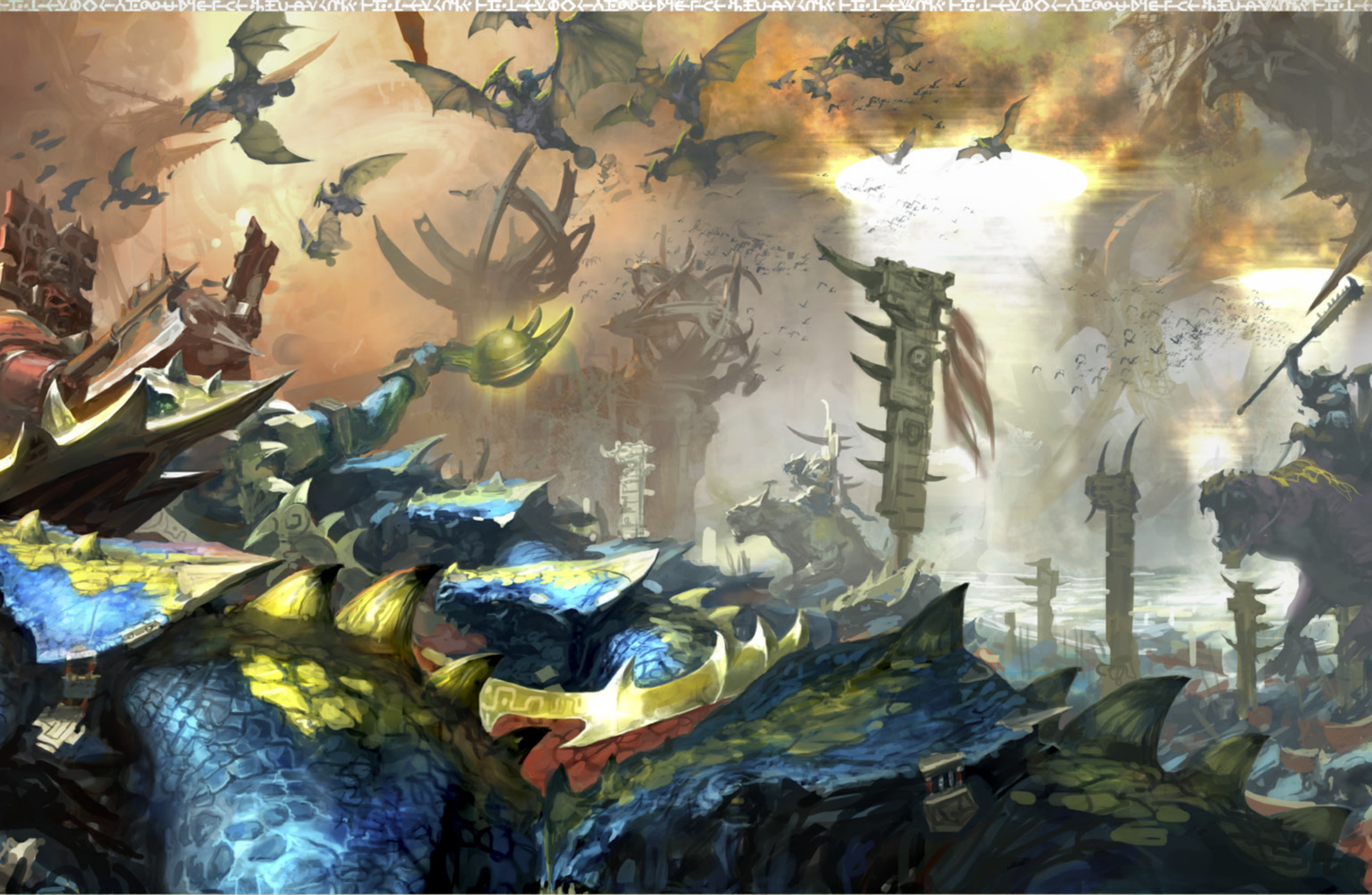
Amid the Valleys of Dawn, a swathe of shattered crystal and glass spreads for a hundred miles where once stood the Sanctum of Stars. Tribal legends tell that here the Brotherhood of Sacred Radiance guarded the Spark of Knowledge for a thousand years. Then came the Bloodbound. The Warhorde known as the Brass Skulls burst from the Realmgate at the Sanctum's heart, falling upon the Brotherhood with wild fury. Though the priests fought back with sorcerous powers, they were slaughtered mercilessly, and the Sanctum of Stars toppled in ruin.

Amid the labyrinthine caves of Echoing Rock in Ghur, crude cave paintings wind through the tunnels for leagues on end. They tell of a time when the orruks of the Irontusk Rampage made common cause with a seraphon host to battle the Bloodbound and their skaven lackeys. For three days and nights the orruks and the seraphon fought side by side against the Warhorde known as the Red Butchers. For a time, it seemed the Chaos forces would be hurled back in defeat. Yet hope failed when the whirring cogs of an Arcanabulum rose from the earth, the mechanism's strange powers spurring the Bloodbound on. A terrible slaughter ensued, the death toll so great that the Bloodbound were able to raise the bastions of bone that still surround Echoing Rock to this day.



Wherever the Bloodbound rampaged across the Mortal Realms, death and destruction followed. It was they who overcame the Boneshard Behemoths of Hollow's Reach and sacked the cities that festooned their megalithic forms. It was the Bloodbound who felled the chronohydrion amid the Nightwoods, following a trail of rebirth to its cavern lair and hacking off its horned heads. The Bloodbound even crushed the Beastclaw ogors of Mournful Valley, along with the rotted warband of Pustus Phlobb who sought to claim the ogors' lives for Nurgle. A thousand such tales abound, bellowed with pride by the dark seers of the Bloodbound, the Slaughterpriests, even as they are whispered by the folk of the realms.

Once, the City of Shimmergilt stood proud upon the slopes of volcanic Mount Athanor. Behind the city's towering walls, great spires, laboratories and libraries rose in profusion. Yet a thousand years of wisdom and glory were cast down with the coming of the Bloodbound. Like pooling blood, the numberless hordes of the Crimson Fury massed around Mount Athanor, until their pounding war drums drowned out the thunder of the volcano itself. Finally, on the eighth morning, the Bloodbound attacked as one, surging up the volcano's slopes. This was no conventional siege, but a single, insane attack where numbers and naked ferocity would win the day. Though the Shimmergilt Legions killed hundreds of Khorne's faithful with clouds of golden bolts, the city's great gates were smashed flat by Skullcrushers, and twisted warriors poured in to the slaughter. Blood sluiced down the streets as the city's defenders were slain to the last and their skulls piled high before their burning libraries. By nightfall, the city of Shimmergilt was no more, its culture reduced to ash on the wind and the skulls of its people offered as tribute to mighty Khorne.



TIDES OF BLOOD

Year upon year, the Bloodbound massacred all who stood before them. None could stay the meteoric rise of Khorne, and mountains of skulls rose to the skies where once vibrant cultures and brave armies had stood. Yet the very success of the Blood God's followers would prove his undoing.

The Age of Chaos was a time of perpetual war, an endless maelstrom of battle and butchery. Khorne's followers revelled in the slaughter, carving their way through one foe after another. Always a new and worthy challenge waited beyond the horizon. While the killing continued apace, Khorne's power swelled until he dominated much of the Realm of Chaos. However, with Sigmar's retreat into Azyr, the Bloodbound lost a worthy foe, for the God-King had resisted them like no other. Many mortal tribes still held out across the realms, and Khorne's followers overran them, but it was increasingly poor sport.

Eventually, the Gods of Chaos stood ascendant, with only pockets of hardy or well-hidden foes left to resist them. Truly great battles became scarce, and it soon became clear that Khorne's infernal brothers were gaining power once more. Nurgle's followers grew strong as sickness and rot took hold across the Mortal Realms. Tzeentch saw ever more of his long, winding schemes come to fruition as the very fabric of the realms began to warp beneath the mutative powers of Chaos. By comparison, the Bloodbound were reduced to conquests akin to turning over rocks and stamping on the insects that scuttled from beneath.

Accordingly, the Crystal Labyrinth of Tzeentch and the fecund Garden of Nurgle grew strong, though the realm of vanished Slaanesh remained eerily static and silent. The Blood God raged, for if Chaos was to secure final victory over the Mortal Realms, it would be he, and no other, who claimed it. Thus, even as the vast and terrible hosts of Chaos pounded upon the gates of Azyr, the Bloodbound turned upon their allies with axes in hand. So began a new and treacherous time of slaughter, in which Khorne's worshippers hacked down those alongside whom they had so recently fought. Sorcerous champions of Tzeentch fell, their horned heads

Grakhas Brassfang grinned broadly as he saw the carnage spread before him. He and Arkad's Skulltakers had butchered the Bonechewers on the ridge, leaving rent corpses piled eight deep all around. The lumbering Nurgle warriors of Golch's Flybloated had fought alongside them, wading through showers of flint-tipped spears without slowing. Despite himself, the Slaughterpriest was impressed with the strength and resilience of Golch's followers. Even if their glottal chortling was irksome in the extreme...

Pushing his fingers through the ribcage of a fallen shaman, Grakhas tore out the creature's heart. The hulking Slaughterpriest raised the organ above his face and squeezed, gulping down thick, semi-congealed gore. As he did so, Brassfang felt his blood simmer and churn in response, visions of glorious murder dancing behind his eyes. As the trance passed, the Slaughterpriest found himself on his knees, his and Golch's warriors gathered expectantly around him. Slowly, Grakhas rose. He hefted his axe and grinned savagely around at his warband.

'Well?' bubbled Golch through rotten lips. 'What sayst thy goresome god, Bloodspeaker?'

In response, Brassfang swung his axe, all of his monstrous strength behind a blow that sent Golch's surprised-looking head bouncing down the slope.

'He says you die, Rotbringer! Khorne alone shall be victorious!' With that, madness and violence erupted on the ridge, as the servants of Khorne and Nurgle fell upon one another amid the bodies of the slain.

severed even as mutating energies crackled from their raised claws. The corpulent worshippers of Nurgle and the screeching vermin of the Horned Rat banded together against this new foe, yet still they were driven back. The perverse followers of Slaanesh, already weakened by the disappearance of their hedonistic god, were scattered before the Bloodbound like chaff upon the wind.

Where once the worshippers of all the Dark Gods had besieged the Realm of Heavens, now only Khornate banners remained before the Realmgates that led to the golden lands of Azyr. So desperate for worthy skulls had the Bloodbound become that, even as their towering monsters and brazen engines pounded upon the Heavengates, their champions fought amongst one another.



Each Axe of Khorne contains the raging essence of a bound daemon.

Such is the way of Khorne, for he must always have bloodshed and violence no matter the price. Yet here the cost to Chaos had been great indeed, for the Dark Gods' alliance in the Mortal Realms – which had lasted since the Age of Chaos began – was no more. All of the dark siblings, even the Blood God, had been significantly weakened by their sudden and brutal civil war.

The Realm of Heavens remained as impregnable as ever, its gates resisting all attempts to smash them asunder. Worse still, what prey remained within the other Mortal Realms had become elusive and troublesome to pursue. It seemed as though the final victory of the Dark Gods – so long presumed inevitable – might now drag out into a grinding and dissatisfying stalemate that threatened to last for centuries to come.



Across the Mortal Realms, the shadows stretched long. Where once myriad peoples prospered, now their scattered bones stretched for miles. Where once great miracles of magic lit the lands with their glory, now skull-clad fortresses of brass and iron squatted amidst the ruins. Around the Gates of Azyr, vast Khornate hordes bayed for blood, their siege engines battering relentlessly at the last true stronghold of their foes. The Dark Gods looked on, thirsting for those glories left to claim. Soon, Azyr's gates must surely fall, and when they did the last light of hope would be snuffed out forever.

Yet before those mighty gates could be breached, the Storm of Sigmar broke. Across the realms, from Ulgu to Shyish, from Ghyran to Aqshy, the skies tore open with a furious glow. Down from the storms came rank after rank of Stormcast Eternals, Sigmar's great army of retribution striking the first blows of a whole new war. Within his infernal throne room, Khorne rose to his feet and roared in fury as he saw victory – long presumed certain – slipping from his grasp. Yet even as he raged, the Blood God rejoiced, for here, at last, was a foe worthy of him. As one, the Bloodbound bellowed their war cries and surged into battle once more. The Age of Sigmar had begun, and the slaughter that followed would make all that had come before seem but a pale echo.

THE RISE OF KHUL

Though the Realm of Fire is unimaginably vast, Korghos Khul has vowed to claim it all in the name of Khorne. A mortal could hope to see but the slightest fraction of this roiling realm in their lifetime, but Khul has been rewarded with unnatural longevity, and may yet live to see his oath fulfilled.

As the Age of Chaos dawned, the worshippers of the Dark Gods swept into the Mortal Realms in great strength. The very first warrior to set foot upon the sulphurous soil of Aqshy was Korghos Khul, then an Aspiring Deathbringer who had risen from amongst the Skullreapers of his tribe. That day, as the Nexus Wars reached their bloody conclusion, Khul had already felled the blazing gargant that barred the arcway into Aqsharya. Now, steeped in gore and glory, Khul stormed the mighty Tower of Wrath that watched over the Arc Gate. The tower's defenders had been surprised by the sheer speed of the Bloodbound attack, and Khul was able to slide beneath the tower's great portcullis before it crashed down. Locked inside the mighty bastion, Khul hacked a red path through overwhelming opposition. Alone and sorely wounded, Khul overpowered the spear wielding fire-monks who guarded the tower's gatehouse and raised its portcullis once more. The Bloodbound poured inside with bellows of rage, and so began the battle for Aqsharya, greatest city of the Conflagorian Heights.

Korghos Khul not only survived his bloody deeds that day, but was rewarded mightily for them. Khorne saw in Khul a worthy champion and bestowed upon him vast strength, Chaos armour, and the power to dominate those of weaker will. In return, Khul ambitiously vowed to conquer the whole Realm of Fire in the Blood God's name. He began with Aqsharya, seizing command of an army across the course of that bloody conquest and emerging from the city's fall as the new Mighty Lord of the Warhorde known as the Goretide.



Khul's axe is an abomination, able to rip apart reality itself.



Khul's Flesh Hound, Grizzlemaw, shields his master from sorcery.

Since that time, Khul's star has risen in accordance with that of his god. Sustained by the immortal energies of Khorne, Khul has lived a hundred times his mortal span and more. He has fought wars without number, always striving to follow his own twisted code of martial honour. With each victory, the ranks of the Goretide have swelled, Deathbringers by the thousand pledging their followers to Khul's cause. The Goretide has still only crossed a fraction of Aqshy's vastness, but under the warrior kingship of Korghos Khul it has conquered a swathe of kingdoms. From the toppling of Scorched Keep that earned Khul his monstrous axe, to the horrific purge of the Direbrand tribe that saw him gifted with the Flesh Hound Grizzlemaw, the Goretide has proved itself worthy of Khorne's patronage time and again. They have ventured often into other realms at their Mighty Lord's behest, yet always Khul returns to Aqshy, for it is there that his destiny – and, he hopes, his chance at daemonhood – lies.



Korghos Khul, lord of the Goretide, watched in silence as the Branchwraiths were dragged before his dais. Bound in rune-graven chains, the sylvaneth could no longer draw upon the sorcerous powers that had mauled Khul's followers so badly. The Branchwraiths still hissed their defiance as Goretide warriors forced them to kneel in the sucking mud. In most foes, Korghos Khul would have admired such spirit, but not from spell-wielders. Not since T'schen. The ancient memory dragged the corners of Khul's mouth down into an angry scowl. Picking up on his master's mood, Grizzlemaw paced the brass dais, his chain rattling as he gave vent to a low, shuddering growl.

Nearby, over the omnipresent hiss of insects, the sounds of vicious battle could still be heard as the Bloodbound hunted down the last of the sylvaneth infesting the mangroves. Little better than stamping on rats, thought Khul dismissively. No glory there. The worthy offerings knelt here before him, for the Blood God relished the suffering of sorcerers above all others. With a wave of his axe, Khul ordered the brass cauldron brought forward. Mud squelched under the contraption's wheels as it rumbled into position, the forest canopy above shrivelling in the heat haze that billowed from it. The hisses of the Branchwraiths became shrieks as the monstrous crucible loomed over them, but Khul was unmoved. With another gesture, the lord of the Goretide ordered their sentence carried out. Shrieks became screams as the cauldron was upended to drown the Branchwraiths in scalding, molten brass. With a nod of satisfaction, the lord of the Goretide turned and strode from the dais. At his back, the agony-wracked brass statues ticked and steamed as they cooled, just another offering to the glory of Khorne.





LAKSHAR BLOODSPEAKER

Lakshar Bloodspeaker is Korghos Khul's favoured Slaughterpriest, and one of the Khornate lord's Gorechosen. It is said that this looming monster of a man slew the stonedrake Shokenrak, drinking her heart's blood to gain great powers. Certainly, besides the strength to rip men apart with his bare hands, Bloodspeaker is blessed with violent visions of great clarity, the words of Khorne spilling from his gore-stained lips to lead Khul's warriors to the very greatest of battles. Yet the Slaughterpriest does more than simply point his comrades towards glory – he has earned Khorne's favour through acts of abhorrent violence time and again. It was he that fought and decapitated the legendary hero Meiwhul during the Battle of Eight Bridges, and who boiled the blood of three hundred Bonechewer braves at the culmination of the War of Severed Heads. Bloodspeaker is living proof that Khorne's priests are a far cry from the weak holy men of other deities, terrifying war-leaders in their own right who are more than capable of slaying nations.



AN AGE OF SLAUGHTER

Since the first terrible days of the Age of Chaos, the Bloodbound have been Khorne's greatest weapon within the Mortal Realms. Through countless centuries of war they have shed oceans of blood and reaped mountains of skulls for Khorne, yet still their ire burns hot and their bloodlust remains unslaked.

THE BLOODBOUND UNLEASHED

From amid the crashing horror of the Nexus Wars, the Bloodbound poured into the Mortal Realms to desecrate and murder. After breaching the Tower of Wrath, Korghos Khul seized leadership of the Goretide and cast Aqsharya down in flames. So began his grandiose quest to conquer the whole Realm of Fire for Khorne.

A MIGHTY CLASH

Across the Acidbite Dunes in Chamon, Lord Vorax of the Bloodied Oath led a Brass Stampede against the massed Mournfang riders of the Rustgut Tribe, soaking the dunes red with gore.

BEFORE THE GUNS

Beneath the Luminary Spires of Daedenrill, the Crimson Fury charged headlong through the legendary Cannonade of Korsh. Thousands fell gladly in bloody tribute to Khorne, eventually choking the guns with their mangled bodies.

SLAUGHTER IN THE SKYDOMES

The visionary Slaughterpriest Rakhan the Red orchestrated a brutal invasion of the fabled Skydomes of Djeb'dah. He and several Warhordes of Bloodbound led a vast host through the domes, fighting grot and duardin alike across soaring bridgeways and over crystal plateaux veiled in glowing mists. It was a war of nations that lasted for over a century, and by its end, the Skydomes had become charnel slaughterhouses strewn with corpses beyond count.

RAMPAGE OF THE EXILED ONE

Led by their patron daemon, the Axes of Skarbrand embarked on a hideous rampage through the Shellwoods of Persiphone. Whole Wargroves fell to frenzied slaughter before great magics were loosed to end the killing.

LAST STAND AT SLAUGHTERPOINT

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

DOOM OF THE DIREBRANDS
In Aqshy, the people of the Direbrand Tribe were savagely slaughtered by Korghos Khul's Goretide, who fell upon them with thirsting blades. It was after that hideously bloody battle that Khul was rewarded by Khorne with the prowling Flesh Hound Grizzlemaw.

A MATTER OF MASTERY
Exalted Deathbringer Dravek Daemonfist challenged Lord Korox Tyrantscorn for mastery of the Prophets of Blood. After a savage three-day battle, Daemonfist struck down his erstwhile master, only to receive an axe in the back from Aspiring Deathbringer Selkhara the Black. So began the horrifying reign of the Empress of Blood.

INTO THE VOID
Riding upon a city-sized mechanical scorpion, the Iron Horde and their allies breached the Sanctified Stair. Flowing from the flanks of their city-steed, the Bloodbound fought their way up into the very stars, butchering so many of Tzeentch's servants that bloody rain fell upon the lands for a month.

