

# BLADES OF KHORNE

## FANGS OF THE BLOOD GOD

This Spearhead army consists of the following units:

### GENERAL

◆ Karanak

### UNITS

- ◆ 5 Flesh Hounds
- ◆ 5 Flesh Hounds
- ◆ 8 Claws of Karanak



Woe unto those who draw the Blood God's deepest ire. From the depths of the Brass Citadel, a monstrous daemon hunter is unleashed to drag their souls back to his master's throne: Karanak, the Hound of Vengeance. Each of his three heads are ever salivating for the taste of fresh prey, and his pursuit takes him through the realms of mortals without breaking stride. The conventions of military strategy find no purchase upon his animalistic mind; nothing does, save the need to run his quarry to the ground.

While Karanak does not care to lead in a recognisable sense, there are always those who follow in his wake. Packs of Flesh Hounds driven mad by the coming of their alpha spill from the Realm of Chaos, whilst amongst the desolate wilderlands, warbands of mortal cultists howl as the red moons rise and seek to earn their place in the divine pursuit. These Fangs of the Blood God, as myth knows such hellish hunters, make for a murderous nemesis. It matters not to Karanak how many of his followers fall so long as his jaws can clamp around his target in a bloody spray.

*'He comes. I hear him. The Gnashing One, the Time-Render, the Bane that Howls in the Night. Take up blades. Red work to do.'*

– Packlord Kar



The Fangs of the Blood God are far from a conventional military force; following the daemon hound Karanak, they care only for running down and savaging those who have earned the Blood God's outrage.

## BATTLE TRAITS

### Start of Battle Round

**THE QUARRY:** *Karanak's hunt is eternal, for there is no end to those who offend Khorne's creed.*

**Effect:** If no enemy units are the quarry, pick an enemy unit to be the quarry (you can pick an enemy unit in reserve).

### Once Per Turn, End of Any Turn

**BLOOD-DRENCHED:** *As blood gushes down blades, armour and teeth, the fervent warriors of the Blood God are driven into a divine frenzy.*

**Declare:** Pick a friendly unit that slew any enemy models using a **FIGHT** ability this turn to be the target.

**Effect:** For the rest of the battle, the target's melee weapons have **Crit (Mortal)**.



Claws of Karanak Packlord

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

### Passive

**THE SCENT OF BLOOD:** *The iron stink of gore sends Karanak's pack into a feral frenzy.*

**Effect:** Add 1 to hit rolls and add 1 to wound rolls for combat attacks that target an enemy unit that had any damage points allocated to it this turn.

### Once Per Battle, Any Combat Phase

**SAVAGERY UPON SAVAGERY:** *The harder one resists Karanak, the more furious the daemon grows.*

**Declare:** Pick a friendly unit in combat to be the target.

**Effect:** For the rest of the turn, add 1 to the Attacks characteristic of the target's melee weapons. If the target is a **HERO**, add D3 to the Attacks characteristic of its melee weapons instead.

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

### End of Any Turn

**SUSTAINED BY GORE:** *Karanak can pursue a target endlessly, provided the blood keeps flowing.*

**Effect:** Heal (D3) your general.

### Passive

**EVASIVE HUNTER:** *Karanak's natural speed and the bloody aura that surrounds him, makes him difficult to target from afar.*

**Effect:** Subtract 1 from hit rolls and wound rolls for shooting attacks that target your general.

### Once Per Battle, Any Charge Phase

**KILLING POUNCE:** *When the moment to strike comes, Karanak leaps with unbridled force.*

**Effect:** For the rest of the turn, when making charge rolls for your general, you can roll an additional dice, to a maximum of 3, but if you do, they must finish that charge in combat with the **quarry**.

### End of Any Turn

**FURIOUS BITES:** *All three of Karanak's monstrous heads hunger to tear apart flesh and soul.*

**Effect:** If your general is in combat with the **quarry**, inflict D3 mortal damage on the **quarry**.

MOVE 6+

HEALTH 7

8"

5+

SAVE

2

CONTROL

Ever watchful, ever hungry, Karanak is the physical manifestation of the Blood God's wrathful vengeance. Once he has the scent of his quarry, this tireless hunter will not cease in his hunt until he tastes their torn flesh between his fangs. Each of Karanak's three heads tracks the enemy through a different means - through space, through time and, most sinister of all, through the echo of their own thoughts and terrors.

• SPEARHEAD WARSCROLL •

# KARANAK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Savage Maws and Goreslick Claws	6	4+	3+	1	2	Anti-HERO (+1 Rend)

Any Hero Phase

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

**Effect:** This unit can move D6". It cannot end that move in combat unless it was in combat at the start of that move and, if there is an enemy **quarry** on the battlefield, it must end that move closer to the **quarry**.



KEYWORDS HERO, BEAST, WARD (6+)

MOVE 6+

HEALTH 2

8"

6+

SAVE

1

CONTROL

Swift, strong, and tenacious beyond mortal reason, Flesh Hounds run their prey to the ground without mercy. They are roused from within the Brass Citadel by the blaring of great horns, and pursue their prey through the Mortal Realms as readily as they do the domain of the gods. Those who seek to outrun or destroy these daemonic beasts find their tricks coming to nothing and their blades turned aside, extinguished by the wrath of Khorne - in the moments before they are ripped apart.

• SPEARHEAD WARSCROLL •

# FLESH HOUNDS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Blood-dark Claws	4	4+	3+	-	1	-

Passive

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

**Effect:** Add 1 to charge rolls for this unit.



KEYWORDS BEAST, WARD (6+), REINFORCEMENTS



• SPEARHEAD WARSCROLL •

# CLAWS OF KARANAK

MOVE  
6"

HEALTH 1 5+ SAVE

CONTROL 1

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Weapons of the Hunt	3	4+	3+	-	1	Crit (2 Hits)

The Claws of Karanak venerate the Flesh Hounds of Khorne, taking on an aspect of the daemons' bloodthirsty nature as they hunt the enemies of the Blood God and hack them to shreds in horrific displays of brutality. They dwell in the harsh and desolate lands created by the passage of Khorne's armies, amongst caves filled with the stripped bones of their enemies. The fiercest of their chieftains and champions have something of the daemon within their souls, an unholy union that drives out human reason for elemental savagery.

### Any Combat Phase

**PACK HUNTERS:** *The howls of the Flesh Hounds sends these killers into a blood-mad frenzy.*

**Declare:** Pick an enemy unit in combat with both this unit and a friendly **Flesh Hounds** unit to be the target.

**Effect:** For the rest of the turn, this unit's combat attacks that target that enemy unit score critical hits on unmodified hit rolls of 5+.



**KEYWORDS** INFANTRY, REINFORCEMENTS



EARN HIS GAZE THROUGH ANNIHILATION