

Bloody Exemplar



Instant – Blood Tithe Reward



Spend 1 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Select a KHORNE HERO from your army that has a command ability on their warscroll and immediately use that command ability. If this model is your general, they can use another command ability as normal.

Spelleater Curse



Instant – Blood Tithe Reward



Spend 2 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Choose this reward immediately after a WIZARD has cast a spell anywhere on the battlefield; it is automatically unbound. You may not choose this reward after having attempted to unbind the spell.

Murderlust



Instant – Blood Tithe Reward



Spend 3 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Select a KHORNE unit from your army; that unit can either move as if it were the movement phase or charge as if it were the charge phase.

Crimson Rain



Instant – Blood Tithe Reward



Spend 4 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Roll a D3; all KHORNE models on the battlefield immediately heal that many wounds.

Apoplectic Frenzy



Instant – Blood Tithe Reward



Spend 5 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Select a KHORNE unit from your army; that unit can immediately pile in and attack as if it were the combat phase.

Brass Skull Meteor



Instant – Blood Tithe Reward



Spend 6 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Pick a single unit anywhere on the battlefield; that unit immediately suffers D3 mortal wounds. In addition, roll a dice for each unit within 8" of the unit you picked; on a roll of 4 or more, the unit being rolled for suffers a mortal wound.

Relentless Fury



Instant – Blood Tithe Reward



Spend 7 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Until your next hero phase, each time a KHORNE model in your army is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it. Use the lowest line on the damage table if it has one on its warscroll when resolving this attack.

Blood Pact



Instant – Blood Tithe Reward



Spend 8 Blood Tithe points to pick this reward at any point in either player's hero phase. When these Blood Tithe points are expended any remaining points are lost.

Set up a new KHORNE DAEMON unit anywhere on the battlefield that is more than 9" from any enemy models. This unit cannot move in the following movement phase.

Arch-slaughterer

1



Enchantment – Command Trait Bloodbound

There are those amongst the ranks of the Bloodbound who risk their very soul in pursuit of unnatural blessings to enhance their already terrifying martial prowess.

You generate one additional Blood Tithe point each time your general slays an enemy HERO or MONSTER.

Unrivalled Battlelust

2



Enchantment – Command Trait Bloodbound

Enraged at this affront to his unrivalled might, Khorne sends forth his greatest champions to capture the skulls of these would-be heroes.

If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.

Slaughterborn

3



Enchantment – Command Trait Bloodbound

The Slaughterborn will carve a bloody path through their enemies by butchering all those that stand before him.

You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.

Mark of the Cannibal

4



Enchantment – Command Trait Bloodbound

This mark shows the champion hails from the Bloodreaver tribes, cannibalistic butchers who feast on slaughtered victims.

If your general slays one or more enemy models in the combat phase, they heal 1 wound at the end of the phase.

Bloodsworn

5



Enchantment – Command Trait Bloodbound

It is the sworn task of the Bloodsworn to claim worthy skulls for Khorne, and it is a duty they go about with savage determination.

KHORNE MORTAL units from your army within 8" of your general can use your general's Bravery characteristic in place of their own when making battleshock tests.

Disciple of Khorne

6



Enchantment – Command Trait Bloodbound

Enraged at this affront to his unrivalled might, Khorne sends forth his greatest champions to capture the skulls of these would-be heroes.

Add 1 to the Attacks characteristic of all melee weapons wielded by your general (but not any weapons used by their mount if they have one).

Arch-slaughterer

1



Enchantment – Command Trait Daemon

The daemons butcher their enemies to the very last, for mercy is anathema to the lord of slaughter and therefore to his savage children also.

You generate one additional Blood Tite point each time your general slays an enemy HERO or MONSTER.

Unrivalled Battlelust

2



Enchantment – Command Trait Daemon

Enraged at this affront to his unrivalled might, Khorne sends forth his greatest champions to capture the skulls of these would-be heroes.

If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.

Slaughterborn

3



Enchantment – Command Trait Daemon

The Slaughterborn will carve a bloody path through their enemies by butchering all those that stand before him.

You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.

Immense Power

4



Enchantment – Command Trait Daemon

These horrific daemons are beings of unfathomable power, capable of sundering armies single-handedly.

Add 1 to the Damage characteristic of all melee weapons wielded by your general (but not any weapons used by their mount if they have one).