THE BLOODSTORM
A host of seraphon descended upon the Jade Reach in an attempt to stop a Khornate rite. Driven back by a howling mass of Wrathmongers, the seraphon were powerless to prevent a trio of Bloodsecrators resurrecting Skarr Bloodwrath from amid an ocean of gore. Skarr and the surviving Wrathmongers summoned a hideous storm of blood from the heavens, drowning those seraphon who had not been hacked to death.

THE BLOOD TIMES
Believing that victory over the Mortal Realms was assured, Khorne turned upon his infernal siblings. Skullreapers and Bloodreavers cut a path through panicked hordes of skaven. Wrathmongers and Mighty Skullcrushers hacked down Tzeentchian warrior-mages and bloated Nurgle daemons by the score. From end to end, the Mortal Realms rang with the clangour of warfare as Khorne asserted his might and mastery over all.

THE WORLDS BELOW
Following the visions of their Slaughterpriests, warriors of the Crimson Fury and several other Warhordes assailed the Weeping Wall. They left the festering heads of a thousand Rotbringers impaled atop their own suppurating fastness.

SKURROWDIRGE
In the subterranean halls of Skurrowdirge, the Bloodbound met skaven and Slaaneshi daemons in such savage battle that the vaults themselves came crashing down.

THE NAME OF EVIL
Rumour swept the Iron Plains of a Skullgrinder known only as the Beast, who appeared at the head of a thousand armoured berserkers whenever his name was spoken aloud. None could confirm this baleful being's existence, but a string of horrific massacres among the Iron Plains tribes hinted at the truth of the matter.

GLORY TO KHUL
Korghos Khul and his Goretide toppled Scorched Keep, the last true bastion of resistance in the Brimstone Peninsula. In the wake of the fortress' fall, Khul led his warriors on a triumphal rampage that saw Blisterfell Peak and the Carbidium run red with the blood of their peoples.

AMID THE FLAMES
In the Flamefields, Lord Skuldrak the Destroyer slew the Tzeentch-worshipping Brimstone gargants, adding their blazing skulls to his vast horde of bone trophies.

BATTLE AT THE BEASTGATES
A vast orruk Waaagh! swept through the Cragtusk Mountains and seized the towering Beastgates. Scenting fresh skulls, Lord Khuldrak led his Bloodbound in a savage counter-attack. The battle that followed would live in legend for its sheer brutality, yet finally Khuldrak hacked down the orruk warlord and claimed his victory.

THE BLOODY SNARE
Skarr Bloodwrath exploded into being in the heart of Knifespire Keep. The defenders were massacred wholesale, trapped inside their own walls with the berserk killer.

SKULLBRAND'S GLORY
Valkia and her Gorechosen fought through the halls of the duardin king, Stromnir. At the heart of the ice-locked hold, they fought five hundred duardin warriors, holding them at bay long enough to summon a daemon horde into reality and turn the battle into a slaughter.

THE FALL OF GORGAHUL
Crashing through the wilds of the Ulgulands with the Bloodbound charging at his heels, Scyla Anfingrimm hunted down the ur-hydra Gorgahul. In a mighty eight-day battle amid the Quicksilver Swamp, the ur-hydra and all her monstrous brood were torn bloodily apart, though they took a mighty toll before they fell.

THE WAR RAGED ON...

Across the Mortal Realms, the Stormcast Eternals struck from the heavens with sudden, crackling fury. As more and more Realmgates were seized by Sigmar's warriors, the heavenly offensive gathered pace, until a war of retribution raged across the realms. The Bloodbound chanted Khorne's praises louder than ever, welcoming the challenge these mighty new foes offered, and relishing the skulls they would soon claim.

THE DYING LIGHT

Beneath the gloaming canopy of the Stovinyan Shadowforest, the Skullfiend Tribe and their allies met the Astral Templars and a great host of seraphon in a frantic battle for the seven stones of Rhael.

ON THE WINDS

The Seed Cities of the Golden Gulf rang with the sounds of battle as Sigmar's warriors fought the Bloodbound of Khorne for each of those vast, spinning cityplants.

REALITY CRUMBLES

Amid cataclysmic lightning storms, the Blackspikes fought the Arrows of Azyr across the Drowned Mountains for the mighty prize of the Bleakstone Blade.

CHAOS FROM ORDER

Led by the Daemon Prince Balghor, the Iron Horde and a host of lesser warbands challenged the Blades of Dawn for possession of the Hazereach Realmgate. As battle raged, the strangely shifting Symboline Paths rearranged themselves over and again. The two forces were plunged into an anarchic, disordered melee in which the savagery of Balghor and his horde of Blood Warriors saw them carve down their foes and seize the gate for Khorne.

RISING FURY

Given hope by the onset of Sigmar's Storm, those long oppressed by the tyrannical rule of Chaos took up arms once more. All across the Igneous Delta, the Bloodbound found themselves beset by the peoples they thought had been already crushed.

BATTLE AT THE WHISPERING GATE

When the Anvils of the Heldenhammer attacked the Whispering Gate in Chamon, they were met by the ferocity of the Grimskulls. Supported by the waves of daemons that poured from the corrupted Realmgate, the Bloodbound easily drove the Stormcasts back. However, the very ferocity of the Grimskulls proved their ultimate undoing, as they dashed themselves to pieces against the Anvils' unbreakable shield wall. Great bloodshed was wrought in Khorne's name that day, yet ultimately the Stormcasts succeeded in sealing the Realmgate and preventing a major daemon incursion, much to the Blood God's anger.

WARRIORS OF KHORNE



THE CHOSEN OF KHORNE

When the Bloodbound gather in vast warbands, the terror and menace they evoke become all-consuming. Led by a Mighty Lord of Khorne and his Gorechosen, the Warhordes of the Bloodbound butcher their panicking foes, reducing all before them to ruin.

To worship Khorne is to lose oneself forever amid a storm of indiscriminate killing. No devotee of the Blood God knows loyalty to another, for when all is said and done, all mortals are merely skulls yet to be claimed in Khorne's name. Because of this, the greatest champions of the Blood God bind their armies together not through common cause, but with the shackles of hate.

The warriors of Khorne band together with others of their kind in order to better wreak destruction upon their foes. However, even within the tribal structures of the Bloodreavers and the strange, pseudo-daemonic packs of the Wrathmongers, cooperation lasts only so long as there are sufficient foes against whom to win personal glory. When a Mighty Lord of Khorne gathers a warband of Bloodbound around him, this same phenomenon is writ large. Each band of Bloodbound eyes their fellows with open hostility, waiting for any excuse to do violence in Khorne's name. By finding sufficiently challenging foes to slaughter, the lord hold his frenzied followers together, giving them common purpose beyond tearing each other apart. Only the greatest champions of Khorne can hold their followers together for more than a few battles or campaigns.

For those who succeed, a successfully marshalled Bloodbound Warhorde is a terrifying force. Beneath the Mighty Lord of Khorne fight his Gorechosen – the eight champions highest in their lord's favour – and beneath them the warbands. Each of these sprawling hordes is led by further champions – eager to kill their way to a place among the Gorechosen – and consists of killers beyond count. Together, Warbands, Brass Stampedes and more form a bloody tide that sweeps away all before it. When vast numbers of Bloodbound come together their ferocity is almost unstoppable, as countless enemies have discovered to their cost.

BLOODBOUND WARBAND
Bloodbound Warbands are the backbone of any Warhorde, massed forces of Khornate warriors fighting beneath the furious leadership of an Aspiring Deathbringer of Khorne.

BRASS STAMPEDE
The ground shakes beneath the hoof beats of the Brass Stampede. These gathered bands of Mighty Skullcrushers smash all who stand in their path.

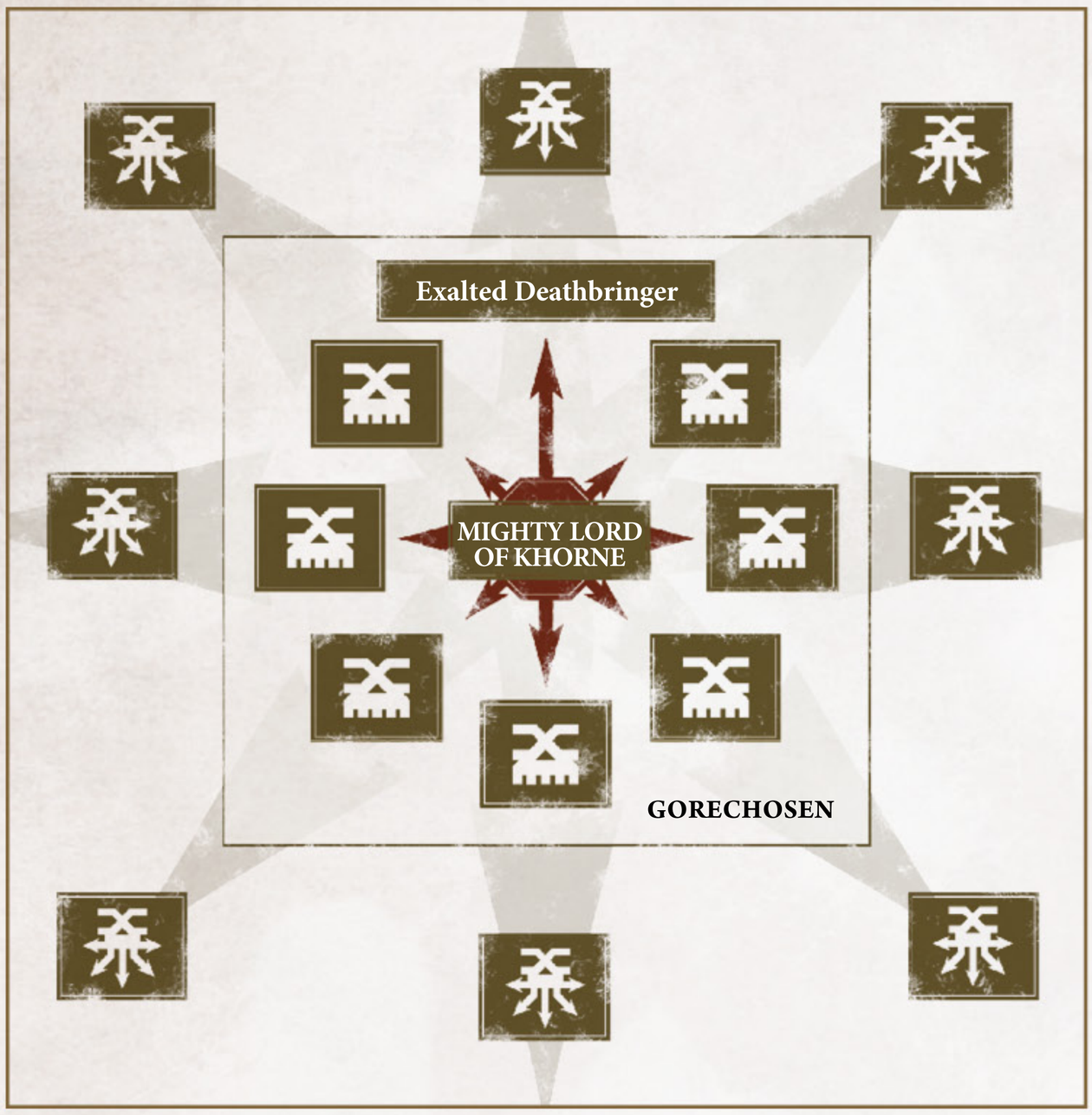
BLOODSTORM
Wrathmongers are berserk killers who spread madness and death wherever they tread. In the Bloodstorm, this destructive power is magnified a hundredfold.

DARK FEAST
Gathered in the Dark Feast, the cannibalistic Bloodreavers are exhorted by their Slaughterpriest and goaded by their Bloodstoker to acts of horrific violence.

SKULLTAKE
Like macabre harvestmen, the Skullreapers of the Skulltake lop off the heads of the foe. The worthy they keep – the chaff is flung to the monstrous Khorgoraths that lope alongside them.

RED HEADSMEN
Even a single Blood Warrior is a terrifying foe. When bands of these warriors gather to hunt down the worthiest enemies, they become more dangerous still.

BLOODBOUND WARHORDE

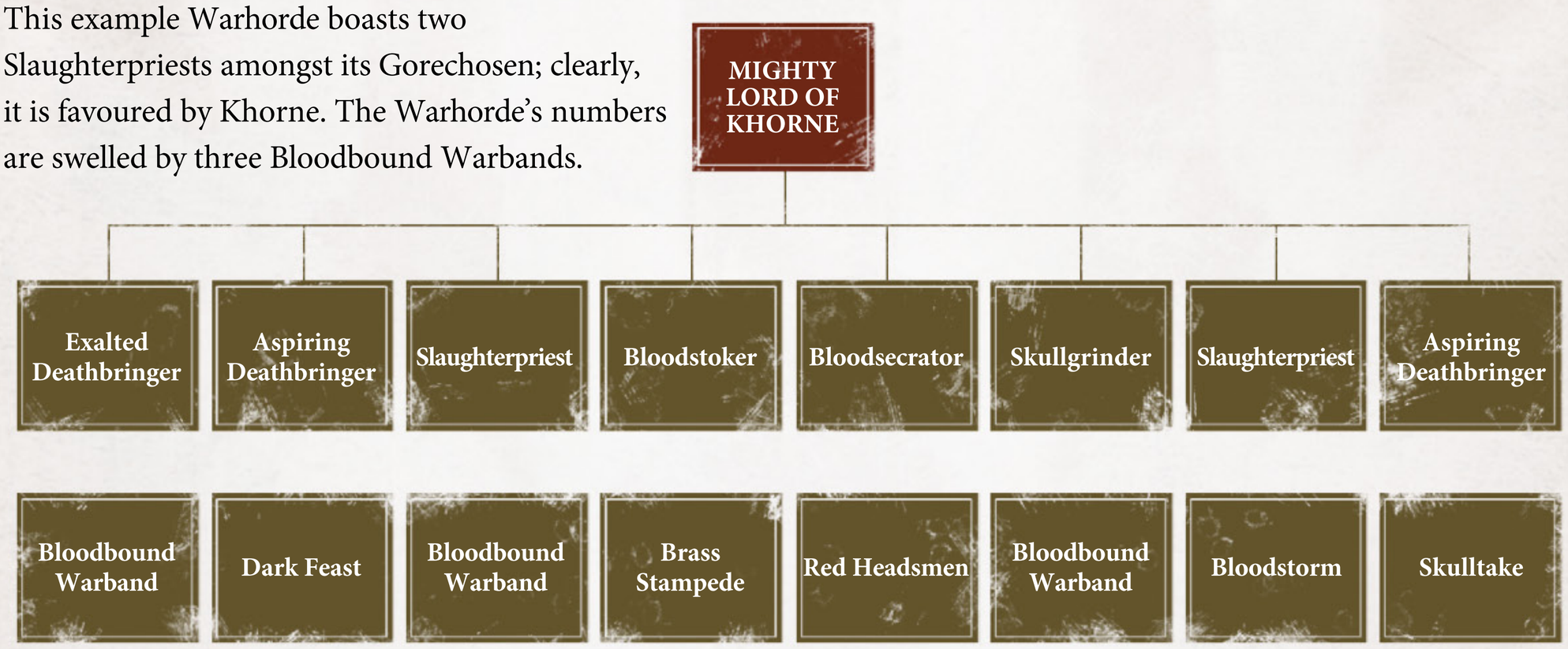


The Gorechosen comprises an Exalted Deathbringer and seven other champions, be they Deathbringers, Bloodsecrators, Skullgrinders, Bloodstokers or Slaughterpriests. There are always eight Gorechosen. If one is slain, another aspirant rises from amongst the champions of the Warhorde to take his place.

The core of a Bloodbound Warhorde is divided into eight distinct groups of warriors – typically, each of these will be either a Bloodstorm, Brass Stampede, Dark Feast, Skulltake, Bloodbound Warband or a band of Red Headsmen, though some include other warbands or tribes.

Though some Bloodbound Warhordes are mercilessly elitist, slaughtering out of hand any warrior not chosen by Khorne, most find themselves with a tide of savage beasts and ragged minions marching beneath their banner. From wild packs of Khorgoraths and nomadic bands of Bloodreavers, to Khorne-sworn Slaves to Darkness and mighty monsters, these barbarous multitudes only serve to make Bloodbound Warhordes more dangerous still.

This example Warhorde boasts two Slaughterpriests amongst its Gorechosen; clearly, it is favoured by Khorne. The Warhorde's numbers are swelled by three Bloodbound Warbands.





MIGHTY LORDS OF KHORNE

Gore-splattered masters of murder, the Mighty Lords of Khorne are amongst the greatest warriors to walk the realms. Whether froth-spitting savage or fell-handed general, every Mighty Lord of Khorne commands a host of the Blood God's warriors, leading them into battle with unrelenting wrath.

Hacking his way across the battlefield, the Mighty Lord of Khorne roars praise to his god with every swing of his axe. Gore fountains and heads tumble from severed necks as his blade cleaves through his foes. Kings, heroes, even vast monsters, all are reduced to grist for the Blood God's grisly mill by the Mighty Lord of Khorne.

Strong, swift and savage beyond mortal limitations, this supreme warrior bears the gifts of his god. Many Mighty Lords of Khorne wield ensorcelled axes, or are accompanied into battle by monstrous daemon hounds. Others ride upon steam-belching steeds of brass and molten gore, or bear the Blood God's rune to ward off the sorceries of the foe. Yet such boons must be earned. Each Mighty Lord of Khorne has slain legions of foes and toppled entire civilisations in his quest for power. He has faced the Trials of Khorne, and emerged victorious.

Khorne cares not for past glories, revelling instead in the bloody immediacy of battle and having little patience for what has come before. Not only must each Mighty Lord of Khorne fight his way to ascendancy but, once there, he must slay ever greater foes, shed ever more blood and claim ever more skulls to maintain his volatile grip on power. Should he ever relent in his war-making, Khorne is swift to withdraw his gifts.

Each Mighty Lord of Khorne is a master of war feared throughout the realms. Though each possesses an ironclad will to fight and win, they are shaped by the realms in which they have fought and the myriad foes they have faced. Where one Lord might be a screaming and uncontrollable butcher, another might be a darkly courageous warrior-king, or a brooding executioner. Great hordes of Khorne's worshippers will inevitably be drawn to the Mighty Lord's banner for the chance to win glory, and with these rampaging killers at his side the Lord will reave his way across the realms until oceans of gore flow at his feet and the skies ring with the approving roars of the Blood God himself.



AXES OF KHORNE

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

KORGHOS KHUL

Amongst the greatest of Khorne's mortal champions, Korghos Khul has made the subjugation of Aqshy his personal crusade. He is a mighty warrior and a fearsome leader both, his daemon hound Grizzlemaw snarling at his side as his monstrous axe tears holes in reality itself.

The realms tremble before the tread of Korghos Khul. He is a darkly glorious warrior-king, the master of a nation of blood-mad killers. However, as spectacularly successful as Korghos Khul is, he still desires more. Such is Khul's power that he has raised up a pyramid of skulls as high as a mountain in praise of Khorne, hoping by this gruesome act to earn his final reward of daemonhood and immortality.

Yet Khul is plagued by a gnawing suspicion that, having climbed almost to the pinnacle of Khorne's favour, his grip is slipping. Ever since he first swung an axe, Korghos Khul has held himself to a twisted sort of warrior's honour. But in recent years, the lord of the Goretide has been tempted into betraying his own blasphemous code by the nearness of his prize.

He has bolstered his numbers with Bloodreaver tribes, despite his distaste for their corpse-eating degeneracy.

He has loosed Wrathmongers into his enemies' stockades and seen the foe tear themselves apart in the grip of madness rather than fight in honourable battle.

Worse still, worthy quarry have become harder and harder to come by, leaving Khul bereft of a hero's skull to cap his towering pyramid.

For all his creeping doubts, however, Korghos Khul is still amongst the greatest of the Mighty Lords of Khorne. Now, the arrival of the Stormcast Eternals has presented him with a golden opportunity. In the Hammers of Sigmar, Khul faces worthy foes against whom he can win fresh glories. Better yet, in Vandus Hammerhand, Khul has finally found a nemesis whose skull must surely earn him his place at Khorne's right hand. This may be Korghos Khul's last chance at true greatness, and after an age of battle, it is not a chance he intends to let slip through his fingers.



VALKIA THE BLOODY

A murderous and unforgiving warrior-queen, Valkia the Bloody swoops over the battlefield on crimson wings. A brimstone gale howls before her, the Gorequeen diving from its midst to fall upon her foes with deafening screams of rage.



