SPEARHEAD

BLADES OF KHORNE

BLOODBOUND GORE PILGRIMS

This Spearhead army consists of the following units:

GENERAL
- Slaughterpriest

UNITS
- 5 Blood Warriors
- 5 Blood Warriors
- 10 Bloodreavers
- 3 Mighty Skullcrushers



The Bloodbound are Khorne's sacred destroyers. These mortals have not only earned the War God's mark but also his favour, and they channel it through acts of harrowing close-quarters brutality. Khorne's warriors claim that his only true temple is the battlefield, his only prayers the screams of the dying, and his only libations the blood of the slain. Some, however, become especially ritualistic in their killing, believing that each life extinguished allows their god to project more of his essence into reality. These warbands are known as Gore Pilgrims and form honour guards for the raving warrior-priests of the Blood God.

Following the bellowed commands of their Slaughterpriest master, throngs of Bloodreavers charge forwards, heedless of their own lives – for Khorne demands only slaughter as a price for his boons. Blood Warriors drive the foe from their places of security, reconsecrating lands to their raging patron with each enemy they cut down. Amongst many Bloodbound hordes, packs of Mighty Skullcrushers are outsiders, realm-roaming warriors who join a tribe only for immediate carnage. Those who fight with the Gore Pilgrims, however, are the most rabid of true believers – a brass stampede that is first into the fray and the last ones standing when Khorne's holy work is done.

'BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!'

– Battle cry loosed from uncounted throats since time immemorial

BATTLE TRAITS

Passive

THE BLOOD TITHE: *Khorne's warriors receive divine rewards when blood is shed; whether the sacrifice is theirs or that of their foes matters not.*

Effect: Each time a unit is destroyed during the battle, you receive 1 **blood tithe point**.

Once Per Turn, Any Hero Phase

HEADS MUST ROLL: *A terrible hunger is awoken in the gore-slick weapons of the Bloodbound.*

Declare: Spend 3 **blood tithe points** and pick up to 3 friendly units.

Effect: Add 1 to the Rend characteristic of those units' melee weapons until the start of your next turn.

Once Per Turn, Any Hero Phase

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

Declare: Spend 1 **blood tithe point** and pick up to D3 friendly units.

Effect: Each of those units can move D6" (roll for each).



SPEARHEAD



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Turn, Start of Your Turn

FAVOURED OF KHORNE: *These blood-marked warriors are the victors of many battles and court the favour of their patron.*

Effect: Roll a dice. On a 2+, you receive 1 **blood tithe point**.

Passive

BLOOD-WOKEN RUNES: *Fell runes of resilience are carved into the armour of these warriors, needing only the touch of a foe's blood to be empowered.*

Effect: Friendly units have **WARD (5+)** if they have used a **FIGHT** ability in the same phase.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Your Hero Phase

RESANGUINATION: *The Slaughterpriest calls upon Khorne's favour to sear the wounds of an ally so that they can continue to shed the blood of the enemy.*

Declare: Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

Effect: On a 3+, **Heal (D3)** that unit.

Passive

THE CRIMSON PLATE: *This ancient armour bestows Khorne's protection upon its wearer, provided it is burnished daily with the blood of champions.*

Effect: Your general has **WARD (5+)**.

Any Combat Phase

HEADHUNTER: *Even Khorne's priests will seek out the worthiest of foes against which to test their martial prowess.*

Declare: Pick an enemy **HERO** in combat with your general.

Effect: Your general has **STRIKE-FIRST** this phase, but all attacks made by them this phase must target that enemy **HERO**.

Your Hero Phase

UNHOLY FLAMES: *The priest imbues the blades of their allies with daemonic fire, so that they may claim skulls with horrific ease.*

Declare: Pick a visible friendly unit wholly within 16" of your general, then make a chanting roll of D6.

Effect: On a 4+, add 1 to the Rend characteristic of that unit's melee weapons until the start of your next turn.



Slaughterpriests are the holiest of Khorne's mortal champions, possessed of a spiritual connection with the Lord of the Skull Throne. Where the priests of another deity might channel their essence through sorcery or simpering prayer, these brutal demagogues gain power through ritually drinking the blood of butchered foes and allies alike whilst bellowing their invectives to the raging skies. As well as being formidable warriors in their own right, a Slaughterpriest can command blood in the name of its rightful master – compelling it to boil within an enemy's veins before bursting forth in gruesome sanguinary sprays.