Aspect of Death

5



Enchantment – Command Trait Daemon

The daemon is blessed by horrific mutations, their bodies warped into savage shapes pleasing to the Blood God, their minds twisted and clouded by a terrible longing for the skulls of his foes.

Each time an enemy unit within 8" of your general fails a battleshock test, one additional model flees from the unit.

Devastating Blow

6



Enchantment – Command Trait Daemon

Charging forwards with horrific momentum to shatter entire formations with a single slice of its weapon the daemon causes unparalleled devastation.

Any wound rolls of 6 for attacks made by your general in the combat phase inflict a number of mortal wounds equal to the weapon's Damage characteristic instead of being resolved normally.

Arch-slaughterer

1



Enchantment — Command Trait Mortal

The champion of slaughter has taken the first steps on a dark path that will lead either to ascension or damnation.

You generate one additional Blood Tithe point each time your general slays an enemy HERO or MONSTER.

Unrivalled Battlelust

2



Enchantment — Command Trait Mortal

As the champion charges into battle, his only thought is to reap the skulls of their enemies as offerings for Khorne.

If your general is within 12" of an enemy unit (but not within 3" of an enemy unit) at the end of any of your opponent's charge phases, you can immediately attempt a charge move with your general.

Slaughterborn

3



Enchantment — Command Trait Mortal

The Slaughterborn will carve a bloody path through their enemies by butchering all those that stand before him.

You can re-roll all of your general's failed hit rolls when making attacks in the combat phase.

Hungry for Glory

4



Enchantment — Command Trait Mortal

For the glory of their god, they spill the blood of all who stand before them and reap mountains of skulls for the Skull Throne.

You can re-roll all hit and wound rolls of 1 for your general when attacking enemy HEROES or MONSTERS.

Berzeker Lord

5



Enchantment — Command Trait Mortal

Hulking brute bedecked in brass and iron, the champion is a savage berserker warrior who has abandoned his humanity in search of Khorne's favour.

Roll a dice each time your general suffers an unsaved wound or mortal wound in the combat phase; on a roll of 5 or 6, the wound or mortal wound is ignored.

Violent Urgency

6



Enchantment — Command Trait Mortal

Driven by Khorne's murderous will, his followers charge forwards to slaughter. With the champion leading them to battle, his warriors urgently seek to commit acts of brutality.

You can re-roll failed charge rolls for your general and any KHORNE units from your army that are within 8" of him at the start of the charge phase.

Inspiring Presence

6



Enchantment — Command Ability

Khorne's mortal followers and his legions of daemons carve gruesome paths across the Mortal Realms. For the glory of their god, they spill the blood of all who stand before them and reap mountains of skulls for the Skull Throne.

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.

Heart Seeker

1



Artifact – Murderous Artefacts

Drawn by the pulsating heartbeat of its next victim, the daemon caged within this weapon guides the hand of its wielder to murder.

Pick one of this HERO's melee weapons to be a Heart Seeker. You can re-roll failed wound rolls with this weapon.

Collar of Khorne

2



Artifact – Murderous Artefacts

Infused with the blood of eight slain wizards, this brutal carcanet wards its wearer from the corrupting influence of magic.

The bearer can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Blood Drinker

3



Artifact – Murderous Artefacts

When this blade is dry it tears at the souls of its bearer, but when drenched in blood it fills them with unholy vigour.

Pick one of this HERO's melee weapons to be a Blood Drinker. At the end of any combat phase in which the bearer inflicts any unsaved wounds or mortal wounds with this weapon, they immediately heal one wound lost earlier in the battle.

Gorecleaver

4



Artifact – Murderous Artefacts

The taste of flesh causes the ever-hungry entity in this blade to lash out, tearing through armour and skin to feed.

Pick one of this HERO's melee weapons to be a Gorecleaver. Attacks from Gorecleaver inflict an additional -1 Rend. In addition, any wound rolls of 6 made with this weapon inflict a number of mortal wounds equal to the weapon's Damage characteristic instead of being resolved normally.

The Crimson Plate

5



Artifact – Murderous Artefacts

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

You can re-roll save rolls of 1 for the bearer.

Blood Rune

6



Artifact – Murderous Artefacts

When this flesh-carved sigil glows red with hellfire, Khorne is pleased with the offerings of worthy blood made by the bearer.

You generate one additional Blood Tithe point each time the bearer of a Blood Rune slays an enemy HERO.