The merest rumour of Valkia the Bloody evokes terror throughout the Mortal Realms. She is known by many names – to the tribes of Aqshy she is the Gorequeen, while the peoples of Hysh know her as Lady Wrath. The Bonechewers of Skulltop Forest tell awed tales of Da Red Spear, while to the duardin of Rockenfall, she is known only as the Bloodwitch. Valkia is a dark legend, a killer whose brutal hordes strike without warning and leave only mangled corpses in their wake. In truth, Valkia is all of these things and worse. Legend says that she was once a mortal warrior, an ambitious and merciless tribal chief who dedicated herself to the Blood God. So cruel was Valkia that her own tribe gathered in a great horde to strike her down. Betrayed and alone, still the Gorequeen fought with such fury that her spear, Slaupnir, slew hundreds before she was finally dragged down and slain. Khorne was so impressed that he breathed new life into Valkia's mangled corpse. With a wrathful scream, Valkia was reborn as a winged daemon queen. She tore apart the surviving members of her tribe, before plunging into Khorne's realm to carve out a fitting kingdom for herself.

There she has dwelt ever since, the undisputed ruler of a volcanic fastness known as Mount Ashenfel. Valkia rules over daemon and mortal alike, for she is high in Khorne's favour – all know that to defy Valkia is to court not only her notorious temper, but that of the Blood God himself.

The Gorequeen raids the Mortal Realms often, leading mighty hosts of Bloodbound and daemons into savage battle for the Blood God's pleasure. Valkia has fallen on several occasions, slain by mighty foes. Yet by the will of Khorne she always returns to seek revenge. Khorne's servants fight all the harder with the Gorequeen's eyes upon them, for it is within her gift to return those who impress her to life. Their blood burning with daemonic fury, the worthy rise once more, fighting on despite the mortal wounds that disfigure their ravaged bodies. Only after battle's end do they truly die, their souls drawn towards Valkia's domain to fight phantom battles through the tunnels and chambers of Mount Ashenfel forevermore.

SKARR BLOODWRATH

Skarr Bloodwrath is one of Khorne's most favoured, an immortal berserker who is endlessly reborn from the spilt lifeblood of those he slays. Nothing slows Skarr's killing frenzy for even a moment, and few thoughts remain within his mind that are not of death or destruction.



To face Skarr Bloodwrath is to stand against the unbridled rage of Khorne. Screaming with mindless fury, Bloodwrath hurls himself into battle like a wild beast. His Bloodstorm Blades whirl around him in tight arcs, leaving crimson contrails of blood as they open throats, sever limbs and lop off heads like a razor-edged cyclone. Foes rarely get close enough to land a blow on him without being sliced into a blizzard of wet viscera.

Even should Skarr be slain by sufficiently determined or devious foes, he will not stay dead. So long as Khorne's power flows through the realms, Skarr Bloodwrath will always be reborn. Sometimes his return will be almost instantaneous, while on other occasions he has remained dead for years, even decades at a time. There were several periods during the Age of Chaos when Bloodwrath faded into legend entirely. Yet whenever great enough slaughter is perpetrated by the worshippers of Khorne, wherever blood flows in lakes and rivers, there Skarr rises once again. Blood begins to bubble and steam, churning like the surface of a gore-filled cauldron until Skarr rises, red and dripping, from its depths. The Slaughterpriests claim that the rebirth of Skarr Bloodwrath is a great sign of Khorne's favour, and certainly carnage on an epic scale follows Skarr wherever he goes.

Bloodwrath is not a warlord in any traditional sense. He has no interest in strategy or conquest, only murder. Despite this, vast hordes of Bloodbound are drawn to Skarr like carrion to a corpse. Wrathmongers, in particular, collect around him, their combined violence summoning a roaring, bloody hurricane that lashes the foe with its elemental ferocity. 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. Bloodwrath is a horror story made real, a figure of terror in every realm, and many believe his rampage will never truly end unless Khorne himself falls from power.

Among the surviving tribes of Chamon a cautionary tale is told of a blood-slick bogeyman who slaughtered his way across the Copperflow Hills. Summoned by an especially gruesome battle between the Acidfist tribe and the orruks of the Eighth Delving, this figure butchered all who stood in his path. Eventually, they say, he was brought down by the fabled Golden Prince, but not before the hills ran red.

DEATHBRINGERS

Long and bloody is the path to glory, a twisting and treacherous road along which the champions of Khorne must fight every step of the way. Yet for those that prevail mighty rewards await, for to the bold go the Blood God's blessings.

In the heart of battle, the Deathbringer wins glory in the eyes of Khorne. His axe crunches through armour, flesh and bone. Blood jets as the dying scream their last, while severed heads thump to the ground to be crushed beneath brass-shod boots. The Deathbringer's furious bellows rise above it all, blending howled challenges to his foes with oaths of devotion to the Blood God.

Warriors of every stripe turn to the worship of Khorne. Many are born into his hordes, or are forced into taking the dark feast by conquering Bloodreavers. Some may even be heroes who have fought long and hard against the hordes of Chaos, only for the killing to eclipse all that they are. However it happens, once a mortal has dedicated themselves to Khorne's worship there is no going back.

Some champions fight their way to power and greatness. Most, however, face a short and brutal life of battle, followed by a violent death. Those Bloodbound who survive this horrific winnowing process are destined to take up the mantle of the Deathbringer. These are Khorne's chosen, and they are amongst the most dangerous warriors in the realms.

The worshippers of Khorne care little for formalised ranks. However, most Deathbringers are broadly recognised as Aspiring Deathbringers, while the truly great amongst them are known as Exalted Deathbringers. Each Mighty Lord of Khorne has at least one Exalted Deathbringer within his Gorechosen, to act as the lord's second.

This relationship is a strained one; while each Exalted Deathbringer is without doubt one of the mightiest lieutenants upon which the Lord of Khorne can call, they are also the lord's greatest rivals for power. However, just as the Mighty Lord of Khorne must watch for the Deathbringers' challenge at all times, so must he in turn be ever wary for the threat posed by the Aspiring Deathbringers who fight in his shadow. Such is the way with Khorne. Taking the skull of even the most powerful allies pleases the Blood God greatly, for he cares not from where the blood flows.



SLAUGHTERPRIESTS

Swollen with the power of Chaos, the Slaughterpriest looms over his Bloodbound brethren. Not only is this terrifying figure a mighty warrior in his own right, he is a favoured champion of Khorne who is able to call forth dark miracles by drinking the heartsblood of the foe.

Slaughterpriests are the demagogues of Khorne's wrathful will, dark prophets who receive gory visions of violence and death from their god. With a single, bellowed prayer these hulking priests can boil the blood in men's veins, or whip their allies into a savage battle-frenzy. Most terrible of all is the Slaughterpriest's ability to compel the unwilling to rush heedlessly into combat; his booming chant fills even the foe with a mindless rage, their fever building until once-stoic defenders abandon their barricades and battlements to dash, reckless and doomed, into the fury of the fray.

All of these powers stem from the Slaughterpriest's ability to channel the wrathful might of Khorne. This he gains through drinking the blood of truly worthy foes, mixed with potent tinctures of warpstone dust and daemon gore. After a particularly brutal battle, a Slaughterpriest will drink deeply of this foul draught, and it is said that every drop that flows down his gullet swells the swirling moat that surrounds Khorne's great Brass Citadel. Whatever the truth of this, the mixture's effects upon the Slaughterpriest are immediate and horrifically pronounced.

As a side effect of drinking their hideous concoction, Slaughterpriests swell with grotesque slabs of muscle. Their bones harden and burst through their flesh. Their limbs stretch and thicken, until they loom over their flock, blessed with the strength of Khorne. Such are the priests of the Blood God, mighty warriors whose holy powers are bound to their prowess in battle. Those who make unworthy offerings to Khorne do not survive this transformation. Either they deform into monstrous Spawn, or else choke and drown as the vile brew they have imbibed boils them from the inside out.



SKULLGRINDERS

Khorne is a warrior god. Just as the battlefield is his blood-slick fane, so weapons are his tools of worship. Those who craft blades for the Bloodbound are high in Khorne's favour, and first amongst these are the fearsome warrior-smiths known as Skullgrinders.

As they fight for their life against the Bloodbound hordes, a warrior may chance to see the hulking form of the Skullgrinder loom from amidst the madness. For a moment, they stare in awe at the smouldering anvil that he hefts upon its chain. Then, as the Skullgrinder begins to swing this slab of metal in lethal arcs, the warrior's eyes widen in horrified comprehension. With a chain link rattle like a portcullis falling, the anvil snakes out, obliterating its victim from the neck up in a shower of blood and bone.

When the Age of Chaos began, the gods bequeathed gifts to their mortal worshippers to aid them in their conquests. Many Bloodbound tribes received brass anvils of Khorne to carry with them into their wars. Not only were the anvils used to smith the most lethal blades, but also as brazen altars upon which captives were sacrificed. Many of the skulls in the osseous mountain that holds aloft the Blood God's throne were smashed upon these gore-stained anvils. In return, Khorne imbued the weapons of his servants with the raging heat of his own daemonic forge.

To this day, none know from where the Skullgrinders hail. They simply appeared, striding from the wilderness. As each Skullgrinder came upon a Bloodbound encampment, he marched straight to the sacrificial anvil that lay at its heart, smashing aside any who challenged him. Legend speaks of fiery light that blazed from each anvil as the Skullgrinders drew close, daemonic fire roaring forth to drive all others back. It is said that the Skullgrinders reeled long brass chains from thin air, links still glowing as though pulled from the heart of the forge. Wordlessly, the warrior-smiths took those chains and attached them to the anvils of Khorne, hammers striking thunderclap booms as they forged the bond. Daemons danced amid the flames, and the Bloodbound fell to their knees in awe.

Since those days, the Skullgrinders have become the keepers of the anvils of Khorne. Many Skullgrinders join with one Bloodbound tribe or another for a time, forging their weapons and fighting alongside them before leaving as suddenly as they came. Wherever they go, their favour with the Blood God is clear for all to see. Where once skulls had to be brought to the anvils for smashing, now the Skullgrinders have reversed the process, hurling forth their chained anvils to bludgeon and crush with all the force of a gargant's fist. So do they summon the forgefire blessings of Khorne; each skull claimed causes the blades of the Bloodbound to glow hotter and brighter, until they melt armour to slag and roast living flesh upon the bone.



BLOODSECRATORS

High priests of the Blood God's creed, Bloodsecrators bear huge icons of Khorne into battle. Not only do these artefacts inspire the warriors around them, but they are able to sunder the skin of reality itself, allowing the hateful energies of Khorne's realm to spill forth like a bloody gale.



Howling in incoherent fury, Bloodsecrators wade into battle with their Khornate icons held high. The Bloodsecrators fight to bear their portals of skulls into the very heart of the foe, and there unleash the might of the Blood God's realm. They are driven by a battle-lust so pure it borders on elemental, an undiluted rage that pleases the Blood God greatly.

From the Whispering Valleys of the Ulgulands to the Igneous Delta of Aqshy, there are many dark tales of how Bloodsecrators arise. Rumours persist of a sudden madness that strikes when the moons wax full, when blood is spilled upon ley lines, or when certain strange daemonic words are carved into flesh. Some claim that a Bloodsecrator's appearance is a sign of the foul influence of Chaos seeping into reality, tainting water, air, even flesh with its touch. Still others believe that Khorne chooses his Bloodsecrators intentionally, reaching out to fire their minds and boil their thoughts with visions of blood and slaughter.

Whatever the truth, when a man becomes a Bloodsecrator he loses everything that made him human. In its place, a volcanic rage takes hold, drowning out all rational thought and burning away the Bloodsecrator's sense of self. He hears the roars of the Blood God in his thoughts day and night, becoming a conduit for Khorne's frenzied desire to fill the realms with everlasting battle. Bereft of all but the most basic ability to reason, Bloodsecrators care nothing for their own lives, nor for personal advancement or glory. Instead, they simply fight and kill endlessly, no matter the odds they face.

Once a Bloodsecrator's rampage begins, he is Khorne's creature absolutely. Newly forged Bloodsecrators are drawn instinctively to the Blood God's realm. There, those who survive this bloody pilgrimage are rewarded with icons of Khorne to carry into battle. More than simply a rallying point for the Bloodbound, the Bloodsecrators' icons are lodestones of Khornate energy, drawing in the rage and pain from all around them. In the midst of battle these grim icons pulse with a reservoir of furious power that the Bloodsecrators can tap at will. Plunging their icons' hafts into the ground and bellowing their fury to the skies, the Bloodsecrators unleash a shock wave of Khornate power that tears open the veil between worlds. The ground turns to blazing brass and the air to sulphurous fumes. Those of Khorne's faithful caught within this temporary realmflux are driven into a maddened killing frenzy, destroying all in their path as the energies of the Blood God's realm infuse them.

BLOODSTOKERS

Like one who hurls oil onto a raging fire, the Bloodstoker plies his lash to feed the flames of fury. This brutish champion is a formidable foe, more than capable of flaying flesh and breaking bones, yet it is his use of others as his weapons that elevates him to true glory in Khorne's gaze.

Lumbering into battle amid the roaring hordes of the Bloodbound, the cunning brutes known as Bloodstokers strike at friend and foe alike with their coiling lashes. The whip-crack of each blow cuts through the clangour of war, accompanied by screams of pain as blood-gushing rents are torn in flesh, and bones are viciously shattered. Where the Bloodstokers' attacks leave enemies broken upon the ground, the cruel kiss of their lash serves to goad allies to a heightened state of battle-frenzy. Such is the way in which Bloodstokers offer praise to Khorne – not only through the shedding of their enemies' blood, but through the rage-fuelled killing sprees to which they drive the Bloodbound.

On the long and twisting path to glory, the Deathbringers of Khorne must face countless savage battles. Many will seek to win their way to power through the simple application of brute force and aggression. Yet some are cannier than this, seeking out other, more cunning routes to power. Becoming a Bloodstoker is one such divergent path, centred around the revelation that he who wields others as a weapon can harvest many more skulls for Khorne than any single warrior ever will.

Thus do Bloodstokers learn the arts of the lash and the torture blade, often practising their skills upon resilient beasts like Khorgoraths or Chaos-tainted troggoths in order to perfect them. A truly talented Bloodstoker is a boon to any Chaos Lord, for he can whip the lord's followers into a killing madness that sees them spill over the enemy's defences like an unstoppable flood of gore. So do the Bloodstokers offer praise to Khorne, alongside a mighty tally of skulls.

'Hand me an axe, and I will slay a hundred men for Khorne. Hand me my lash, and I shall slay for him a thousand.'

- Vorkas Skinpeel, Bloodstoker of the Axes of Skarbrand



SKULLREAPERS

Skullreapers of Khorne are huge warriors clad in heavy half-plate and gifted with horrific mutations that enhance their already terrifying martial prowess. Driven by a hunger to claim worthy skulls for the Blood God, these hulking brutes live up to their name with every battle they fight.

The charge of the Skullreapers crashes home like a blow from Khorne's own blade. Granted inhuman strength and stature by the Blood God, they smash the enemy apart in terrifying displays of raw might, hurling grown men through the air or barging them to the ground before stomping them to death with gore-caked boots. Disturbingly, they are able to scent the worthiest skulls like monstrous hunting hounds. More than once, a Skullreaper has claimed the heads of several worthy foes with a single blow, their bodies collapsing even as he hoists the gory trophies aloft in triumph.

The most numerous Bloodbound warriors are the Bloodreaver tribes, and it is from their ranks that the Skullreapers arise. Over time, most Bloodreavers either fall in battle or succumb to madness. Those who survive grow ever stronger, their flesh and souls alike transformed by the bloody worship of Khorne. Eventually, they will undertake the Trial of Skulls, risking all for a chance to ascend to true power. The specifics of this trial vary from tribe to tribe, and realm to realm. At its heart, however, lies the offering up of eight truly worthy skulls to Khorne every single day.

The Trial of Skulls is not a single test, but rather a deadly grind of dedication and endurance in which only constant battle offers any hope of success. Khorne knows no forgiveness, and those who fail to prove their devotion are struck down by crippling mutations. Such forsaken Skullreapers often offer up their own head as a last resort, for a quick death is preferable to the alternative. This looming threat lends the Skullreapers a manic determination in battle, for nothing could be worse than the horrible consequences should they appear weak in the eyes of their wrathful god.



WRATHMONGERS

Neither fully mortal nor truly daemonic, the Wrathmongers of Khorne walk on the cusp of reality. Infused with unnatural power, these mutant berserkers are driven on by pure rage. So fierce is their fury that it boils their very blood, and surrounds the Wrathmongers in a foul coppery mist.

Musclebound and monstrous, the Wrathmongers roar bestial war cries as they pound towards their foes. As they close in on the enemy lines, they whirl their wrath-flails in lethal arcs until the air howls with their passing. Wrath-flails crunch into flesh and bone, crumpling armour like dry parchment and sending great sheets of blood spraying into the air. Rational foes might be expected to flee before such an onslaught. Yet an aura of dark madness surrounds the Wrathmongers, Khorne's bloody gift imbuing even the most disciplined troops with 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, should a warrior truly desire to undergo this monstrous transformation, Khorne will guide them to their fate. Many who depart upon this dark quest never return. For those who succeed, however, the transformation is total. Wrathmongers are swollen and malformed with daemonic power. Their blood flows furnace-hot, every thudding beat of their heart sending daemonically charged fury sluicing through their veins. 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. The ability to tell friend from foe is eclipsed by homicidal bloodlust, brother falling upon brother with screams of murderous rage. Even in their moment of victory, whole armies have torn themselves apart under the influence of the Wrathmongers' dark curse.



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.

The ground shakes beneath the fury of the Mighty Skullcrushers as they charge into battle. Nigh unstoppable, these Juggernaut-mounted warriors can break down a castle gate with their impact, or stave in the front ranks of an enemy's battle line like an axe-blade cleaving through rotten wood.

Any mounted warrior can become a Mighty Skullcrusher should he fight with sufficient brutality and success. In most cases, it is the Juggernaut that chooses its rider rather than the other way around. Drawn by the scent of spilled blood, and the distant rumble of pounding hooves, whole packs of Juggernauts smash their way out of the great brass stockade in the Realm of Khorne and barge through the veil of reality in search of a worthy rider. The chosen warrior, confronted by this steam-snorting mechanical monster, has but eight heartbeats to choose the worship of Khorne, or death. The slightest hesitation causes the Juggernaut to trample its prospective master into mangled offal. Yet should a warrior embrace Khorne's blessings, he rides forth from the field as a Mighty Skullcrusher, an elite warrior of the Bloodbound whose devastating rampage leaves a trail of corpses strewn across the realms.

Mighty Skullcrushers were responsible for some of the bloodiest slaughters of the Age of Chaos. In the battle for Skurrowdirge, for example, it was the Mighty Skullcrushers of the Blackspikes that tore through the Ironarch Gallery. The daemon-mounted knights crushed hundreds of Slaaneshi Seekers to ruin with their charge and, even when utterly surrounded, destroyed the gallery's central column and brought the roof down upon them rather than know defeat. Though every last Skullcrusher perished in the collapse, they slew hundreds of times their own number of Slaanesh worshippers in the name of Khorne.

Kharvax stood high in his stirrups and howled Khorne's praise to the emerald skies. Beneath him, his Juggernaut ploughed towards the Bonechewers, steam howling and pistons thumping in time to its thudding hoofbeats. Kharvax rode the savage motion of his steed's charge with practised ease, wind whipping past him as he charged. A volley of flint-tipped arrows rose from the orruk lines, directed towards Kharvax and the Mighty Skullcrushers that thundered at his heels. The arrows seemed to mass like a dark cloud, then suddenly they were slashing down like storm-rain, striking sparks from Kharvax's armour and the brass hide of his steed. The Mighty Skullcrusher barked a savage laugh as the arrows pierced Lakhorg's armour, sending the knight tumbling from his saddle in a tangle of limbs. Another skull for Khorne, thought Kharvax, before dismissing Lakhorg from his thoughts. He was seconds from the enemy lines now, close enough to see the orruks' eyes widen in alarm at the impetus of the Bloodbound charge. Gripping his Juggernaut's collar with one gauntlet, Kharvax leant low over its thick neck and swept his axe high in the other fist. A split-second later, the Mighty Skullcrushers struck the Bonechewer lines with a ferocious crash. Kharvax roared furious oaths as he swung his weapon in a killing arc. Blood flew as the Bloodbound slammed through the orruks like boulders hurled by an angry god. Green-skinned warriors were smashed to pulp by the impact, flint spears and axes clattering against brass armour. Kharvax's blade cleaved through thick green necks, gore spattering his helm as the stumps jetted streams of blood. Raising his head, the Skullcrusher roared, his steed joining its bellows to his own. Blood fell like rain. Khorne would be pleased this day.

