

INTRODUCTION

From the Realm of Chaos come the daemonic servants of the Dark Gods, nightmarish entities whose eternal wars span the breadth of existence. With this book, you can recreate the brutal and bloody clashes fought between the forces of Khorne and Slaanesh as their rivalry spills violently into the Mortal Realms.

This book contains all of the rules you need to field the Citadel Miniatures included in *Wrath and Rapture* on the battlefields of the Mortal Realms in games of Warhammer Age of Sigmar. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to Khorne and Slaanesh armies. The rules for using allegiance abilities can be found in the Warhammer Age of Sigmar core rules.

KHORNE ALLEGIANCE ABILITIES

The battle traits that can be used by a Khorne army (pg 4). Additional allegiance abilities for a Khorne army, including command traits and artefacts of power, can be found in *Battletome: Blades of Khorne*.

SLAANESH ALLEGIANCE ABILITIES

The battle traits that can be used by a Slaanesh army (pg 6). Additional allegiance abilities for a Slaanesh army, including command traits and artefacts of power, can be found in the *General's Handbook 2018*.

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with the models in this box. The warscrolls are divided into warscrolls for battalions and warscrolls for units.

WARSCROLL BATTALIONS

These are formations made up of several units that combine their strengths to gain powerful new abilities (pg 8).

WARSCROLLS

The rules for using a unit, along with its characteristics and abilities, are detailed on its warscroll (pg 10-17). A warscroll for each unit in *Wrath and Rapture* is included here.

BATTLEPLANS

This section includes a three new narrative battleplans that can be played with the models in this box.

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and warscroll battalions in this book (pg 24).





Beneath skies of roiling fire, amidst hunched masses of twisted rock and bone, the daemonic warbands of Khorne and Slaanesh crash together in furious battle.



ALLEGIANCE ABILITIES

KHORNE

A Khorne army is a terrifying sight, a horde of frenzied killers foaming at the mouth in their blood-mad battlelust. This section describes the battle traits that a Khorne army possesses.

BATTLE TRAITS

Blood for the Blood God!: *As Khorne's warriors shed blood they draw their infernal master's burning gaze; whether the sacrifice is theirs or their foes' matters not.*

A Khorne army generates Blood Tithe points during the course of each battle. A Blood Tithe point is generated each time a unit belonging to either player is wiped out – Khorne cares not from whence the

blood flows! The maximum number of Blood Tithe points an army can have at any one time is 8; any additional points generated are lost.

Unless stated otherwise in the rule for a reward, Blood Tithe points can be expended at the start of either player's hero phase, but only once per phase. To do so, pick one reward on the Blood Tithe table that has a value equal to or less than your current number of Blood Tithe

points and immediately resolve its effects. In addition, Blood Tithe points can be expended at the end of your movement phase to summon units to the battlefield (see right).

When one or more Blood Tithe points are expended, any remaining points are lost, though more points can be generated later in the game as normal.

BLOOD TITHE TABLE

Points
Expended Reward

- | | | | |
|---|--|---|---|
| 1 | Bloody Exemplar: You receive 1 command point that can only be spent on a command ability that is used by a friendly KHORNE HERO . | | |
| 2 | Spelleater Curse: Choose this reward immediately after an enemy 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. | | |
| 3 | Murderlust: Select a friendly KHORNE unit; that unit can make a normal move. If it is within 12" of an enemy model it can attempt to make a charge move instead. | | |
| 4 | Crimson Rain: Roll a D3. Heal a number of wounds allocated to each friendly KHORNE model on the battlefield equal to the roll. | | |
| 5 | Apoplectic Frenzy: Pick a friendly KHORNE unit that is on the battlefield. Make a pile-in move with that unit, and | | |
| | | 6 | Brass Skull Meteor: Pick an enemy unit anywhere on the battlefield. That unit suffers D3 mortal wounds. In addition, roll a dice for each unit within 8" of that unit; on a 4+, the unit being rolled for suffers 1 mortal wound. |
| | | 7 | Relentless Fury: Until your next hero phase, each time a friendly KHORNE model is slain in the combat phase, you can make a pile-in move with that model and then attack with all of the melee weapons it is armed with before you remove it. |
| | | 8 | Blood Pact: Pick a KHORNE DAEMON unit from the summoning list opposite and add it to your army. Set up the unit anywhere on the battlefield more than 9" from any enemy units. It cannot move in the following movement phase. |

Summon Daemons of Khorne: *As the blood of battle flows and the skulls of enemies are taken in tribute, the daemons of Khorne go forth into the Mortal Realms in a tide of slaughter, ferocity and seething rage.*

You can summon units of **KHORNE DAEMONS** to the battlefield by expending Blood Tithe points instead of choosing a reward from the Blood Tithe table.