Banner of Rage

1



Artifact — Banners of Khorne

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

You can re-roll hit rolls of 1 in the combat phase for any KHORNE models from your army that are within 8" of the bearer. If an affected model already has the ability to do this, you can re-roll all failed hit rolls for that model instead.

Banner of Wrath

2



Artifact — Banners of Khorne

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

In each of your hero phases, roll a dice for each enemy unit within 8" of the bearer. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

Banner of Blood

3



Artifact — Banners of Khorne

The blood-scent of this banner drives the followers of Khorne into a frenzy.

You can re-roll failed charge rolls for any KHORNE units from your army that are within 8" of the bearer at the start of the charge phase.

The Skull-helm of Khorne

1



Artifact – Trophies of War

Those who behold this grim visage are filled with fear of the Blood God.

Your opponent must add 1 to the result of any battleshock tests they take for units that are within 8" of the bearer.

The Blood-forged Armour

2



Artifact – Trophies of War

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

When you make save rolls for the bearer, ignore the enemy's Rend characteristic unless it is -2 or better.

The Brazen Rune

3



Artifact – Trophies of War

Etched into flesh, this rune is the armour of Khorne's faithful.

Roll a dice each time the bearer suffers any unsaved wounds or mortal wounds as the result of a spell; on a roll of 2 or more, the wound or mortal wound being rolled for is ignored. Once per game, you can choose to expend the rune's power to automatically unbind one enemy spell, after which the Brazen Rune will no longer have any effect.

The Blade of Endless Bloodshed

4



Artifact – Trophies of War

Wounds from this weapon gape open so that ever more blood may flow.

Pick one of this HERO's melee weapons to be a Blade of Endless Bloodshed. At the end of any combat phase in which the bearer slew one or more enemy models with this weapon, you generate one Blood Tith point in addition to any others you generated during that phase.

Mark of the Destroyer

5



Artifact – Trophies of War

Those emblazoned with this mark fear nothing, save for the Blood God's wrath.

Double the Attacks characteristics of the bearer's Melee weapons (but not their mount's). However should the bearer make any attacks in the combat phase but fail to slay any enemy models, the bearer is immediately slain; remove the model from play and replace it with a CHAOS SPAWN under your control. Set up this model as near as possible to the model you removed. It cannot make attacks this turn.

Talisman of Burning Blood

6



Artifact – Trophies of War

Like an iron poker, this amulet stokes the fire of rage in its wearer.

Add 1 to any run rolls you make for the bearer and any KHORNE units from your army that are within 8" of them at the start of the movement phase. In addition, add 1 to any charge rolls you make for the bearer and any KHORNE units from your army that are within 8" of them at the start of the charge phase.

A'rgath, the King of Blades

1



Artifact — Daemonic Weapons

This daemonic blade hungers for the flesh of champions.

Pick one of this HERO's melee weapons to be A'rgath, the King of Blades. This weapon always hits enemy HERO models on a roll of 2 or more.

Deathdealer

2



Artifact — Daemonic Weapons

Like a reaper's scythe, this blade severs the life force of its victims.

Pick one of this HERO's melee weapons to be a Deathdealer. Add 1 to the Damage characteristic of this weapon.

Khartothe the Bloodhunger

3



Artifact — Daemonic Weapons

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

Pick one of this HERO's melee weapons to be Khartothe the Bloodhunger. Each time an enemy HERO or MONSTER suffers any unsaved wounds or mortal wounds from this weapon it is locked in time and cannot attack until all other units have made their attacks in that phase.

Hellfire Blade

4



Artifact — Daemonic Weapons

Forged from magma, this volcanic blade burns through flesh with ease.

Pick one of the bearer's melee weapons to be the Hellfire Blade. Wound rolls of a 6 with this weapon cause a mortal wound in addition to their normal damage.

Harvester of Skulls

5



Artifact — Daemonic Weapons

Whether willed by its bearer or not, this weapon seeks skulls for Khorne.

Pick one of this HERO's melee weapons to be a Harvester of Skulls. Add 1 to the Attacks characteristic of this weapon.

Behemoth's Bane

6



Artifact — Daemonic Weapons

This weapon was crafted by the Bloodlords to claim the largest skulls for lord Khorne.

Pick one of this HERO's melee weapons to be a Behemoth's Bane. You can re-roll any failed wound rolls and choose to re-roll any Damage rolls when attacking enemy MONSTERS with this weapon.