BLOOD WARRIORS

Eyes wild with murderous fury behind the vision-slits of their helms, the Blood Warriors barge through the midst of combat. Their axes run red with the spilt gore of their foes, while their enemies' attacks clang from the thick plates of their armour.

Born from the red-raw horror of the most violent battles, Blood Warriors are relentless howling killers whose fury burns hot enough to shimmer the air. Only when a mortal has fought long and hard, and wrought such ruin upon his foes that he is blood-soaked from head to toe, does he become a Blood Warrior. The Blood God looks down upon the gore-drenched killer, triumphant over the corpses of countless foes, and is much pleased. Thus, he bestows his gifts upon them, and claims them as his own. Khorne's dominion over the realms is so great that any can fall to this Red Baptism, be they devoted worshipper of Khorne, simple tribesman or noble and pure-hearted knight. Even those who fought furiously against Khorne's monstrous servants just hours before can find themselves suddenly transformed. Some say that the very blood shed by these chosen flows and congeals at that moment, scabbing into the thick, heavy plates of the Blood Warrior's armour before becoming brass and iron. Others claim that, even after his Red Baptism, a Blood Warrior's armour will continue to bleed when struck, as though it were a living part of his own body.

Whatever the case, from the moment of his choosing, the newly forged Blood Warrior becomes an unwavering servant of Khorne. His vision turns to angry shades of red, and will remain so for the rest of his days. A furious lust for battle grips him, such that he cannot know a moment of satisfaction unless he is butchering the foe in the Blood God's name. Indeed, so great is the wrath of the Blood Warriors that even when mortally wounded they will continue to fight for long seconds afterward, hacking and hewing until the last spark of life leaves their broken bodies.





BLOODREAVERS

Advancing upon their foes in a great, howling mass, the cannibalistic Bloodreavers make up the bulk of Khorne's mortal hordes. These savage tribesmen 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.

So vast have the Bloodreaver tribes become, so numerous and powerful, that the ground shakes with their footfalls. From on high they resemble a seething ocean of flesh and iron, surging across the land in roaring waves. Though an individual Bloodreaver might not be the equal of a Blood Warrior or Skullreaper in single combat, they are still ferocious enough to be more than a match for most mortal foes. Their strength and brutality, combined with seemingly endless numbers, means that the Bloodreavers are a terrifying and deadly blight upon the realms.

The darkest truth about the Bloodreavers is that most began their lives as mortal tribesmen. These warriors fought hard against the evils of Chaos, but were conquered by the onslaught of the Bloodbound. At battle's end, surrounded by the carrion heaps of their brothers in arms, knowing their own death loomed near, they were given a choice: join the dark feast, devour the torn-out hearts of their own kinsmen, or become meat for the banquet themselves. Such is the fear the Bloodbound evoke that few refused, and from that first, awful bite, the vanquished became the damned.

It is the way of Chaos to corrupt even as it empowers, and so does the dark feast twist the Bloodreavers. Any lingering ghosts of guilt or horror are soon swallowed up amid the raging tide of battle, and with each heart eaten the tribesmen become a little more Khorne's slaves. Some degenerate altogether, transforming into drooling lunatics or writhing Chaos Spawn. Most find their bodies swelling with new muscle, even as an all-consuming lust for violence clouds their minds. Whatever they once were is drowned in blood and war, until only the worship of Khorne remains.

KHORGORATHS

Roaring with bestial fury, Khorgoraths pound towards their prey with fanged maws gaping wide. Driven by an insatiable hunger for skulls, these hideous super-predators are utterly without fear. They are living battering rams whose only thought is to kill and devour every foe in their path.



The Khorgorath hurls itself into battle with untamed savagery. Every swing of its grotesquely swollen limbs throws broken foes through the air. Every snap of its claws sees another head torn bloody from a ragged, spurting neck. Blades glance off its iron-hard flesh to no avail, while even those attackers who draw blood rarely live long enough to enjoy their triumph. Within moments, little but torn meat remains of the foe, the din of battle replaced by the awful crunch and slurp as the Khornate beast gluts itself upon a feast of severed heads.

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 physically 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.

'A beast from the blackest hells it was, all gnashing jaws and lashing claws. It fell upon our party and I swear thee true, I'll never forget those screams...'

- Debrin Bruss,
Father-smith of the Irongelt Tribe

SCYLA, THE TALON OF KHORNE

Once a mighty champion in the service of the Blood God, the warrior known as Scyla was transformed into a monstrous Spawn by his patron's dark gifts. All that remains of Scyla is the burning need to kill, and he has smashed a bloody path across the realms in his endless rampage.

The very ground trembles as the great beast Scyla charges into battle. His roar is like a volcanic eruption, his rage its incandescent fires. A single blow from his boulder-like fists is enough to cave in a castle wall, or crush a fully armoured Stormcast Eternal like a tin flagon. Scyla 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. Long had the great beast raged at his incarceration, trammelled in a web of maddening illusions that seemed utterly inescapable. Yet as Khorne's warriors swept across the realms his power grew great, and the Blood God became aware of his servant's predicament. Khorne roared with outrage to see Scyla trapped in Tzeentch's web and, rising from his throne, hurled a great brass skull across the Realm of Chaos. Blazing with daemonfire, the huge missile span down to smash through the crystalline walls of Scyla's impossible prison. Surrounded by spinning crystal shards, the bellowing Spawn was carried in the brass skull's wake, plunging down through the rent it tore in reality and into the Mortal Realms. Scyla fell like a fiery meteor, plunging into the scrap-iron wastes of Swynedane with such force that a vast crater was blasted in the rusting plains. Scrapfist tribesmen gathered to stare at the glowing impact site in their midst. They were the first to die as Scyla rose, roaring furiously from the crater to begin his savage massacres anew. Since that day the great beast has fought countless foes across the realms, often battling alongside the hordes of the Bloodbound. The arrival of Khorne's favoured Spawn is seen by the Bloodbound as a mighty sign of their deity's favour, and if a few of their own are claimed by the beast's fury it is simply seen as yet another tribute to the Blood God for his manifold blessings.









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 bloody-minded killers, all bent on the utter annihilation of all in their path. The Goretide have toppled mighty castles and sprawling cities, 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. All fear the coming of the Goretide, and the merest rumour of their approach is enough to send warriors fleeing in mortal terror.

Though innumerable champions swell the Goretide's ranks, the Warhorde's unstoppable impetus is the work of a single man. Their leader, Korghos Khul, has forged the Goretide into one of the largest and most notorious Bloodbound Warhordes in the Mortal Realms. It is his commands that drive the vast horde ever onward, and his words that have condemned entire civilisations to death beneath blood-stained axes.

THE GORETIDE

Korghos Khul's Goretide pours across the tundra in a howling mass, looking from a distance like a spreading ocean of blood engulfing the battlefield. None who stand before the flood survive – soon enough, their own deaths will add to the never-ending river of gore.



Mordax Slaughterthirst, Exalted Deathbringer and second to Korghos Khul himself, is clad in the blood red and brass of his Warhorde.



An Aspiring Deathbringer of the Goretide, clad in plates of gore-stained red and brass, and wielding a mighty axe.



Lakshar Bloodspeaker, Korghos Khul's chief Slaughterpriest. The priest's flesh is marked with bloody warpaint to show his favour.



A Bloodreaver of the Frenzyblood Tribe, one of many in the Goretide. His beard is forked with the melted fat of the Goretide's victims.



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



A monstrous Blood Warrior. He bears the rune of Khorne in brass at his waist, and his spiked gorefist is picked out in cold steel.



Threx Skullbrand, Gorechosen Bloodsecrator and favoured of Khorne. The skulls of heroes adorn his chest armour.



A Mighty Skullcrusher from one of the many Brass Stampedes within the Goretide. The armoured hide of his steed is a darker mirror of his own blood red and brass armour plates.



A Wrathmonger whose helm forms the rune of Khorne. He daubs himself in ritual markings using the freshly spilt blood of the foe.



Vekh the Flayer, Gorechosen Bloodstoker. Vekh's pale, bruised skin stands out against the dark red of his armour.



This Skullreaper is one of countless such warriors within Khul's horde. Note the Mark of Khorne tattooed onto the flesh of his chest.



SKULLFIEND TRIBE

Heads are hacked from necks like wheat before the scythe as the Skullfiend Tribe attack. Possessed of a manic desire to claim the skulls of all who stand before them, the aptly-named Skullfiends are led into battle by the murderous psychopath known as 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 true way to honour the Blood God is by taking the heads of every foe they face. Their massed ranks of Skullreapers have thus refined decapitation into a savage art form, one they are only too eager to practise upon all who stand before them. This berserk tribe leaves great trails of beheaded corpses in its wake, fleshy chaff abandoned to the crows. Prized heads are slung into sacks or lashed to belts, that they might be flensed and offered up as tribute to almighty Khorne.



SKULLFIEND TRIBE

Bellowing like madmen, the Skullfiend Tribe sprint headlong into battle with no thought but to seize the gory trophies that are the Blood God's due. They are Khorne's executioners, sent to lop heads from necks until nothing remains of their victims but piles of decapitated corpses.



Vrak Brazenfist is the greatest Deathbringer of the Skullfiend Tribe. His armour is picked out in the black and brass of his Warhorde.



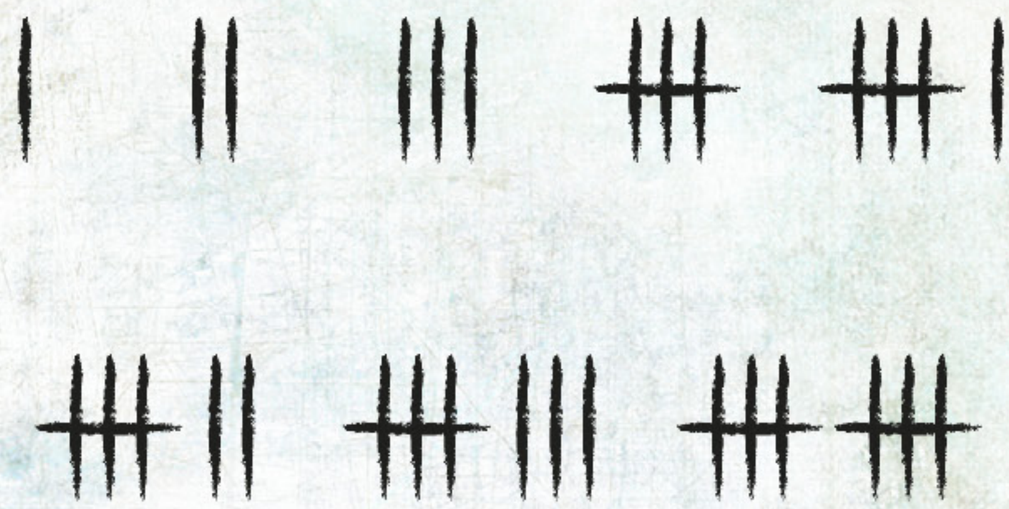
A Skullreaper partially mutated by his monstrous gifts. His mortal form will become ever more fearsome as he harvests skulls for his dark god.



Kordrok, Gorechosen Slaughterpriest and mighty seer. His axe bears the rune of Khorne, that it may better drink the blood of foes.

THE RUNES OF THE BLOODBOUND

Most Bloodbound bear runes upon their armour, weapons or flesh to show their allegiance. These are applied through branding, scarification, or the smearing of ash, blood or ichor. Many have further significance; the rune of the daemon axe, for example, is born by the Bloody Headsmen to denote the bearer's holy purpose as an executioner in Khorne's name. Meanwhile, the clawtally of the Skullfiend Tribe appears spontaneously upon their armour or flesh as though scratched there by daemonic talons, adding to the Skullfiends' dark reputation. Alongside the Khornate runes and brass skulls common to most Bloodbound warriors, these fearsome markings give a true insight into the savage nature of Khorne's chosen warriors.





A Mighty Skullcrusher from the Brass Stampede known as the Thundering Death. This knight of Khorne's allegiance to the Skullfiend Tribe can be seen from the black, brass and red of his armour and the daemonically etched tally he bears. His Juggernaut steed shows the rune of Khorne upon its haunch.



A Bloodsecrator, who wears the menacing colours of his infamous Warhorde, and whose portal of skulls is carved from brass and bone.



A Bloodstoker belonging to the Skullfiend Tribe, with the rune of Khorne embossed across his breastplate and on his boots.



This hulking Blood Warrior wields a pair of heavy-bladed axes and wears the skulls of particularly worthy foes he has slain.



A Bloodreaver, one of countless thousands who fights amid the ranks of this savage Warhorde. In time, he may well become a Skullreaper.

WARHORDES OF KHORNE

There is but one way to gain the grim favour of the Blood God. Whether rampaging across the Mortal Realms or battering upon the Gates of Azyr, the warbands of Khorne do not fight for honour, wealth, or even necessarily for victory. They fight to attract the eye of their god through glorious bloodshed.







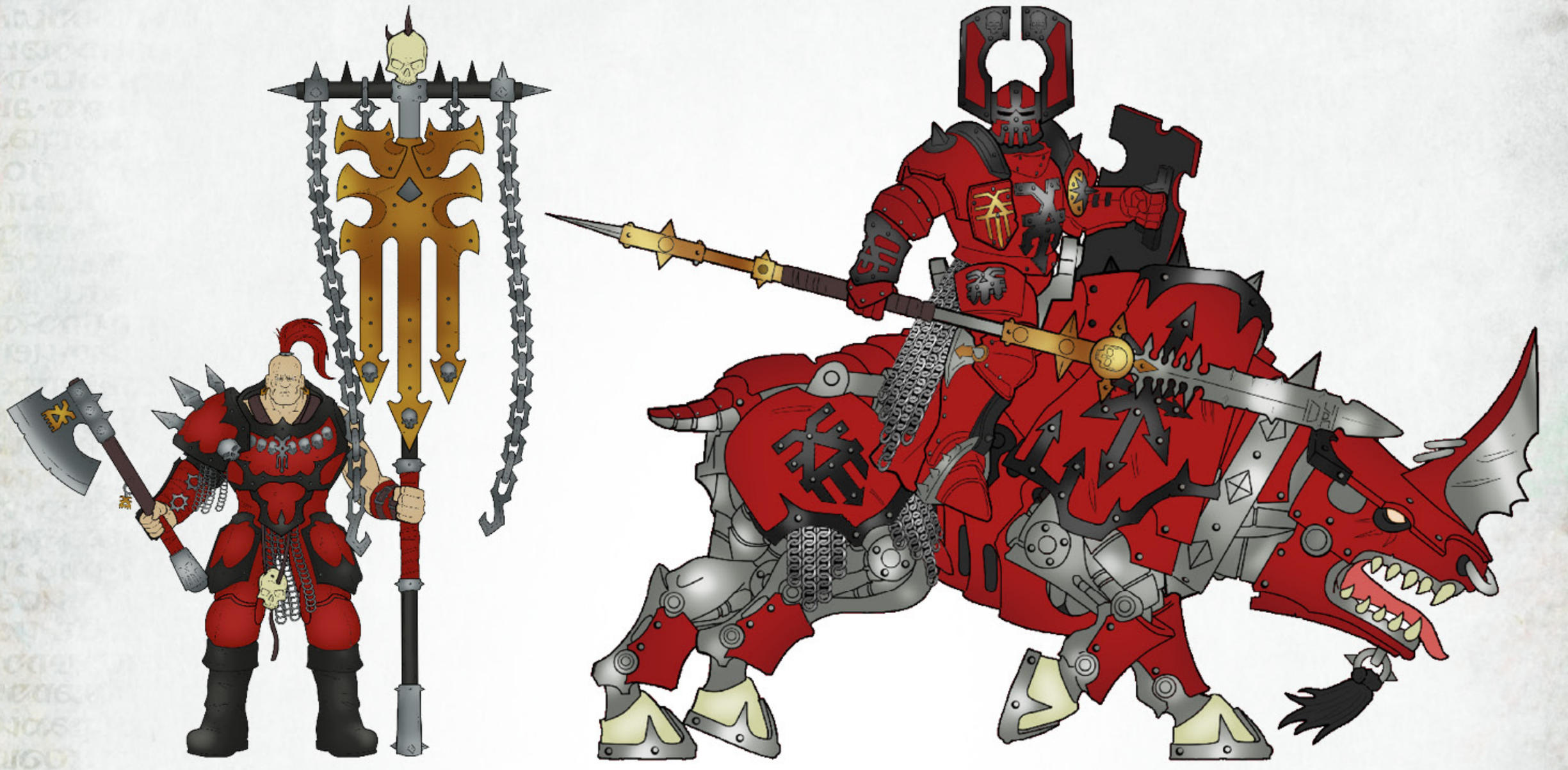
Unsurprisingly for such a bloodthirsty Warhorde, the predominant colour of the Brazen Butchers' armour and clothing is a vivid red, mixed from the ground remains of their victims.



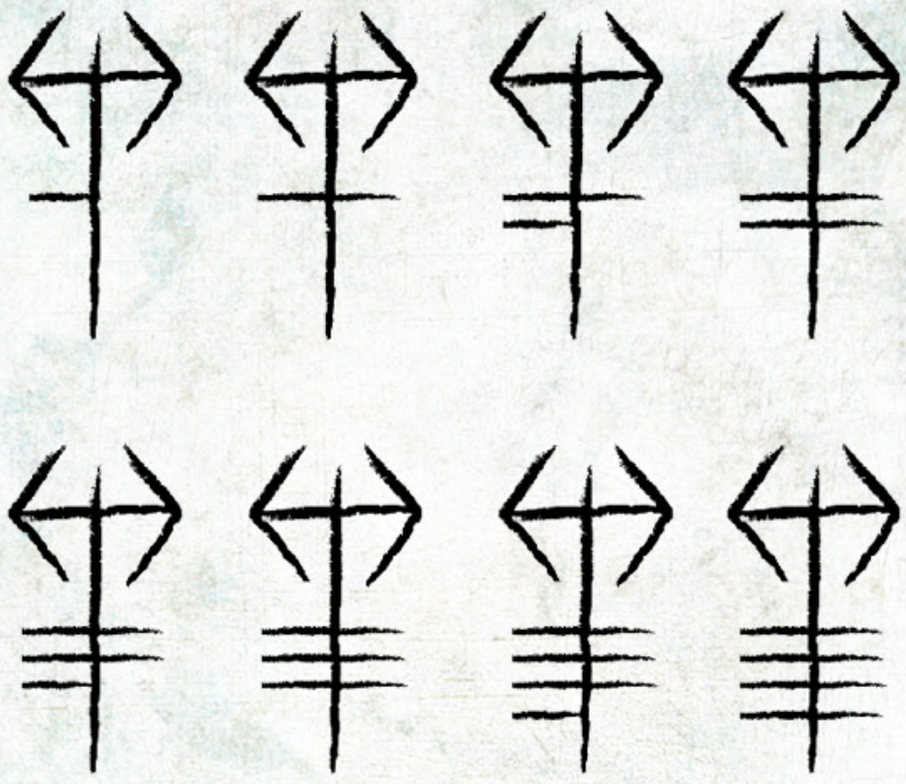




The berserk warriors who make up the Warhorde known as Lord Khuldrak's Reapers often brand or scarify their flesh with Khornate symbols, the better to show their devotion to the Blood God.