If you have 2 or more Blood Tithe points at the end of your movement phase, you can summon one or more units from the list to the right onto the battlefield, and add them to your army. Each unit you summon costs a number of Blood Tithe points, as shown on the list, and you can only summon a unit if you have enough Blood Tithe points to pay its cost. If you summon any units in this manner, your Blood Tithe points total is reset to zero immediately after the last unit has been set up (you cannot save any Blood Tithe points you did not use).

Summoned units must be set up wholly within 12" of a friendly **KHORNE HERO** and more than 9" from any enemy units.

The following units can be summoned to your army:

UNIT	COST
1 Wrath of Khorne Bloodthirster	8
1 Bloodthirster of Insensate Rage	8
1 Bloodthirster of Unfettered Fury	8
20 Bloodletters	7
15 Bloodletters	6
10 Flesh Hounds	6
3 Bloodcrushers	5
1 Skull Cannon	5
10 Bloodletters	4
1 Blood Throne	4
5 Flesh Hounds	3
1 Skullmaster, Herald of Khorne	3
5 Bloodletters	2
1 Bloodmaster, Herald of Khorne	2



ALLEGIANCE ABILITIES

SLAANESH

A Slaanesh army is terrifying and alluring in equal measure, and the excesses of its warriors know no bounds. This section describes the battle traits that a Slaanesh army possesses.

BATTLE TRAITS

The Hosts: *The disappearance of Slaanesh has divided his followers into several factions, each with their own goals and methods of fighting.*

After set-up is complete, but before the battle begins, choose one of the following hosts for the army to belong to. The rules for that host apply to all friendly **SLAANESH** units for the duration of the battle.

Pretenders: The general of a Pretenders host has two different command traits rather than only one. If you randomly generate the traits, roll again if the second result is the same as the first. In addition, you can re-roll hit rolls of 1 for attacks made with melee and missile weapons used by friendly Pretenders units that have ten or more models when they are selected to shoot or fight.

Seekers: Add 1" to the Move characteristic and charge moves of all models in a Seekers host. Add 2" instead if the model's original Move characteristic is 10" or more. In addition, units in the host that are within 12" of the enemy in the charge phase must attempt to charge if able to do so, and the first model from the unit that is moved must finish the charge move within $\frac{1}{2}$ " of an enemy model if its charge move is high enough for it to do so.

Invaders: An Invaders host can have up to three generals rather than only one. Only one of the generals (your choice) can have a command trait, but all three are considered to be a general when you use a command ability. However, the generals cannot use a command trait or be chosen as the model from which a command ability is measured while they are within 12" of any of the other generals – they are too busy hurling insults at their rival.

Feed on Depravity: *Through the indulgence of forbidden violence and excess, the walls of reality can be weakened and made thin enough to draw forth Slaaneshi daemons from the Realm of Chaos.*

You can summon units of **SLAANESH DAEMONS** to the battlefield if you collect enough Depravity Points. Each time a friendly **SLAANESH HERO** inflicts a wound on an enemy model but that model is not slain by that wound you receive 1 Depravity Point. In addition, every time a wound is inflicted on a friendly **SLAANESH HERO** but that model is not slain by that wound you receive 1 Depravity Point.

For example, in the combat phase a Keeper of Secrets inflicts 10 damage upon a unit of 5 Stormcast Liberators. As the Liberators each have a Wounds characteristic of 2, the first wound allocated to each Liberator in turn generates a Depravity Point. The second wound allocated to each Liberator in turn does not generate a Depravity Point as the model is slain, so the Slaanesh player generates 5 Depravity Points in total.

If you have 6 or more Depravity Points at the end of your movement phase, you can summon one or more units from the list below to the battlefield, and add them to your army. Each unit you summon costs a number of Depravity Points, as shown on the list, and you can only summon a unit if you have enough Depravity Points to pay its cost.