The Crimson Crown

1



Artifact – Daemonic Adornments

With every slaughtered civilization, this crown grows a new bloody spike.

When making attacks with the bearer and any KHORNE DAEMON models from your army that are within 8" of them in the combat phase, you can make one additional attack with that model for each hit roll of 6 you make. Any bonus attacks made in this manner must use the same weapon that generated them, but cannot themselves generate additional attacks.

Armour of Scorn

2



Artifact – Daemonic Adornments

Charged with daemonic spite, this armour turns aside blows from lesser warriors.

Each time the bearer suffers a wound or mortal wound, roll a dice; on a roll of 6, the wound or mortal wound is ignored. Add 1 to this roll if the wound or mortal wound was suffered as a result of a spell.

Mark of the Bloodreaper

3



Artifact – Daemonic Adornments

Khorne's baleful gaze never wanders from the bearer of this brutal rune.

Each time the bearer of a Mark of the Bloodreaper inflicts 8 or more unsaved wounds or mortal wounds in a single combat phase, you generate one Blood Tithe point in addition to any others you generated during that phase.

Collar of Khorne

4



Artifact – Daemonic Adornments

Possessed of a sliver of Khorne's contempt, this brass collar devours magic.

The bearer can attempt to unbind one spell in each enemy hero phase in the same manner as a wizard.

Crimson Soulstone

5



Artifact – Daemonic Adornments

Stored within are souls harvested for Khorne and gifted to his champions.

The bearer immediately heals D3 wounds lost earlier in the battle each time they slay an enemy HERO in the combat phase.

Mark of the Slayer

6



Artifact – Daemonic Adornments

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

You can re-roll hit rolls of 1 in the combat phase for the bearer and all KHORNE units within 8" of them at the start of the combat phase. If the bearer charged earlier in the turn, you can also re-roll wound rolls of 1 in the combat phase for the bearer and all KHORNE units within 8" of them at the start of the combat phase.

Bronzed Flesh

1

**Enchantment — Blood Blessing**

With searing heat, the skin of Khorne's devotees blisters and hardens to become like the hide of a Juggernaut.

If this prayer is successful, pick either the PRIEST or a KHORNE unit from your army that is within 16" of the PRIEST and which is visible to them. You can add 1 to the save rolls of the unit you picked until the start of your next hero phase.

Blood Sacrifice

2

**Enchantment — Blood Blessing**

Prayers to Khorne are always answered with calls for blood, and he cares not from whence the blood flows.

If this prayer is successful, pick either the PRIEST or a KHORNE unit from your army that is within 3" of the PRIEST. The unit you picked immediately suffers D3 mortal wounds, but you gain 1 Blood Tithe point.

Resanguination

3

**Enchantment — Blood Blessing**

Priests know that a man killed will bleed for a moment; a man who keeps killing will shed blood for a lifetime.

If this prayer is successful, pick either the PRIEST or a KHORNE HERO from your army that is within 16" of the PRIEST and which is visible to them. The model you picked immediately heals D3 wounds lost earlier in the battle.

Brazen Fury

4

**Enchantment — Blood Blessing**

As blood pumps with daemonic fury, Khorne's rage fills the mind and washes away all thoughts and fears.

If this prayer is successful, pick a KHORNE unit from your army that is within 16" of the PRIEST and which is visible to them. The unit that you picked does not have to take battleshock tests until your next hero phase.

Killing Frenzy

5

**Enchantment — Blood Blessing**

Flooded with visions of glory and bloodshed, warriors hack and hew with brutal fervour.

If this prayer is successful, pick either the PRIEST or a KHORNE unit from your army that is within 16" of the PRIEST and which is visible to them. Add 1 to the hit rolls of the unit you picked until your next hero phase.

Magebane Hex

6

**Enchantment — Blood Blessing**

The anger of the Blood God pours out of the priest, clotting the flows of magic on the battlefield.

If this prayer is successful, then until your next hero phase, this PRIEST can attempt to unbind one additional spell in each enemy hero phase in the same manner as a wizard.

Blood Bind**Enchantment — Bloodfuelled Prayers**

The Slaughterpriest fires the blood in his target's 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.

Blood Boil**Enchantment — Bloodfuelled Prayers**

These foul priests direct their comrades into battle according to visions sent by Khorne himself and boil their enemies' blood in their veins.

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.