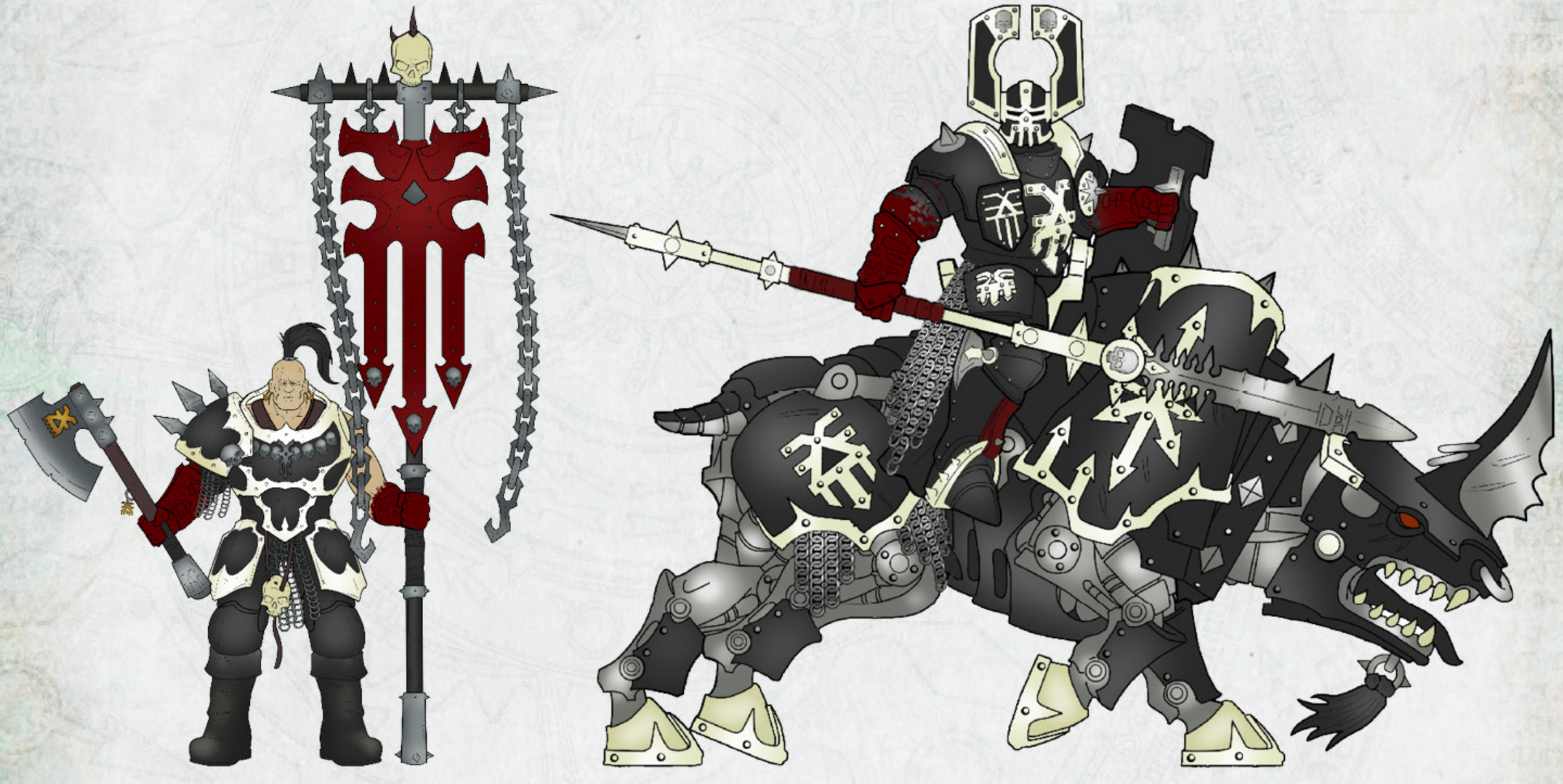


The Axes of Skarbrand venerate their fallen patron with a psychotic intensity, wearing armour the colour of the Bloodthirster's crimson hide. They brand, carve or slice the rune of Khorne into their war-plate and flesh alike.





The Iron Horde prove their devotion to their Daemon Prince leader, Balghor, by searing the rune of the daemon axe into their flesh with sizzling ichor.



The Murderfist Tribe wear armour of black and bone. To prove their worth in battle, they tear the hearts from their foes, coating their arms up to the elbow with fresh gore and smearing marks of devotion across their flesh.



The Flayed are an especially horrific Warhorde, for they forge their armour using the bones of the slain. Before battle, they ritually tear their own flesh, so that their blood oozes forth to stain their plate with foul red streaks.





The warriors of the Eight-blooded must slay eight mighty foes in battle before they are considered worthy. They often score their flesh or paint their armour with their kill tally.

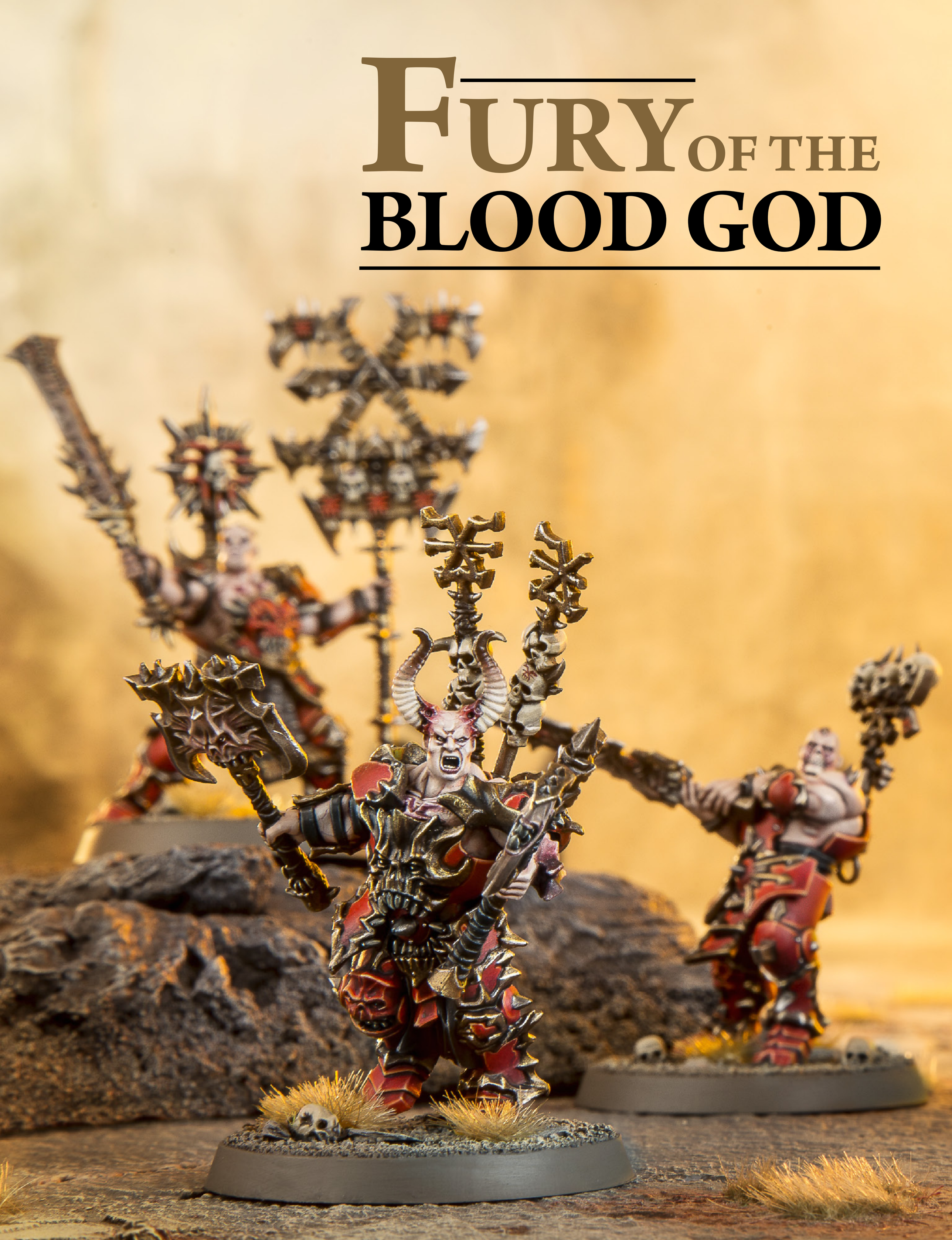






A warrior is only a Grimskull when he has slain a worthy foe and carved his helm from their skull. The rune of Khorne is scored partially or fully onto the armour or flesh to indicate which band of warriors each Grimskull belongs to.

FURY OF THE BLOOD GOD









A Slaughterpriest leads the Bloodreavers of a Dark Feast.





Exalted Deathbringer Varok the Headsman surveys his bloodthirsty hordes.





Skullreapers are driven into a killing fury by the bellowed exhortations of a Slaughterpriest.

Blood Warriors of the Iron Horde rampage across the Bonecrack Plains.

The berserk Eight-blooded seek fresh skulls amid the drifting mists of the Ulgulands.

'EAVY METAL







Mighty Lord of Khorne



Blood Warrior Icon Bearer



Chaos Champion





Slaughterpriest



Blood Warrior, Skullfiend Tribe



Blood Warrior, Brazen Butchers



Chaos Champion, Axes of Skarbrand

'EAVY METAL



Bloodstoker



Exalted Deathbringer







Wrathmonger



Wrathmaster



Bloodreaver with meatripper axe



Bloodreaver Hornblower



Bloodreaver Chieftain

'EAVY METAL



Skullreaper with daemonblades



Skullreaper Icon Bearer



Skarr Bloodwrath



Mighty Skullcrusher



Lord of Khorne on Juggernaut

'EAVY METAL



Scyla Anfingrimm



Bloodsecrator



Valkia the Bloody



Khorgorath

CARNAGE UNENDING



A BITTER HARVEST

When Vrak Brazenfist led the Skullfiend tribe into the Gulf of Regrets, he sought to reap a bounty that would impress even the Blood God himself. However, his attack stirred an ancient evil from its slumber, a dark shadow that uncoiled from its brooding lair to shroud the Bloodbound in death.

Bleak and terrible sights abound throughout the lands of the dead, from towering, mist-shrouded mountains of bone to floating castles that blaze with silent witchfire. However, few places are grimmer than the Gulf of Regrets. A huge, deep valley that sprawls between hollow, crumbling mountains, the gulf is a land of cursed entropy. Here, amid the icy shadows, legions of the listless dead labour to rebuild tumbledown castles and ruined cities that collapse as quickly as they can be repaired. It is a brooding, sorrow-shrouded netherworld, within whose bounds time itself turns to dust.

It is unsurprising, then, that the sudden onslaught of a Bloodbound Warhorde shook the gulf to its mouldering foundations. The Baneshard Realmgate, which had so long stood inert at the mouth of the valley, blazed to sudden life. Drums thundered furiously, and war cries rent the silence of centuries as the Bloodbound charged from the Realmgate's blinding depths. Hundreds of warriors in the black and brass of the Skullfiend tribe poured into the Gulf of Regrets. At their head came the Exalted Deathbringer Vrak Brazenfist, who had vowed to reap every single skull from this kingdom of the dead.

The dusty roadways of the vale thronged with Deathrattle Warriors. Yet these were mindless things whose only task for ages beyond count had been the repair of their crumbling necropolis. Though the dead turned to fight these sudden invaders, their efforts were no match for the unstoppable assault of the Bloodbound. Mighty Skullcrushers and bellowing Skullreapers smashed into their enemy with unrestrained ferocity, shattering bone and lopping off heads by the hundred. The warriors of Khorne howled as they slew, claiming more skulls by the moment.

Dropping stone blocks and rusted tools, the Deathrattle Warriors massed to counter-attack. They drew pitted blades and lurched together to form crude shield walls, but still they could not stay the violent ferocity of the Bloodbound. Though many frothing barbarians were dragged down and slain by skeletal assailants, the Deathrattle Warriors were smashed apart by the dozen.

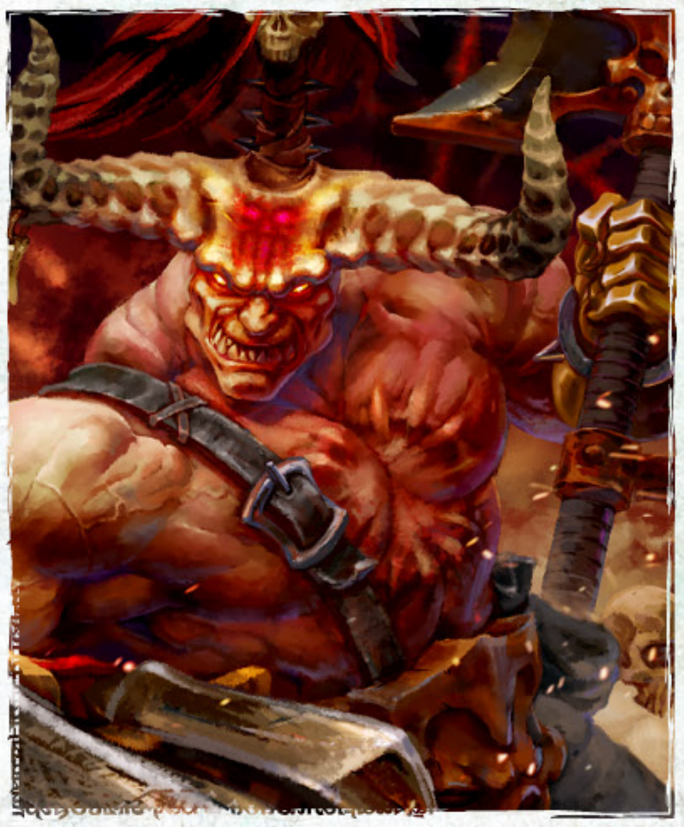
Soon, a vast mound of harvested skulls was heaped before the Realmgate. Vrak Brazenfist leapt astride a shattered tomb and barked orders at his followers to spread out through the ruins and take the head of every foe they found. Little did Brazenfist know, as his Warhorde charged screaming into the shadowed necropolis, that the vale's ruler saw all. Haughty features underlit by the cold glow of his scrying stone, the Mortarch known as Mannfred von Carstein watched the savage invaders with growing outrage.



Mannfred had languished long within the gulf, banished there by Nagash for some long-ago transgression. Now, however, this invasion fanned the embers of Mannfred's forgotten pride and spurred the Mortarch to action. Watching the invaders spread further and further through the twisting streets, Mannfred's scowl turned to a wolfish smirk. The barbarians had spread themselves thin. They had made themselves vulnerable, and von Carstein had always taken a predatory delight in exploiting the weaknesses of his foes. Cold fire flared within empty eye sockets as Mannfred stretched his sorcerous tendrils forth. As one, the dead surged forward, their movements full of vicious new purpose. The Bloodbound suddenly found themselves on the defensive. Tarnished blades hacked and stabbed, blood flowed, and though the Skullfiend tribe still fought furiously, their smaller knots of warriors were swiftly overwhelmed.

VRAK BRAZENFIST, EXALTED DEATHBRINGER

Brazenfist's monicker is a well-earned one. During the fierce battle for the steam-mines of Alon'ar, Vrak duelled the duardin king Norgrem-Grimnir amid his roaring furnaces. The two warriors struck each other one grievous blow after another until finally Vrak grabbed his enemy, hoisted him high with a furious howl, and plunged him into a vat of boiling metal. Khorne, impressed, transmuted Vrak's scalded fists into living brass, allowing him to punch and crush with horrible strength. Now, Vrak is as deadly unarmed as with axe in hand. A grim and coldly ambitious killer, Brazenfist is the ice to his master's fire. Where Lord Skardrax of the Skullfiend tribe veers wildly between bellowing rage and savage mirth, his Exalted Deathbringer focusses his own killing fury to a steely point. Vrak's skills with axe and blade are breathtaking, and it is said that he has slain more foes in single combat than most Mighty Lords of Khorne. He knows nothing of fear or mercy, his every single-minded action calculated to win Khorne's favour.



Vrak Brazenfist snarled in frustration as he realised his quarry had rallied, and that fresh waves of soulless skeletons were spilling from crypts all around. Abandoning most of his army to its fate without a moment's hesitation, the Deathbringer rallied those of his followers still in sight and led them in a brutal charge. Vrak smashed a path through the enemy, bands of Skullreapers and Blood Warriors on his heels. With them came the Slaughterpriest, Kordrok, roaring praise to Khorne as he slew. Vrak fought his way to where a Dragonfate Dais rose above the ruins, and there prepared to make his stand.

Over the hours that followed, the dead swept in again and again. The Deathrattle Warriors had now been joined by Mannfred's greater servants, looming wights and drifting wraiths advancing amongst them while skeletal knights clattered at their flanks. Worse, the Mortarch himself haunted the edge of the great square from which the dais rose, mounted upon his Dread Abyssal. Mannfred's dark sorceries snaked out to reknit the scattered bones of his warriors and to strip blackened flesh from those of his foes. Yet despite the steady onslaught, Vrak Brazenfist and his warriors fought on without exhaustion or fear.

The Deathbringer led one charge after another, sallying out to smash the enemy ranks before being forced back to the dais once again. Each time, fewer of his Skullreapers returned alive, but the carnage would please Khorne no matter who fell. Deathrattle Warriors and Deathrattle Guard pressed close, stabbing at the Bloodbound with their ancient, verdigrised blades. Yet they were met by Kordrok and a mass of raging Blood Warriors, whose axes sent showers of smashed bone raining down upon the ranks behind. The Bloodbound fought on like madmen, improvising barricades from shattered bones and the corpses of their own slain. Still the dead came on, Mannfred emptying the streets for miles around to bury his enemies in reanimated warriors. Yet it was just as Vrak and the last handful of his followers readied for another attack, that Khorne bestowed his favour.



Mannfred hissed as he saw steam begin to coil from the blood spilled upon the dais, and sensed a vast surge in fell energies. Desperate to strike the killing blow, the Mortarch spurred his Dread Abyssal into flight, leading the final charge himself. Mannfred swept down upon the dais, his sickle blade disembowelling two Skullreapers with a single swing. Yet he was too late. The Mortarch saw Kordrok raise his massive axe high and slam its blade down into the dais. The skies above split with a furious roar, and great sheets of copper-hued flame belched from the maws of the dais' dragon statues. Deathrattle and Nighthaunt alike were incinerated, and Mannfred cursed as he felt his army crumble around him.

Vrak gave a satisfied snarl as Khorne's wrath erupted into the Gulf of Regrets. A firestorm leapt up on all sides, banished spirits screaming as they were immolated. Vrak felt the fierce heat of the inferno, the air turning as dry as parchment in his lungs. To his right, Kordrok, the Slaughterpriest, stood silhouetted by the flames, Khorne's furious energies still pouring through him. Ahead, trapped on the dais by the storm of fire, were the Mortarch and its monstrous steed.

'Leech!' growled Vrak, his words cutting through the furnace roar. 'Fight me, leech! I'll rip your skull from your neck!' The vampire glanced in Vrak's direction long enough to offer him a withering sneer. Then, fast as lightning, the Mortarch wheeled his steed and swept his blade across Kordrok's chest. The Slaughterpriest fell back with a roar, and the fires of Khorne guttered out as he toppled. Vrak Brazenfist growled with contempt as the foe urged his steed to flight, escaping into the smoke.

'We're not done here, coward!' Vrak roared after his fleeing foe. 'Wherever you run, I'll find you! Your skull belongs to Khorne!'



BATTLEPLAN

RELENTLESS ASSAULT

HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer: Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

The Bloodbound are all but unstoppable, but there are times when their murder-lust carries them deep into enemy territory – an island of bloody defiance in a sea of vengeful foes. This battleplan can be used to represent Vrak Brazenfist's stand against Mannfred von Carstein, or any of the other times a Bloodbound Warhorde has found itself facing vast odds and endless waves of enemy forces.

THE ARMIES

One player commands the Bloodbound army, and the other commands the attacking forces seeking to punish them for invading their realm.

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

BLOODBOUND OBJECTIVES

The enemy you saw as little more than a ready sacrifice has rallied impressively, and now assails you with wave after wave of attacks. So be it. You will pay willing penance to the Blood God for your pride by offering up as many of the foe's skulls as you can before you are overcome. With bloodied lips, you vow to your god that their leader's head will crown the pile.

ATTACKER'S OBJECTIVES

You are the commander of a hastily assembled warhost, charged with the eradication of your foe before they can visit any more destruction on your lands. You have led them into a trap from which there can surely be no escape, and now, as your reinforcements show up in ever-increasing numbers, you must teach them the folly of their actions!



BLOODBOUND COMMAND ABILITY

No Retreat: Under the gaze of graven idols, your general screams an order to stand firm against the wrath of the foe. He can use this ability if he is within 6" of the central scenery piece (see The Battlefield). Until your next hero phase, you can re-roll failed save rolls and battleshock tests for any units from your army that are within 6" of the central scenery piece.

ATTACKER'S COMMAND ABILITY

Furious Vengeance: Your general rouses those around him into a storm of fury, the better to drive the foul intruders from your lands. Pick up to three units from your army that are within 12" of your general. Until your next hero phase, you can re-roll failed hit rolls for your general and those units.

