

The cover art depicts a massive, dark red and black demon-like creature with multiple horns and wings, standing amidst a chaotic battle scene. The creature is the central focus, with its body covered in spikes and armor. The background is filled with the silhouettes of many smaller figures in combat, creating a sense of a large-scale war. The lighting is dramatic, with bright orange and yellow highlights from fire or battle effects, contrasting with the dark, shadowy areas of the creature and the battlefield.

**WARHAMMER**  
AGE OF SIGMAR

**SPEARHEAD**

BLADES OF KHORNE

**CHARNEL HOST**



# WARHAMMER AGE OF SIGMAR

## SPEARHEAD

Thank you for downloading the Blades of Khorne – Charnel Host!

### WHAT IS THIS?

This is a fan-made Spearhead Army for Blades of Khorne, focused on unleashing the wrath of the Blood God's daemons.

Sometimes, the urge to create strikes, and this project was born from of my desire to bring my bloodthirsty daemons to the Spearhead battlefield. Please note this is a work in progress and will likely evolve during playtesting.

If you have any questions, suggestions, or corrections, feel free to email me at [bignob@weirdnobz.com](mailto:bignob@weirdnobz.com). You can also find additional game aids on our website at [www.weirdnobz.com/game-aids](http://www.weirdnobz.com/game-aids)

-V (aka "The Harrower")

### CHANGE LOG

#### Version 1.0

- Replaced the Blood Call ability on the Bloodmaster with Resanguination.
- Replaced the Locus of Fury ability on the Bloodletters with The Thinning Veil.
- Removed the **REINFORCEMENTS** keyword from the Bloodletters.
- Changed the Brass Skulls regiment ability.

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# BLADES OF KHORNE

## CHARNEL HOST

This Spearhead Army consists of the following units:

### GENERAL

- ◆ Bloodmaster

### UNITS

- ◆ 5 Bloodletters
- ◆ 5 Bloodletters
- ◆ 1 Skullcannon
- ◆ 3 Bloodcrushers

Like blood gushing from a severed artery, the daemon legions of Khorne pour into reality to take battle to the defenders of the Mortal Realms. When Khorne's Blood Legions are unleashed upon their enemies, they fight with the relentless fury of their god-sire. They bathe in the sprays of warm blood that erupt with each slash of their claws and blades, and then wrench the skulls of their still living victims from their spines.

The daemons of the Blood God have no compassion or mercy in their black hearts, being more akin to living meat-cleavers than mortals. A single blow might fell their foe, but they will continue their rampage regardless, shattering shields, hacking at flesh, and tearing and ripping in their haste to spill blood and reach more of the enemy. Such is the daemons' devotion that to simply kill is not enough: they must reduce their opponents to piles of rent flesh. To fight against such creatures is to see your comrades eviscerated and decapitated, their severed heads lifted so that all might see their final horror and ultimate defeat.

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*'THE BLOOD MUST ALWAYS FLOW.  
AND SO IT SHALL, IN ENDLESS MEASURE.'*

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Bloodcrushers painted by the extremely talented Garfy from Tale of Painters. View the showcase article on Tale of Painters [here](#).



## BATTLE TRAITS

### ☉ Passive

#### THE BLOOD TITHE

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

### ➤ Once Per Turn, Any Hero Phase

#### MURDERLUST

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

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

### ✂ Once Per Turn, Any Hero Phase

#### RELENTLESS FURY

**Declare:** Spend 3 **blood tithe points** and pick 1 friendly unit.

**Effect:** That unit has **STRIKE-FIRST** this phase.



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

### ✂ Start of the first battle round

#### BLOOD HUNT

**Declare:** Pick an enemy unit on the battlefield.

**Effect:** Add 1 to the hit rolls for combat attacks that target that unit.

### ✂ Passive

#### BRASS SKULLS

**Effect:** Your Skullcannon's **Burning Skulls** have **Crit (Auto-wound)**.

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

### 🛡 Your Hero Phase

#### BRONZED FLESH

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

**Effect:** On a 3+, add 1 to ward rolls for that unit until the start of your next turn.

### ✂ Your Hero Phase

#### KILLING FRENZY

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

**Effect:** On a 4+, combat attacks made by that unit score critical hits on unmodified hit rolls of 5+ until the start of your next turn.

### 🛡 Passive

#### CRIMSON SOULSTONE

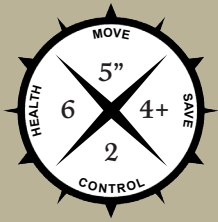
**Effect:** Each time your general uses a **FIGHT** ability, after all of their attacks have been resolved, **Heal (X)** your general where **X** is the number of damage points allocated by those attacks.

### ✂ Passive

#### HELLFIRE BLADE

**Effect:** Add 1 to the rend characteristic of your general's **Blade of Blood**.





## BLOODMASTER

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Blade of Blood	5	3+	3+	1	2	Anti-infantry (+1 Rend), Crit (Mortal)

### ● YOUR HERO PHASE

#### BRAZEN FURY

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

**Effect:** On a 3+, add that number to the target unit's control score until the start of your next turn.

### 🚩 YOUR HERO PHASE

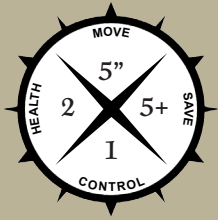
#### RESANGUINATION

**Declare:** Pick a friendly unit wholly within 16" of this unit to be the target, then making a chanting roll of D6.

**Effect:** On a 3+, **Heal (D3)** the target.

### KEYWORDS

HERO, PRIEST, INFANTRY, WARD (6+)



## 2 X 5 BLOODLETTERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Hellblade	2	3+	3+	1	1	Crit (Mortal)

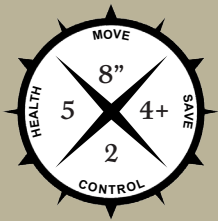
### 🚩 END OF ANY TURN

#### THE THINNING VEIL

**Effect:** If this unit is in combat, make a **daemonic resurgence** roll of D6. On a 3+, return 1 slain model to this unit.

### KEYWORDS

INFANTRY, WARD (6+)



## 3 BLOODCRUSHERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloodcrusher Hellblade	2	3+	3+	1	1	Anti-infantry (+1 Rend), Crit (Mortal)
Juggernauts Brazen Hooves	2	4+	3+	1	D3	Companion

### ⚔️ YOUR CHARGE PHASE

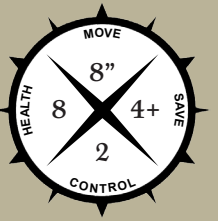
#### SLAUGHTEROUS CHARGE

**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, WARD (6+)



## SKULL CANNON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Burning Skulls	15"	4	4+	3+	1	D3	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Hellblades	4	3+	3+	1	1	Crit (Mortal)	
Gnashing Maw	1	4+	3+	1	D3	Companion	

### ⚔️ PASSIVE

#### GRIND THEIR BONES, SEIZE THEIR SKULLS

**Effect:** If any enemy models are slain by a **FIGHT** ability used by this unit, after that **FIGHT** ability has been resolved, this unit can immediately use a **SHOOT** ability as if it were your shooting phase.

### ● PASSIVE

#### GRUESOME BOMBARDMENT

**Effect:** If any damage points are allocated to an enemy unit by a **SHOOT** ability used by this unit, subtract 3 from that enemy unit's control score for the rest of the turn.

### KEYWORDS

WARMACHINE, WARD (6+)