

SCOURGE OF AQSHY

FACTION RULES: BLADES OF KHORNE

BRAZEN MUTATIONS

Brazen Mutations are unique enhancements that can be given to non-HERO **BLADES OF KHORNE INFANTRY** or **CAVALRY** units. A unit can only have 1 Brazen Mutation.

🛡️ Passive

BRASS FLESH: *Arrows and blades alike simply glance off the burnished, metallic skin of these warriors.*

Effect: Unmodified save rolls of 5+ for this unit cannot fail.

⚔️ Passive

BLADE-LIMBS: *Fashioned into living engines of destruction, these warriors have secondary limbs that end in razor-sharp blades.*

Effect: Each time this unit is picked to use the 'Eruption of Fury' ability, for each unmodified hit roll of 6 for the attacks made as part of that ability, inflict an additional 3 mortal damage on each enemy unit in combat with this unit instead of D3.

⚙️ Any Combat Phase

SCORPION TAILS: *With their powerful arachnoid stingers, these warriors inject deadly venom into the enemy.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect:

- Inflict D3 mortal damage on the target.
- If the target unit's starting size was 1, subtract 1 from wound rolls for its combat attacks for the rest of the turn.

PRAYER LORE

PROCLAMATIONS OF MURDER

⚙️ Your Hero Phase

3

STOKE THE FLAMES:

The priest calls for their followers to slay and be slain as they channel the ire of Khorne.

Declare: Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible friendly **BLADES OF KHORNE** unit wholly within 12" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn:

- When resolving the damage sequence for enemy units in combat with the target, your opponent cannot spend **rage dice** as part of the 'Fight Through the Pain' ability.
- If the target is destroyed, you gain 1 **rage dice**. If the chanting roll was 6+, you gain 2 **rage dice** instead.

KEYWORDS PRAYER, UNLIMITED

⚔️ Your Hero Phase

3

GIFT OF APOPLEXY:

The priest invokes a murderous rage in their enemies to which they must give vent... either against their foes or against each other.

Declare: Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: Until the start of your next turn, each time the target uses an ability that is not a **MOVE** or **FIGHT** ability, after that ability has been resolved, inflict D3 mortal damage on the target. If the chanting roll was 8+, inflict 3 mortal damage instead of D3.

KEYWORDS PRAYER

➡️ Your Hero Phase

4

FETTERS OF BLOOD:

Erupting from the ground by the enemy's feet, these chains ensnare those who would flee the wrath of Khorne.

Declare: Pick a friendly **BLADES OF KHORNE PRIEST** to chant this prayer, pick a visible enemy unit within 18" of them to be the target, then make a chanting roll of D6.

Effect: If the chanting roll was 8+, you can pick another eligible unit to be a second target. Until the start of your next turn:

- The targets cannot use **RETREAT** or **RUN** abilities.
- The targets cannot be removed from the battlefield by an ability that would allow them to be set up elsewhere on the battlefield or in reserve.

KEYWORDS PRAYER

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

BLOODLETTERS



It was through Aqshy's Clavis Rift that Khorne's daemonic legions first spilled into the Mortal Realms, and his hate-filled Bloodletters have been drowning the lands in gore ever since, slaking their irrepressible thirst for violence with the blood of the enemy.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Hellblade Blood-hungry, Crit (Mortal)	2	3+	3+	1	1

🚩 **Once Per Turn (Army), Reaction:** You or your opponent declared the 'Eruption of Fury' ability for a unit within 12" of this unit

DRAWN TO SLAUGHTER: As battle rages and pent-up wrath is explosively unleashed, more Bloodletters rip through the veil between worlds, keen to join the massacre.

Effect: Return 1 slain model to this unit. If your opponent declared that 'Eruption of Fury' ability and the unit using the ability is in combat with this unit, return 3 slain models to this unit instead.



KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10),
STANDARD BEARER (1/10), WARD (6+)
CHAOS, BLADES OF KHORNE, DAEMON

• SCOURGE OF AQSHY WARSCROLL •

BLOOD WARRIORS



Their battle fury stoked into an all-consuming inferno by Aqshy's fiery spirit, Blood Warriors lose themselves in the carnage of the battlefield. Wild-eyed and frenzied, they mutilate and slaughter any who stand in their way.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Goreweapons Blood-hungry, Crit (Auto-wound)	3	4+	3+	1	1

⚙ Passive

ONLY THE WORTHY: As the weakest are culled from the Blood Warriors' ranks, the survivors receive Khorne's dark blessings, granting them ever greater ferocity and strength.

Effect: The following cumulative effects apply depending on the number of models in this unit that are slain.

- 1+ Add 1 to charge rolls for this unit.
- 4+ Add 1 to hit rolls for this unit's combat attacks.
- 8+ Add 1 to wound rolls for this unit's combat attacks.
- 16+ Double the Attacks characteristic of this unit's melee weapons and this unit's combat attacks score critical hits on unmodified hit rolls of 5+.



KEYWORDS

INFANTRY, CHAMPION, STANDARD BEARER (1/10)
CHAOS, BLADES OF KHORNE, BLOODBOND