THE BATTLEFIELD

The battle takes place in the attacker's territory, somewhere in the Mortal Realms. The area is grim and desolate, with twisted copses and clusters of ruined buildings marking the sites of battles past.

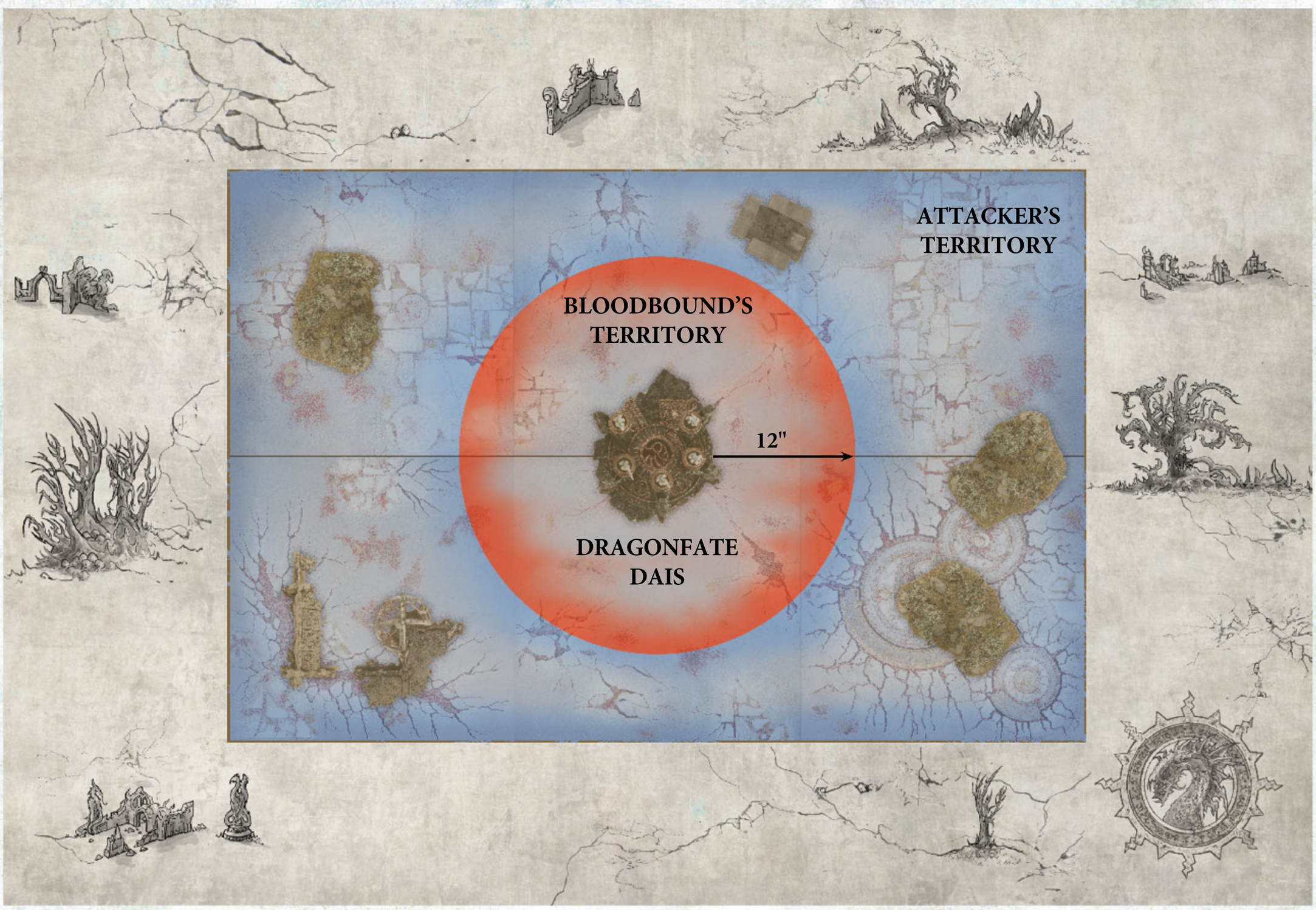
Here and there, ghostly howls emanate from ominous structures that hint at the encroaching power of Chaos. The Bloodbound have drawn close to one of these arcane edifices, making ready for a last stand under the flickering glow of witchfire.

A piece of scenery needs to be set up in the centre of the battlefield. Any piece of scenery can be used, but the battleplan has been designed with the Dragonfate Dais in mind.

You can either generate the rest of the scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the Bloodbound player sets up their army first. All units in their army must be set up within 12" of the central scenery piece. Before the attacker sets up their army, they must divide it into three waves, with as close to an equal number of units in each wave as possible. They then set up the units from their first wave, anywhere that is more than 9" from the enemy.





ATTACKER'S GENERAL

The attacker's general must be part of the third wave.

FIRST TURN

Use the instructions on the *Warhammer: Age of Sigmar* rules sheet to determine who takes the first turn.

BOUND BY BLOOD

The impossible odds serve only to drive Khorne's followers to greater acts of bloodthirsty defiance. In each battleshock phase, the Bloodbound player can pick one unit from their army – that unit does not need to take a battleshock test.

WAVES OF ATTACK

At the start of the third battle round, the attacker's second wave arrives. At the start of the fifth battle round, the attacker's third wave arrives.

When a wave arrives, the attacker rolls a dice for each unit in their army that has been wiped out. On a result of 4 or more, the unit is added to the wave that has just arrived.

Each unit in the wave must be set up so that it is within 3" of a battlefield edge and more than 9" from the enemy.

MACABRE DEFENCES

As the battle grinds on, the Bloodbound construct makeshift ramparts from the corpses of their foes. From the start of the third battle round, a unit from the Bloodbound army within 6" of the central scenery piece can improvise a rampart in its movement phase instead of moving, as long as it is more than 3" from the enemy. If it does so, add 1 to that unit's save rolls until their next hero phase, or until it makes a charge move.

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, if the attacker's general is slain or at least half of the models in the attacker's third wave are slain or have fled, the Bloodbound immediately win a **major victory**. If every model in the Bloodbound army is slain, the attacker immediately wins a **major victory**.

THE RED HUNT

When Lord Baudrax the Hunter was gifted with his Juggernaut steed, he swore a mighty oath to Khorne. He would tear a path through the very bounds of reality upon its back, leading the greatest hunt in history to claim a truly mighty skull that he could set in tribute at the Blood God's feet.

For one hundred years and a day, the endless rampage of Lord Baudrax's Red Butchers saw skulls piled in carrion mountains amid the Godsfall Heights of Aqshy. Even the Stormcast Eternals could not stay Baudrax's fury. As reward for these bloody tributes, Khorne gifted the lord of the Red Butchers with a monstrous Juggernaut steed. The lord of the Red Butchers swore that he would give thanks to the Blood God for this mighty boon. Astride his new steed, which he aptly named Gouge, Lord Baudrax pledged to lead his Warhorde on a great hunt in Khorne's honour.

Khorne answered his champion's pledge with a powerful vision, hammered like an axe blade into the mind of Baudrax's Slaughterpriest, Marokh Skullsight. The Slaughterpriest ranted of a mighty huntsman named Skargut, who bestrode the Savage Steppes deep within the Realm of Beasts. Worshipped by thousands, this apex predator was the prophet of his own crude god, known as the Ravenous One, and loudly decried all other deities as false. Furious, Baudrax swore a mighty oath to Khorne that he would slay this base demagogue and take his skull.

Guided by Marokh Skullsight, Lord Baudrax and his Red Butchers fought through hordes of troglodyte tribesmen and into the depths of a vast, yawning chasm at the heart of the Firefells. Deep beneath the shattered earth, the Bloodbound found the Realmgate known as the Ragged Maw. Plunging into this vast, fanged pit, Baudrax and his warriors tore through the meniscus of reality and emerged beneath the thick amber light of a strange new sun. The Red Butchers had appeared amid the ruins of ancient Kraggengorst, a once great city that crowned a vast stone mesa. Almost immediately,





they found themselves beset by the Spiderfang tribes that dwelt amongst the overgrown ruins. For several days Kraggengorst rang to the sound of one vicious skirmish after another, until the greenskins were finally driven back into their deepest holes. Disdainful of such poor sport, Baudrax led his warriors onward. They descended from the mesa to the silver grasslands below.

The Red Butchers now found themselves upon the Savage Steppes. It was here that Marokh Skullsight was struck by another powerful vision of their prey's whereabouts. Moving with fresh purpose, the Red Butchers flowed out across the Savage Steppes, Baudrax's Mighty Skullcrushers galloping at the fore. Day by day, they advanced through whirling storms of screaming dust-wraiths, sudden squalls of amber hail, and baking, brutal heat. Like locusts picking the lands clean, the Bloodbound slaughtered every monstrous beast and primitive tribe caught in their path. After many weeks of battle, they came to a place where gargantuan onyx crags towered over the land. Many were carved with the likeness of a titanic club-wielding ogor devouring herds of wild beasts. Skullsight was in no doubt that the carvings depicted the foe they sought. Sure enough, as the Red Butchers pushed on and the crags drew closer together, Lord Baudrax at last found the prey he hunted.

As the Red Butchers thundered towards the largest of the crags, vast horns sounded from atop its carved slopes. From caves around the crag's base surged hundreds of Gutbuster ogors, their flesh daubed with warpaint and their voices raised in raucous bellows of challenge.

Baudrax's eyes lit with fury as he saw the Beastclaw Hunter whose gigantic Stonehorn mount lumbered at the ogors' head. This brutish, club-brandishing figure was surely Skargut, prophet of the Ravenous One. The earth shook as the ogors trampled towards the Red Butchers, who gave vent to a mighty roar of their own. Now there would be blood by the gallon!

Both eager for battle, the two massive armies surged together with an almighty crash that echoed through the valley.

The whirling flails of Wrathmongers ripped through flab and muscle to leave vile, gory trails in their passing. Mighty Skullcrushers rode their snorting, roaring steeds headlong into the foe, their sledgehammer impact smashing even the huge ogors off their feet in sprays of blood. In return, the Gutbusters swung their clubs with massive strength, crushing ribs and shattering limbs with every strike. Ironblaster cannons boomed. Khorgoraths roared as they tore at their prey. The battle surged and swirled, any notion of strategy abandoned in favour of mindless slaughter.

Amongst the madness, Baudrax led a mass of Blood Warriors and his Gorechosen Skullgrinder, Solokh, on the hunt for Skargut. Baudrax's frustration swiftly grew as one band of lumbering ogors after another came between him and the completion of his blood oath. Solokh's brazen anvil snaked out to smash and mangle. Blood Warriors lopped off tusk-mawed heads, screaming their apoplectic fury even with bodies crushed or limbs torn off. Still it was not enough, and Baudrax howled in rage as he sensed Khorne's growing impatience.

The skies turned an ominous deep crimson, and blood began to fall from the skies – a ghastly sign of Khorne's favour that drew howls of exultation from the Red Butchers. From deep below the earth, the Ravenous One rumbled in displeasure. The sound grew to a roar that shook the ground, and sent chunks of onyx tumbling from the crags to crush any that held the gods' champions apart. Battered by the falling boulders, the brawling combatants scrambled aside, making way for their masters. Howling Khorne's praise, Baudrax spurred Gouge into a headlong charge, Solokh and the Blood Warriors pounding after him. Skargut and his hulking steed bellowed in answer, the Stonehorn lumbering forward with its massive horns lowered and Skargut's Ironguts bulling in behind it. As the two bands charged one another, warriors from both sides watched in awe, their own fights forgotten. Then, in an explosion of mud and gore, Baudrax's and Skargut's warriors slammed together with titanic violence. Armour crumpled under thunderous blows. Blood Warriors were smashed off their feet. Ironguts toppled headless to the ground. The chain of Solokh's anvil rattled as it struck, while Baudrax wove sideways in his saddle, a huge stone antler missing him by scant inches as he swung his axe.



Skullreapers wield a vicious array of blades to claim the heads of the foe.

Baudrax wheeled Gouge with a savage kick, blood hissing from his armour.

Skargut's club had glanced off the Juggernaut's flank to no avail. The Stonehorn had been less fortunate, Baudrax's axe all but severing its head. The massive beast crumpled forward, the momentum of its charge sending its corpse ploughing into the arena floor. Baudrax saw Skargut spilled from his saddle, the ogor rolling heavily and coming back up with a grunt of rage. Baudrax was sent staggering as a huge, flint-tipped spear flew through the air and crunched into his chest. Blood sprayed from the terrible wound. Yet Skargut's smug grin died as, teeth gritted, Lord Baudrax ripped the weapon free and hurled it aside. With a howl, the Khornate lord spurred Gouge into another thundering charge. The ogor swung his club in a wild arc, but in his panic he aimed wide. Gouge's horn punched through Skargut's ribs even as Baudrax's axe sent the ogor's head tumbling from his thick neck. Baudrax threw his own head back and roared his triumph to the bloody skies. Victory was his. The ogor lines collapsed in dismay at the sight of their prophet's death. Now, with Khorne's tribute won and the foe in disarray, the true slaughter could begin...



BATTLEPLAN

CLASH OF HEROES



While the warriors who march under Khorne's banner are butchers and murderers all, they still value the glory of the hard-fought kill, and know that the chance to take the skull of an enemy champion in single combat is something to be relished.

The most legendary of these contests are those where their quarry is the favoured champion of another deity. These are epic affairs, with the gods themselves often taking interest, and Khorne's champions will seek such enemies out wherever possible.

This battleplan lets you play out the battle between Baudrax the Hunter and the mighty ogor Skargut, but you could enact any conflict between a Bloodbound hero and the representative of another god, such as a sorcerer of Tzeentch, a Mortarch of Nagash or maybe even another Mighty Lord of Khorne!

THE ARMIES

One player commands the Bloodbound army, and the other commands the forces of the champion seeking to prove their might by slaying Khorne's chosen hero.

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

BLOODBOUND OBJECTIVES

As tales begin to spread of your growing army and the great piles of skulls it leaves in its wake, you revel in the favour of the Blood God. You know that Khorne only pays heed to those who serve him faithfully by shedding blood on the battlefield, and so you have sought a mighty champion to overcome in single combat. Now, as you lock eyes with your target, you realise that you are not the only one favoured by a god. Howling a challenge, you prepare to give praise to the one you call master.

CHAMPION'S OBJECTIVES

Through strength of arms and force of character you have carved out a sizeable empire within the Mortal Realms. None can doubt your might, and the gods have named you as their chosen. Only a fool would dare to challenge you!

And yet, the adversary who has arrayed his army before you seems unafraid of your reputation. You recognise in your opponent the same fiery determination that has brought you such glory, and for the first time in many years a flicker of doubt crosses your mind. You dismiss it in an instant as your forces rally around you. This cur will pay the price for his impudence!



BLOODBOUND COMMAND ABILITY

Irrefutable Challenge: Your general cries out for single combat. Until your next hero phase, models from the enemy army other than the general cannot end charge moves within ½" of your general. However, if any models from your army other than your general end a charge move within ½" of the enemy general, you are revealed as a coward and this ability is immediately negated!

CHAMPION'S COMMAND ABILITY

Righteous Fury: Your general calls down the power of the gods themselves to guide his blows. Your general can re-roll failed hit rolls for attacks against **HEROES** and **MONSTERS** until your next hero phase.

THE BATTLEFIELD

The battle takes place deep within the champion's territory, at the edge of his encampment. The touch of the gods is palpable, with a dim glow seeming to emanate from the monuments, ruins and copses that dot the area.

You can either generate the scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the champion chooses one of the battlefield edges as his encampment. The opposite edge is the Bloodbound army's approach. A line is drawn across the battlefield halfway between these two edges, separating the players' territories.

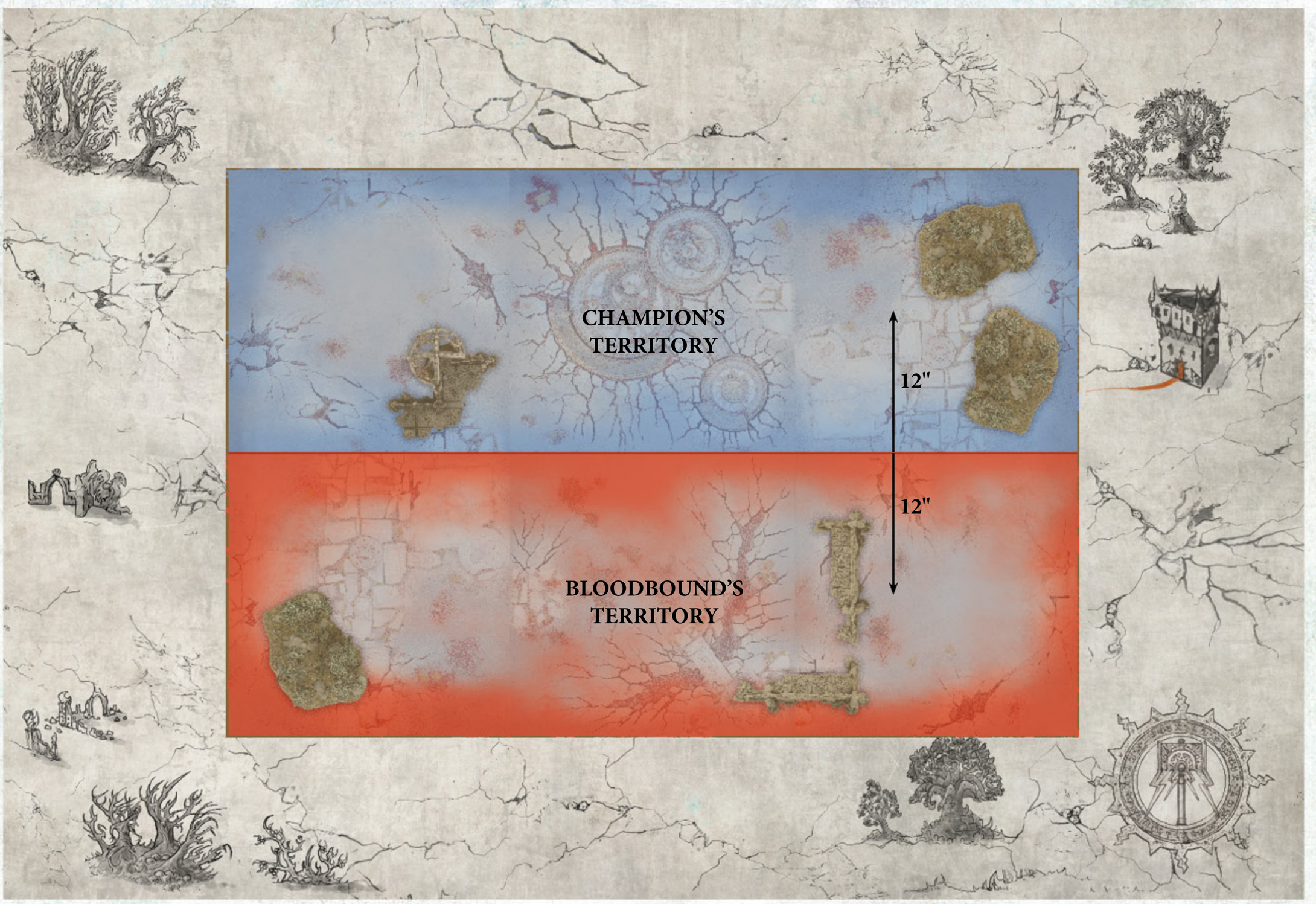
The champion sets up his army entirely within his territory, more than 12" from enemy territory. The Bloodbound player then does the same.

MIGHTY CHAMPIONS

When you nominate your general, you must choose a model that meets at least one of the criteria below:

- The model is a **HERO** or **MONSTER**.
- The model has the highest Wounds characteristic in your army.
- The model has the highest Bravery characteristic in your army.

You must nominate the model that meets the most of these criteria. If more than one model is eligible, you can choose which is your general.





FIRST TURN

In the first battle round, the champion decides who will have the first turn.

THE GODS' DISPLEASURE

The gods themselves have taken an interest in this confrontation, and will be mightily displeased if their champions shy away from battle.

If your general is further away from the enemy at the end of your Move phase than at the start, roll a dice. If the result is 4 or higher, the ground trembles with the gods' wrath and fissures yawn open beneath your warriors' feet.

If this happens, roll a dice for each of your units. On the roll of a 1, the unit suffers D3 mortal wounds.