• SPEARHEAD WARSCROLL •

SLAUGHTERPRIEST

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Hackblade and Wrath-hammer	4	3+	3+	1	2	-

Your Hero Phase

BLOOD BOIL: *Spitting ritualistic words of wrath into the air, the Slaughterpriest turns the blood coursing through the veins of the enemy red-hot, burning them from the inside out.*

Declare: Pick a visible enemy unit within 16" of this unit to be the target, then make a chanting roll of D6.

Effect: On a 4+, inflict D3 mortal damage on the target.

Your Hero Phase

BLOOD SACRIFICE: *The Slaughterpriest answers their god's call for blood by sacrificing one of their own.*

Declare: Pick a friendly unit within this unit's combat range to be the target.

Effect: Roll a dice. On a 2+, inflict D3 mortal damage on the target and you gain 1 **blood tithe point**.



KEYWORDS HERO, PRIEST, INFANTRY

• SPEARHEAD WARSCROLL •

MIGHTY SKULLCRUSHERS

MOVE	SAVE	HEALTH	CONTROL
8"	2+	5	2

The ground shakes as the Mighty Skullcrushers ride into battle. These are the chosen mortal knights of Khorne, forming a stampede of cursed lances and hellforged metal that can shatter any shieldwall with the force of its charge. Each Skullcrusher has drawn the attention of a Juggernaut, goading it to burst from its prison within Khorne's domain and chase them down, before breaking the daemon through their brutality and force of will. Together, armoured champion and brass-skinned daemon are nigh impossible to slay.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Bloodglaive	3	3+	3+	1	1	Charge (+1 Damage)
Juggernaut's Brazen Hooves	2	4+	3+	1	D3	Companion

Your Charge Phase

BRASS STAMPEDE: *Nothing can stop the thunderous onset of Khorne's Juggernauts once they have scented the blood of the foe.*

Declare: If this unit charged this phase, pick an enemy unit within 1" of it to be the target, then roll a dice.

Effect: On a 2+, inflict 1 mortal damage on the target.



KEYWORDS CAVALRY



Blood Warriors are those who have drawn the War God's gaze through acts of great carnage. Each has undergone the dreaded Red Baptism – a grisly process in which their skin agonisingly scabs over with thick layers of blood, before hardening into formidable armour. Armed with cleaving blades and spiked gauntlets, the Blood Warriors revel in the battle-strength their divine favour affords. All know, however, that their wrathful god might rescind his boons as swiftly as he provided them. So do the Blood Warriors never rest in their murder-making, fighting even at the point of death to drag down one last enemy in the name of the Blood God.

• SPEARHEAD WARSCROLL •

BLOOD WARRIORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Goreaxe and Gorefist	3	4+	3+	1	1	-

Passive

NO RESPITE: *Dying as they lived, Blood Warriors devote even their final moments to killing.*

Effect: Each time a model in this unit is slain, you can pick an enemy unit in combat with this unit and roll a dice. On a 4+, inflict 1 mortal damage on that enemy unit.





KEYWORDS INFANTRY



Bloodreavers form the howling masses of the Bloodbound warhordes. Though rightly feared by their enemies for their murderous fury, they are themselves cursed. To earn a place amongst the Brazen One's armies, each has endured gruelling trials, the last of which is to consume the flesh of their own fallen. Such a monstrous desecration ensures there can be no turning back from the path of skulls. Bloodreavers congregate around the Slaughterpriests in frothing packs, fighting beyond sanity and surging back to their feet when struck down in battle rather than disgracing themselves before the prophets of their deity.

• SPEARHEAD WARSCROLL •

BLOODREAVERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Reaver Blades	2	4+	3+	-	1	-

End of Any Turn

FRENZIED DEVOTION: *When fighting in the presence of their leaders, these warriors fight until the bitter end.*

Effect: If this unit is within 8" of your general, you can return D3 slain models to this unit.



KEYWORDS Infantry, Reinforcements