DIVINE FAVOUR

A **PRIEST** in your army can pray to the gods for aid in your hero phase. Roll a dice and add 1 if the **PRIEST** is your general or is within 6" of your general.

On a result of 5 or more, the gods answer your prayers. Before your next hero phase, you can change a single dice roll to a roll of your choice.

Only one **PRIEST** in your army can pray to the gods for aid each hero phase.

SHIELD OF DESTINY

If a general is slain in any way other than by an attack made by the enemy general, roll a dice. If the result is 2 or more, the general is not slain and any wounds they have suffered are healed.

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. If a player's general is slain, the battle ends immediately, and their opponent wins a victory. This is a **major victory** if at least 50% of their starting models are still on the battlefield, otherwise it is a **minor victory**.

If neither general is slain by the end of the sixth battle round, the battle ends. If one player's force has at least 50% of its starting models on the battlefield, and their opponent's does not, they win a **minor victory**. Otherwise, the result is a **draw**.

THE FALLEN KING

The skies convulsed with elemental fury as Sigmar's Tempest broke across the realms. In Aqshy, around the Igneous Delta, fierce fighting erupted between the Goretide and the Hammers of Sigmar, their mighty leaders clashing furiously beneath booming volleys of thunder and lightning.

Vengeance. Justice. For too long, Sigmar and his Stormcast Eternals had hungered for them. Now, at last, their hour was nigh. Chosen to wrest a vital Realmgate in Aqshy from the forces of Chaos, the Hammers of Sigmar fell upon their foes amid coruscating thunderbolts. Most enemies would have recoiled in dismay from this onslaught. Instead, the warriors of Korghos Khul's Goretide welcomed it with bloodthirsty howls. Standing amongst his warriors as the flaring fury of the tempest reflected in his bloodshot eyes, Korghos Khul roared Khorne's praise louder than any. Here was a chance for Khul to seize glory once and for all. The Lord of the Goretide would take the head of whatever mighty warrior dared to lead this audacious attack. In doing so, he would at long last earn the ultimate reward of daemonhood.

The opening moments of the battle for the Igneous Delta were frantic and confused. Even though the Stormcast Eternals had the element of surprise, striking without warning against foes who had long been complacent in victory, the Goretide reacted to their sudden assault with swift violence. The Bloodbound's vast numbers and battle-lust soon threatened to overwhelm the valiant Hammers of Sigmar. Lord-Relictor Ionus Cryptborn and his Retributors fought to hold back Threx Skullbrand and a tide of raging Blood Warriors, while Lord-Celestant Vandus Hammerhand battled the monstrous Khorgorath Skuldrak, their duel illuminated by ferocious blasts of lightning.

As they fought to open the Realmgate itself, Anactos Skyhelm's Prosecutors were engulfed by howling hordes of Bloodreavers. For long moments it seemed as though all of reality held its breath. Finally, woken from its slumber by the celestial might of the Prosecutors, the Realmgate blew wide open. Within moments, the unabated wrath of the Hammers of Sigmar Stormhost descended upon the Goretide. As countless warriors poured into the fight, the battle entered a new phase.



VANDUS HAMMERHAND

Sitting proud astride his Dracoth, Calanax, Lord-Celestant Vandus Hammerhand is the very image of the heroic saviour. Vandus is a natural leader and an exceptionally talented warrior, considered among the greatest of Sigmar's war leaders. Rumour has it that Vandus' Reforging was unusually fast, mere heartbeats passing before the Lord-Celestant strode from the scourging lightnings of the Chamber of the Broken World. Since that time, he has trained his warrior chamber to the absolute peak of physical and martial ability. Though he places his duty and his loyalty to Sigmar above all else, many believe that the driving force of Vandus' excellence is a very personal desire for revenge. Long ago, in another life, Vandus Hammerhand was Vendell Blackfist, smith-chief of the Direbrand tribe. For long hours the tribe bravely resisted Korghos Khul's Goretide, but they could not hold out forever. Before he was snatched away by Sigmar, Vendell watched Khul kill everyone he had ever cared for. It is not a sight that he will soon forget, nor ever forgive...

As violent clashes exploded all across the delta, Korghos Khul felt elation flow through him. For too long had the Bloodbound been sustained by table-scraps. Now there was a banquet of battle unlike anything they had ever known. Khul intended to gorge himself upon this bloody feast, and he planned to start with the towering Dracoth rider that had led this sudden attack. Whoever he was, this warlord had invaded Khul's territory, slain his followers and drawn the ire of the Blood God himself. He was a threat to Korghos Khul's crown, a clear and worthy rival, and his challenge would not be allowed to stand. Smashing Bloodreavers from his path with brutal swings of his axe, Khul began to hack his way towards Vandus Hammerhand with murder in his heart.



The axes of the Bloodreavers are brutal, heavy-bladed weapons.

The two warriors clashed before the very Realmgate that Vandus had been sent to open. Khul's daemonic hound, Grizzlemaw, was the first to strike a blow, bounding ahead to clamp its jaws around Vandus' hammer. The beast was repelled by the searing touch of pure sigmarite, falling back with a howl of pain. Khul charged to the attack, seeing only a foe whose skull he wished to claim. Yet as he did, the Lord of the Goretide saw his foe stiffen with recognition, then rage. Vandus' hammer swept up with incredible speed, parrying Khul's killing stroke with a clang like a cathedral bell, before spinning to smash Korghos Khul into the mud. Even as the Lord of the Goretide lost consciousness, a great draconine claw crunched down on his breastplate with crushing force.



This would not be Khul's day to die, however. Vandus paused suddenly, his eyes glazed and far-away. At that precise moment, a great surge of Bloodreavers broke over the Stormcast lines. The shield wall formed by Vandus' Liberators broke, and a howling mass of Bloodbound warriors poured through the rent. Vandus uttered a vehement curse as the Bloodreavers' charge swept him back, away from Khul. His Dracoth, Calanax, was forced to give ground, roaring as barbarian warriors hacked and bludgeoned at its scaled hide.

The Hammers of Sigmar reacted with speed and discipline. Seeing their Lord-Celestant at risk of being overwhelmed, the brethren of Vandus' warrior chamber charged to his aid with their hammers swinging. Bloodreavers fell in their dozens as the vengeful Stormcasts smashed and bludgeoned, and soon enough, the threat to Vandus was extinguished. However, even as Vandus and his warriors had been putting down the berserk Bloodreavers, another, far larger Bloodbound warband had pushed forward. In their midst, Threx Skullbrand bellowed and roared, his portal of skulls sending pulses of daemonic energy washing over the warriors of the Goretide, granting them monstrous strength.

Now this mass of murderous lunatics bore down upon Vandus and his brethren like a clenched fist, driving them further from the spot where Korghos Khul had fallen. Blood Warriors and Wrathmongers raced each other into battle, wrath-flails and axes whirling with savagery and skill.



Khornate blades slammed through sigmarite shields and breastplates, sending the crackling energies of slain Stormcasts arcing up to rejoin the clouds. Mighty Skullcrushers ploughed through the hastily formed Stormcast lines like battering rams through a castle door. Retributors' hammers blasted Bloodbound warriors to ash on the wind, only for their wielders to be pulled down and hacked to death by screaming Bloodreavers. In the midst of the butchery, Threx Skullbrand hacked left and right, his blade opening throats and lopping off limbs with every swing. A gold-armoured warrior came at him from the side, hammer raised. Threx caught the hammer blow on his shoulder, shrugging off an impact that would have killed a lesser man before slamming his axe through his assailant's faceplate. Another Stormcast charged the Bloodsecrator, only for Threx to sweep the warrior's legs from under him with his icon's staff before stamping on his neck. Raising his icon high, the Bloodsecrator slammed its haft downward, right through his victim's skull and into the ground below. With a sickening lurch, the realm of Khorne broke through into the battle's midst, driving the Goretide to even greater heights of frenzy.

As the intensity of the battle reached new heights, the Stormcast Eternals were gradually pushed back. Vandus knew that if he forced his warriors to hold here, unsupported in the face of the Goretide's wrath, he would condemn them all to death for the sake of his revenge. With a heavy heart, the Lord-Celestant ordered Retinues Adractus and Voltanis to enact a sacrificial counter-charge, buying their brethren time to join forces with the brotherhoods scattered across the delta.

Between Threx Skullbrand's advance and the reforming of the Stormcasts' battle lines, Vandus was inexorably drawn away from the place where he had struck down Khul. As the Bloodbound continued to throw themselves against Sigmar's warriors, forcing the battle across the delta, they were oblivious to the fact that their vicious assault had saved the life of their mighty leader. Only some minutes later did Khul rise from the heaped corpses with a bellow of rage, the need for vengeance a raging inferno in his armoured breast.

BATTLEPLAN

RECLAIM THE FALLEN



The loss of a general can throw an army into disarray, snatching away an imminent victory and leaving naught but crushing defeat in its place. Similarly, the recovery of a wounded hero before he is slain can mean the difference between an army rallying for vengeance and splintering into rival warbands as would-be leaders vie for power.

Korghos Khul's followers did not know it at the time, but by robbing Vandus Hammerhand of the chance to slay his hated foe they ensured that the Goretide would continue to grow in power, becoming an ever more dangerous thorn in Sigmar's side.

Using this battleplan you can replay this climactic conflict, or any battle where the capture of a fallen leader would be seen as an affront to the Blood God himself.

THE ARMIES

One player commands the Bloodbound army, and the other controls the forces of the defender, who is trying to reach a fallen Khornate lord amid a sudden and overwhelming assault.

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

BLOODBOUND OBJECTIVES

This battle has been long and bloody, a protracted meat grinder in honour of Khorne, with neither side claiming a clear advantage for days – until now. Your lord has fallen, and has been swallowed up amid the swirling melee. This would normally be of no concern, but you refuse to let this hated enemy steal the glory of a kill which is yours by right! You must gather a mighty force and strike fast, before your foe realises the prize that lies at their feet.

DEFENDER'S OBJECTIVES

Your force has been clashing with the Bloodbound for what seems like an age, from skirmishes to full-blown battles. Now, in the aftermath of one such engagement, word has spread through your army that the tyrant leading the enemy force has been laid low.

You know that you must claim the body of your sworn foe to ensure that the deed is done, but before you can do so a great battle cry rises from the enemy ranks. If you had thought that the devoted of Khorne would withdraw after the loss of their leader, you seriously underestimated their frenzied devotion to outright slaughter.



BLOODBOUND COMMAND ABILITY

Crush The Foe: Your general cries out for his warriors to plant their feet and push forward, forcing the enemy to fall back or risk being ground underfoot. Pick your general or one of your units within 12". In your opponent's next movement phase, any enemy units within 3" of that unit must either retreat or suffer D3 mortal wounds.

DEFENDER'S COMMAND ABILITY

Aggressive Defence: Your general seeks to keep the enemy away from their fallen lord at all costs. Pick up to three of your units that are within 18" of your general. Until your next hero phase, you can re-roll charge and run rolls for those units.

THE BATTLEFIELD

The battle takes place on a corpse-strewn plain in the aftermath of a mighty clash. The plain itself is as battle-scarred as any veteran warrior, marked with great gouges and rents, and its surface is rife with signs of battle and wanton destruction.

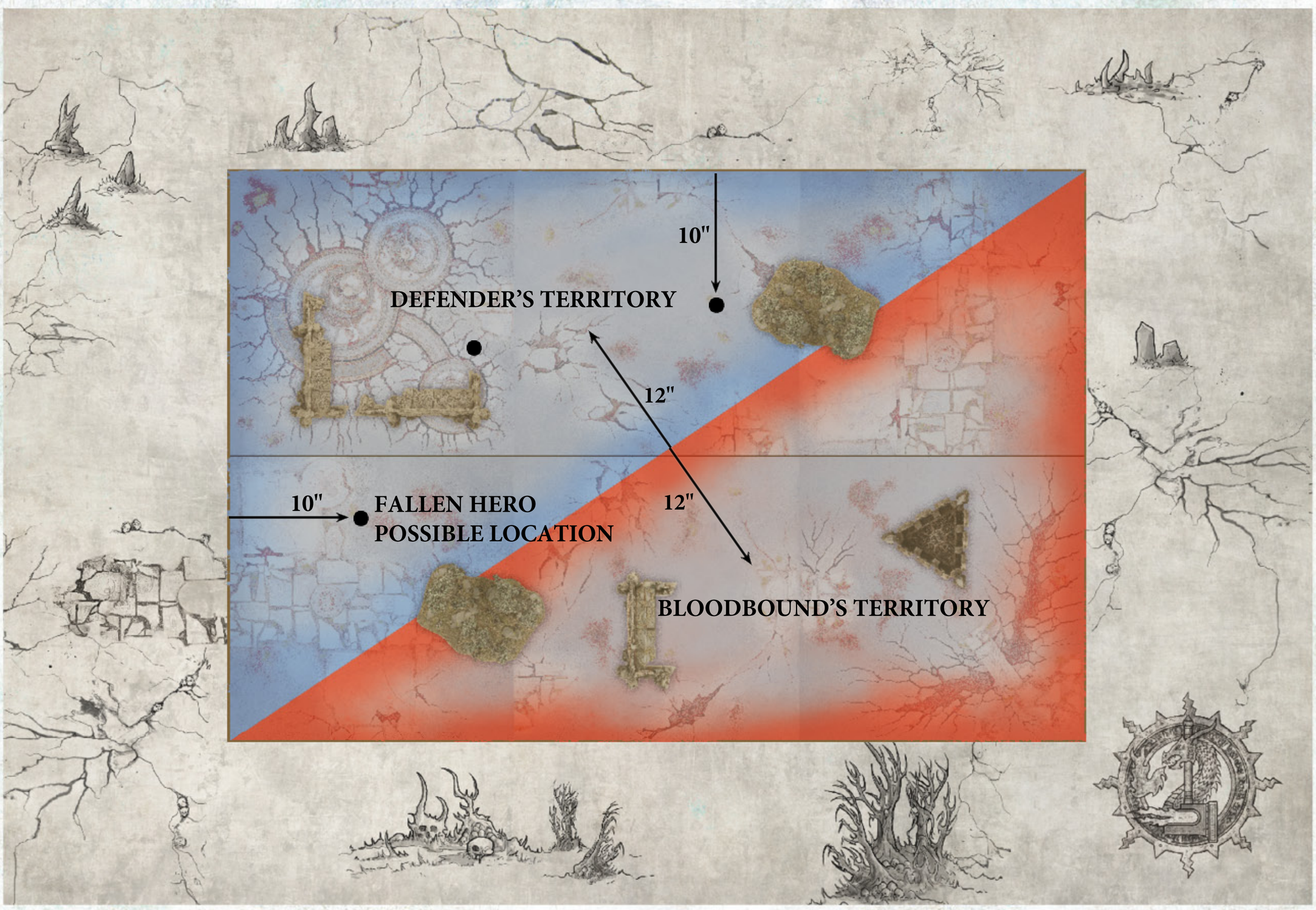
You can either set up the scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves. Their opponent then picks one half to be their territory.

Set up three markers in the defender's territory to represent the fallen hero's possible location. Each must be set up more than 10" away from a battlefield edge or another marker. The Bloodbound player sets up the first, the defender the second and the Bloodbound player the third.

Next, the defender sets up all units in their army. Models must be set up in their own territory, more than 12" from the Bloodbound player's territory. The Bloodbound player then sets up all units in their army. Models must be set up in their own territory, more than 12" away from the defender's territory.





FIRST TURN

In the first battle round the defender decides who will have the first turn.

BLOODBOUND GENERAL

The Bloodbound general is new to his position, and has yet to prove that he is worthy of commanding Khorne's armies. Until the Bloodbound general slays an enemy, roll a dice each time he uses a command ability. On a roll of 3 or less it has no effect.

FINDING THE FALLEN LORD

If a unit in the Bloodbound army moves within 3" of one of the markers, the Bloodbound player rolls a dice. If the roll is 4 or less, the marker is removed. If the roll is 5 or more, remove all other markers. The last marker on the battlefield is the fallen hero. If you prefer, you could replace it with a hero model from the Bloodbound army – just remember that it represents the wounded lord, so it can't move, attack or do anything else!

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, roll a dice at the end of the fifth battle round. If the result is 3 or less, the battle ends; otherwise, the battle is over at the end of the sixth battle round.

At the end of the battle the Bloodbound player rolls a dice, adding 1 for each of their models within 3" of the fallen hero and subtracting 1 for each enemy model within 3" of the fallen hero. If the result is 5 or less, or if the fallen hero has not been found, the defender wins a **major victory**. If the result is 6 or more, the Bloodbound player wins a **major victory.**

If a player has no models on the battlefield at any point during the battle, the battle ends immediately and their opponent wins a **major victory**.

HINTS & TIPS

The Bloodbound player will need to make haste in this scenario. Finding the fallen hero is no mean feat when the markers are spread out and guarded by the defender's forces. As such, the defender's strategy starts with the positioning of the markers and the deployment of his force.

Both players must bear in mind that when only one marker remains, the focus of the battle will shift completely – they must be ready to adapt accordingly!

PATH OF SKULLS



WARSCROLLS

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

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

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

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



1. **Title:** The name of the model that the warscroll describes.

2. **Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



HINTS & TIPS

The following hints and tips will help you get the most from your warscrolls:

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

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

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

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

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

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

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

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

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Khorne Bloodbound army, just use models that have the Bloodbound keyword.

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



MIGHTY LORD OF KHORNE

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



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

DESCRIPTION

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

ABILITIES

Collar of Khorne: A Flesh Hound has a collar of Khorne, which allows its owner to unbind spells in the same manner as a wizard.

Reality-splitting Axe: At the end of the combat phase, roll a dice for each enemy model that suffered one or more wounds inflicted by the Axe of Khorne in that phase but was not slain. On a roll of 5 or more, the axe cleaves a rent in the fabric of reality, hurling the victim to Khorne's realm. The model being rolled for is slain.

COMMAND ABILITY

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

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



LORD OF KHORNE ON JUGGERNAUT

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



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

DESCRIPTION

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

ABILITIES

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

Murderous Charge: Roll a dice for each enemy unit within 1" of this model after it completes a charge move. On a roll of 4 or more, that unit suffers D3 mortal wounds as the Juggernaut crushes warriors with its brazen bulk.

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

COMMAND ABILITY

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

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



EXALTED DEATHBRINGER

Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher. Second only to the Mighty Lords of Khorne, each Exalted Deathbringer is a whirlwind of violence amid the madness of battle, who leaves nothing but severed heads and twitching corpses in his passing.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ruinous Axe	1"	3	4+	3+	-1	2
Bloodbite Axe	1"	6	3+	4+	-	1

DESCRIPTION

An Exalted Deathbringer is a single model. Some Exalted Deathbringers wield a Ruinous Axe and carry a Skullgouger, while others enter battle armed with a Bloodbite Axe and carrying a Runemarked Shield.

ABILITIES

Blooded Lieutenant: This model makes 2 additional attacks whilst he is within 12" of a **KHORNE** general.

Runemarked Shield: If an Exalted Deathbringer carrying a Runemarked Shield suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 2 or more, the wounds are ignored.

Skullgouger: Each time you make a save roll of 6 or more in the combat phase for an Exalted Deathbringer with a Skullgouger, he turns aside the attack and delivers a brutal counterblow, inflicting D3 mortal wounds on the attacking unit.

COMMAND ABILITY

Brutal Command: If this model is your general and uses this ability, all **MORTAL KHORNE** units in your army within 12" of the Exalted Deathbringer can use his Bravery characteristic instead of their own until your next hero phase. If there is a unit from your army within 1" of the Exalted Deathbringer when he uses this ability, you can inflict D3 mortal wounds on that unit to increase its range from 12" to 24".

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, EXALTED DEATHBRINGER



SKARR BLOODWRATH

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodstorm Blades	3"	5	2+	3+	-1	1

DESCRIPTION

Skarr Bloodwrath is a single model. He is armed with the Bloodstorm Blades. You can only include one Skarr Bloodwrath in your army.

ABILITIES

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, SKARR BLOODWRATH



ASPIRING DEATHBRINGER

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



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

DESCRIPTION

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

ABILITIES

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

COMMAND ABILITY

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, ASPIRING DEATHBRINGER



SKULLGRINDER

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazen Anvil	2"	2	3+	2+	-1	3

DESCRIPTION

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

ABILITIES

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, SKULLGRINDER



SLAUGHTERPRIEST

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodbathed Axe	2"	3	4+	3+	-	2

DESCRIPTION

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

ABILITIES

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

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

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, PRIEST, SLAUGHTERPRIEST



BLOODSECRATOR

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



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

DESCRIPTION

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

ABILITIES

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

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, TOTEM, BLOODSECRATOR



BLOODSTOKER

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



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

DESCRIPTION

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

ABILITIES

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

KEYWORDS CHAOS, MORTAL, KHORNE, HERO, BLOODSTOKER



VALKIA THE BLOODY

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaupnir	2"	6	3+	3+	-2	1

DESCRIPTION

Valkia the Bloody is a single model. She wields the spear Slaupnir, and fends off her foes' attacks with the fell artefact known as the Daemonshield. You can only include one Valkia the Bloody in your army.

FLY

Valkia the Bloody can fly.

ABILITIES

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

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

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

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



BLOOD WARRIORS

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



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

DESCRIPTION

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

CHAOS CHAMPION

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

ICON BEARER

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

ABILITIES

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

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, BLOOD WARRIORS



BLOODREAVERS

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



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

DESCRIPTION

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

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

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

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

ABILITIES

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, BLOODREAVERS

SKULLREAPERS

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



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

DESCRIPTION

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

SKULLSEEKER

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

ICON BEARER

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

ABILITIES

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

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

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, SKULLREAPERS





WRATHMONGERS

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wrath-flails	2"	4	4+	3+	-1	1

DESCRIPTION

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

WRATHMASTER

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

ABILITIES

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

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

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

KEYWORDS CHAOS, MORTAL, KHORNE, WRATHMONGERS



MIGHTY SKULLCRUSHERS

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



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Axe	1"	2	3+	3+	-	1
Bloodglaive	1"	2	4+	3+	-1	1
Juggernaut's Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

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

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

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

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

ABILITIES

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

Murderous Charge: After this unit completes a charge move, roll a dice for each enemy unit within 1". On a roll of 4 or more that unit suffers D3 mortal wounds.

KEYWORDS CHAOS, MORTAL, KHORNE, MIGHTY SKULLCRUSHERS



KHORGORATHS

All know to fear the Khorgoraths of Khorne. Rampaging super-predators with an endless hunger for the skulls of their foes, Khorgoraths are utterly fearless and almost impossible to kill. In battle, these monstrous horrors attack like the wild beasts they are, smashing through the enemy ranks with no thought for anything but indiscriminate slaughter.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Tentacles	6"	3	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Claws and Fangs	1"	5	3+	3+	-1	1

DESCRIPTION

A Khorgorath unit can have any number of models. They lash their enemies with nightmarish Bone Tentacles and fight with vicious Claws and Fangs.

ABILITIES

Horrific Predator: If this unit inflicts damage on one or more enemy units in the combat phase, then you must subtract 1 from the Bravery of all enemy units within 12" of this unit in the battleshock phase of the same turn.

Taker of Heads: If the attacks made by this unit in the combat phase result in one or more enemy models being slain, then you can heal 1 wound suffered by a model from this unit.

KEYWORDS CHAOS, MONSTER , KHORNE, KHORGORATHS



SCYLA ANFINGRIMM

Ferocity made flesh and blood, Scyla Anfingrimm is a terrifying foe. His monstrous strength is enough to tear a Dracoth in two with his bare hands, and sorcery can gain no purchase upon his form, for his heavy collar radiates Khorne's eternal contempt for spellcasters. Scyla knows nothing of fear or mercy, only an all-consuming rage.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Save	Damage
Brutal Fists	2"	2D6	4+	3+	-1	1
Serpentine Tail	3"	2	3+	3+	-1	D3

DESCRIPTION

Scyla Anfingrimm is a single model. Any who oppose him are either crushed by his Brutal Fists or torn apart by his snapping Serpentine Tail. You can only include one Scyla Anfingrimm in your army.

ABILITIES

Brass Collar of Khorne: The Brass Collar of Khorne embedded into Scyla's neck allows him to unbind spells in the same manner as a wizard.

Raging Fury: When you roll to see how many attacks Scyla makes with his Brutal Fists, add 1 to the result for each wound he has suffered.

Bestial Leap: Scyla's bestial form is capable of great leaps that take him over the heads of lesser foes. When Scyla piles in, he can move up to 6" and can move over enemy models. Furthermore, he does not have to move towards the closest enemy model, as long as he ends his move within 2" of more enemy models than before he piled in.

KEYWORDS CHAOS, MORTAL, MONSTER, KHORNE, SCYLA ANFINGRIMM

WARSCROLL BATTALIONS

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

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

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

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



1. **Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.

2. **Organisation:** This section lists the units that make up the warscroll battalion, how many models each of the units must have, and any other restrictions that may apply to the models that you can include.

3. **Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.





KHORNE BLOODBOUND

BLOODSTORM

Fuelled by the endless battle-lust of their dark kin, the Wrathmongers' rage reaches towering new heights, and the bloody mist that surrounds them becomes a howling tempest of gore.

ORGANISATION

The Bloodstorm consists of the following units:

- 3 units of Wrathmongers

ABILITIES

Coalescent Fury: If the hit roll for a model from the Bloodstorm is 6 or more, you can immediately make an additional hit roll for the model against the same target.

Storm of Gore: You do not need to take battleshock tests for **KHORNE** units that are within 8" of a model in the Bloodstorm. In addition, the tempest of blood and gore that surrounds these warriors turns aside arrows and bolts as surely as a hurricane. Subtract 1 from the hit rolls of any attacks made against the Bloodstorm in the shooting phase.



KHORNE BLOODBOUND

THE GORECHOSEN

The greatest champions of each Mighty Lord of Khorne ascend to join his Gorechosen, a circle of supreme warriors who vie furiously for power even as they enforce the lord's bloody will upon the foe.

ORGANISATION

A Gorechosen battalion consists of the following units:

- 1 Exalted Deathbringer
- 7 units chosen in any combination from the following list: Aspiring Deathbringer, Slaughterpriest, Skullgrinder, Bloodstoker, Bloodsecrator.

ABILITIES

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

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



KHORNE BLOODBOUND

BRASS STAMPEDE

Nothing can stop the thunderous onset of a Brass Stampede once it has scented the blood of the foe. Like a brazen avalanche, the Mighty Skullcrushers obliterate everything that stands in their path.

ORGANISATION

A Brass Stampede consists of the following units:

- 1 Lord of Khorne on Juggernaut
- 3 units of Mighty Skullcrushers

ABILITIES

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

Obliterating Charge: If a unit uses its Murderous Charge ability within 3" of another unit the Brass Stampede, you do not need to roll a dice – it automatically inflicts D3 mortal wounds as the enemy is trampled to a bloody pulp.



KHORNE BLOODBOUND

DARK FEAST

Driven into battle by the bellowed exhortations of a Slaughterpriest and the lash of a Bloodstoker, the Bloodreavers of a Dark Feast hack down their foes and messily devour their hearts.

ORGANISATION

A Dark Feast consists of the following units:

- 1 Slaughterpriest
- 1 Bloodstoker
- 3 units of Bloodreavers

ABILITIES

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

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



KHORNE BLOODBOUND

SKULLTAKE

Driven to frenzied fury by the Bloodstoker's lash, the warriors of a Skulltake reap heads by the hundred, Khorgoraths lumbering after them hungrily to devour any not claimed as trophies.

ORGANISATION

A Skulltake consists of the following units:

- 1 Bloodstoker
- 2 units of Skullreapers
- 1 unit of Khorgoraths

ABILITIES

Reaping Strikes: Skullreapers from a Skulltake within 12" of their Bloodstoker are in a frenzied fury. If the wound roll for a Skullreaper in a frenzied fury is 6 or higher, add 1 to the Damage characteristic of the weapon they are using.

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



KHORNE BLOODBOUND

RED HEADSMEN

The blades of the Red Headsmen glow with the heat of Khorne's forge, aiding their quest to win glory in the dark god's eyes as they cut down the most worthy foes upon the field of battle.

ORGANISATION

A Red Headsmen battalion consists of the following units:

- 1 Aspiring Deathbringer
- 1 Skullgrinder
- 3 units of Blood Warriors

ABILITIES

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

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



KHORNE BLOODBOUND

BLOODBOUND WARBAND

At the heart of every great Khornate host stands a Bloodbound Warband – hordes of Blood Warriors, Bloodreavers and Skullreapers who hurl themselves into battle with screams of devotion to Khorne.

ORGANISATION

A Bloodbound Warband consists of the following units:

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

ABILITIES

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

Frenzied Charge: When units in a Bloodbound Warband make attacks in any turn that they charged, add 1 to the Attacks characteristic of all melee weapons they use.



KHORNE BLOODBOUND

GOREBLADE WARBAND

The lords of Khorne surround themselves with those devoted to the Blood God's creed. When a Goreblade Warband joins the fray, each retinue strives to outdo the others in the slaughter.

ORGANISATION

A Goreblade Warband consists of the following units:

- 1 Mighty Lord of Khorne
- 1 Bloodsecrator
- 1 Bloodstoker
- 1 unit of Blood Warriors
- 1 unit of Bloodreavers
- 1 unit of Khorgoraths

ABILITIES

Blood Rivals: You can re-roll charge rolls for the Goreblade Warband if any of its units made a successful charge in the same phase.

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



KHORNE BLOODBOUND

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 to drive the foe to their knees in terror.

ORGANISATION

A Bloodbound Warhorde consists of the following warscroll battalions:

- The Gorechosen
- Bloodbound Warband
- 3-7 other warscroll battalions chosen in any combination from the following: Bloodstorm, Brass Stampede, Dark Feast, Skulltake, Red Headsmen, Bloodbound Warband.

ABILITIES

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

The Blood God's Scorn: There is little that stirs Khorne's ire as quickly as the cowardice of sorcery. Units from the Bloodbound Warhorde can unbind spells in the same manner as a wizard. If a **MIGHTY LORD OF KHORNE** or **SLAUGHTERPRIEST** from the Warhorde attempts to unbind a spell, add 2 to the result of the dice roll.

THE RULES

***Warhammer: Age of Sigmar* puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!**

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer: Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer: Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer: Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer: Age of Sigmar.*

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll	Scenery
1	**Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
2	**Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	**Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
4	**Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
5	**Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	**Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

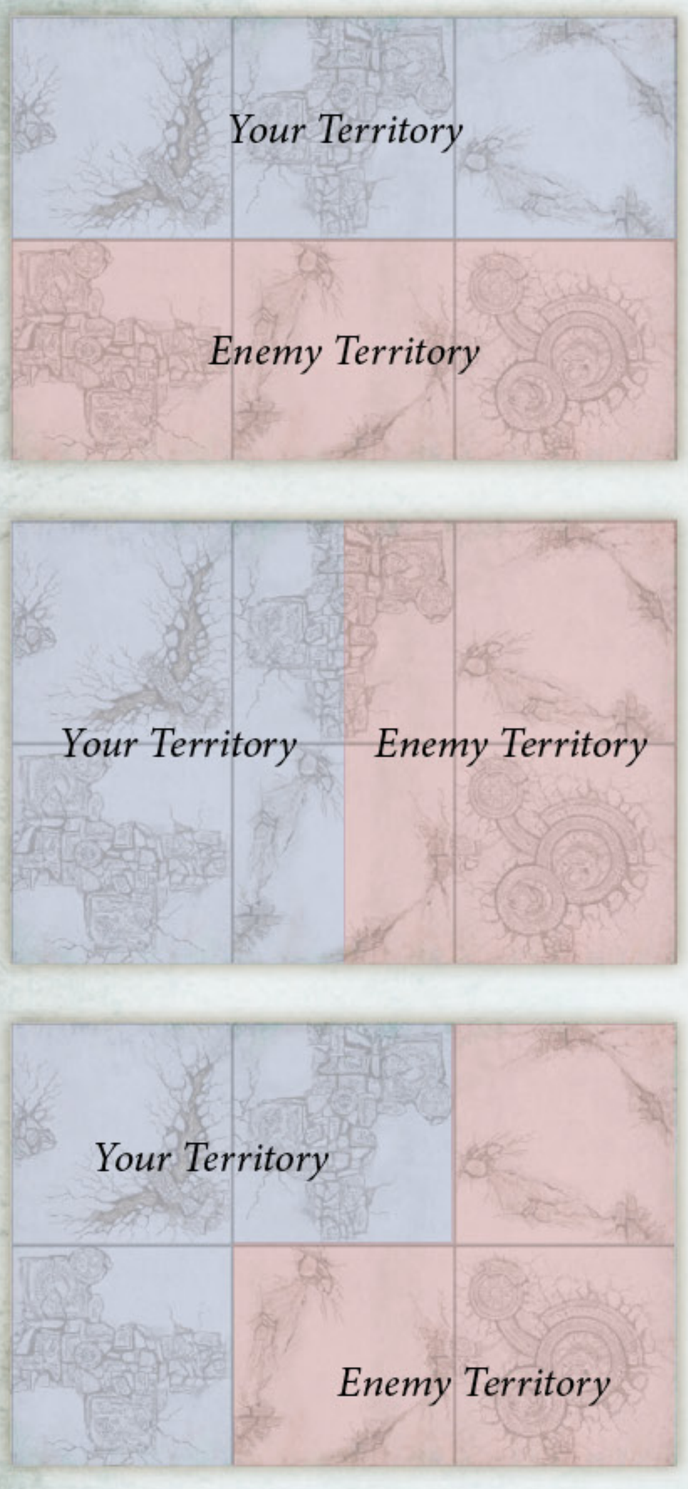
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll	Triumph
1-2	**Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
3-4	**Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
5-6	**Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer: Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. ***Hero Phase***
   Cast spells and use heroic abilities.
2. ***Movement Phase***
   Move units across the battlefield.
3. ***Shooting Phase***
   Attack with missile weapons.
4. ***Charge Phase***
   Charge units into combat.
5. ***Combat Phase***
   Pile in and attack with melee weapons.
6. ***Battleshock Phase***
   Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES
Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE
As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY
In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE
The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING
A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS
When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING
When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING
If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE
A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE
Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE
Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE
Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLICTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer: Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

***Warhammer Age of Sigmar* is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, *Warhammer Age of Sigmar* offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.**

INTO THE REALMS…

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.



Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.



THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



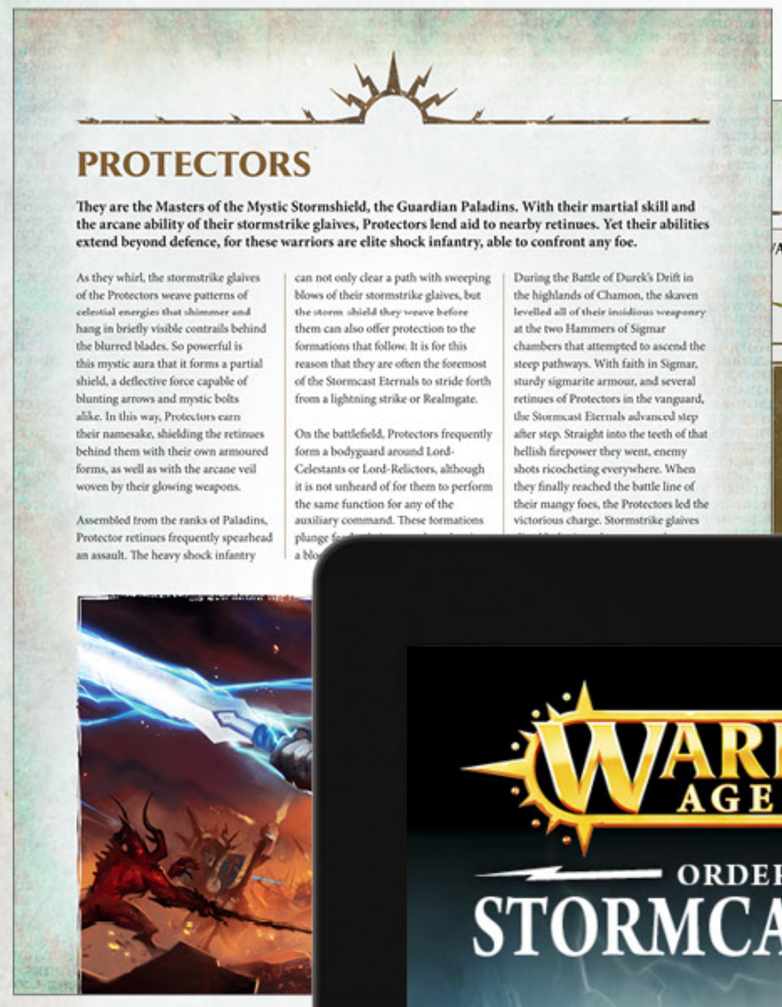






BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.





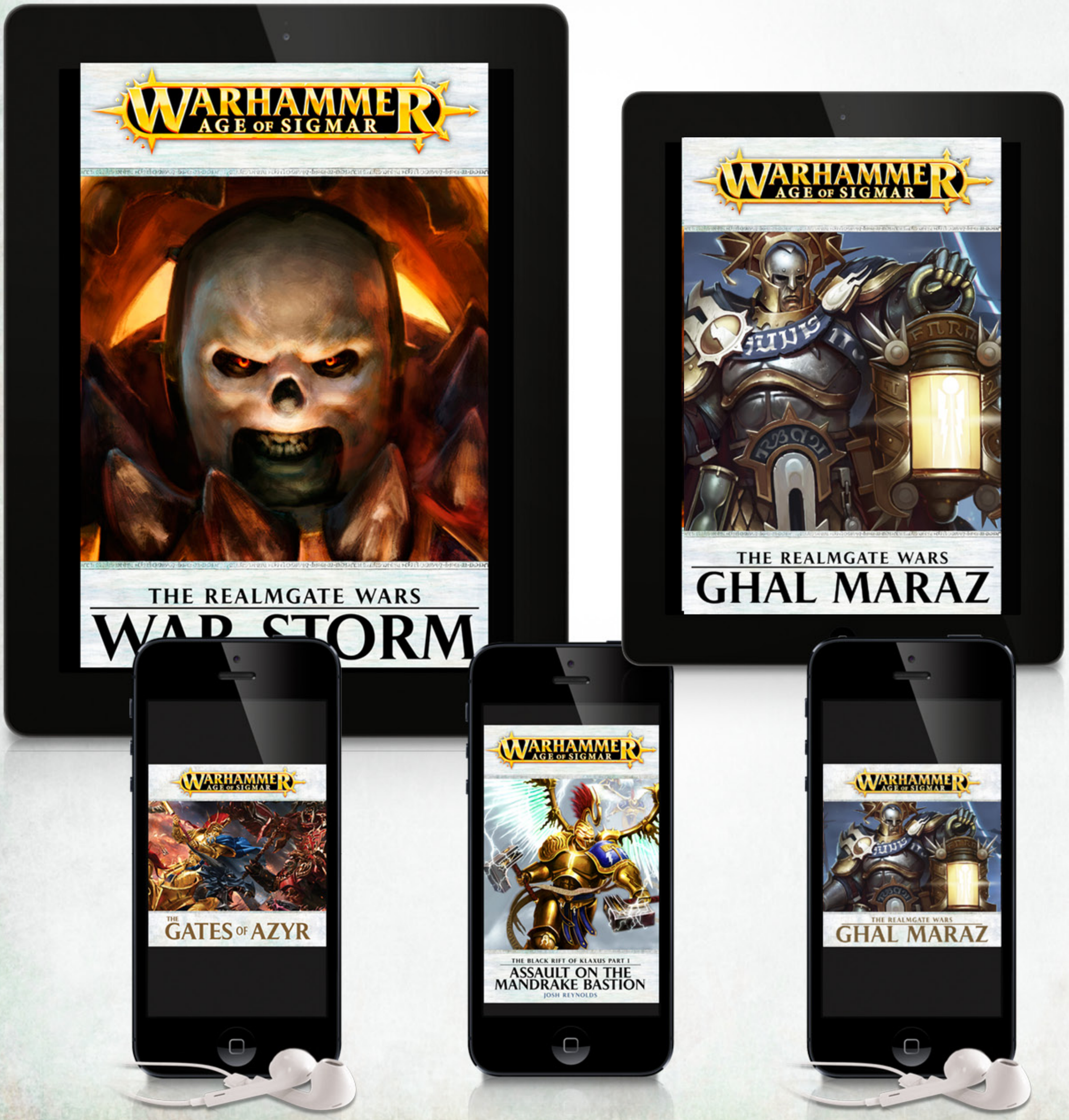






THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.



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