Summoned units must be set up wholly within 12" of a friendly **SLAANESH HERO** and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of Depravity Points you have immediately after it has been set up.

UNIT	COST
1 Keeper of Secrets	24
3 Seeker Chariots	24
20 Daemonettes	18
1 Herald of Slaanesh on Exalted Seeker Chariot	18
3 Fiends	18
10 Daemonettes	12
1 Exalted Seeker Chariot	12
1 Hellflayer of Slaanesh	12
1 Herald of Slaanesh on Seeker Chariot	12
1 Seeker Chariot	12
5 Seekers	12
5 Daemonettes	6
1 Infernal Enraptureess	6
1 Herald of Slaanesh	6





WARSCROLLS

This section includes warscrolls and warscroll battalions for the Citadel Miniatures included in *Wrath and Rapture*. Updated December 2018; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION THE BOUNDLESS HUNT



Led by the mighty Karanak, the Boundless Hunt surges across time and space, drawn ever onward by the scent of their prey. They are roused to chase down those who have stolen from Khorne, and in their fury they tear their way through the fabric of reality itself, passing from realm to realm in pursuit of their quarry.

ORGANISATION

The Boundless Hunt consists of the following units:

- Karanak
- 1 unit of Bloodletters
- 1 unit of Bloodcrushers
- 1 unit of Flesh Hounds

ABILITIES

Unstoppable Hunters: *The Boundless Hunt are able to create a temporary Realmgate through which they can travel to reach their quarry.*

Once per battle, at the start of your hero phase, you can remove **KARANAK** and one or more units from this battalion wholly within 12" of **KARANAK** from the battlefield, and then set them up again within 12" of **KARANAK**'s quarry (see page 10) and more than 9" from any enemy units. Units that are set up in this way cannot move in the subsequent movement phase.

WARSCROLL BATTALION

THE CHOIR OF TORMENTS



With an Infernal Enrapture as their sadistic conductor, the Choir of Torments uses guile and misdirection to draw out battles and prolong their foes' suffering. Their favoured tactic is to abscond with treasures of immeasurable worth, drawing their enemies into endless and all-consuming pursuits.

ORGANISATION

The Choir of Torments consists of the following units:

- 1 Infernal Enrapture
- 1 unit of Daemonettes
- 1 unit of Fiends
- 1 unit of Seekers

The Choir of Torments are from one of the Pretenders hosts of Slaanesh. If they are part of a Slaanesh army, that army must use the Pretenders battle trait.

ABILITIES

Fanatical Guardians: *The Choir of Torments fight with crazed devotion in order to protect that which they steal.*

Add 1 to the Attacks characteristic of melee weapons used by units from this battalion while the unit is wholly within 12" of the **INFERNAL ENRAPTURE** from the same battalion.





• WARSCROLL •

KARANAK



Greatest of the Flesh Hounds, Karanak is the three-headed guard-beast that prowls the throne room of Khorne. Ever watchful, ever hungry, he is the physical manifestation of the Blood God's wrathful vengeance.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gore-slick Claws	1"	4	3+	4+	-	1
Three Savage Maws	1"	6	4+	3+	-1	D3

DESCRIPTION

Karanak is a named character that is a single model. He attacks with his Gore-slick Claws and Three Savage Maws.

ABILITIES

Brass Collar of Bloody Vengeance: *Karanak's collar turns a spell's energy onto the caster.*

Karanak can attempt to unbind one spell in each enemy hero phase in the same manner as a **WIZARD**. If he successfully unbinds a spell, the caster suffers D3 mortal wounds.

Prey of the Blood God: *Karanak is Khorne's chosen hunter, unleashed to search out those who have offered insult to his colossal pride.*

At the start of the first battle round, you can pick one enemy **HERO** to be Karanak's quarry. You can re-roll failed hit and wound rolls for attacks made by **KARANAK** that target the quarry.

Unflagging Hunter: *Karanak bounds towards the foe, hungry for the taste of living flesh.*

You can re-roll charge rolls for this model.

Call of the Hunt: *When Karanak finds his prey other Flesh Hounds appear beside him, drawn to the battlefield by the glory of the hunt.*

Once per battle, at the end of your movement phase, if **KARANAK** is within 8" of his quarry you can summon 1 unit of 5 Flesh Hounds to the battlefield and add it to your army. The summoned unit must be set up wholly within 12" of **KARANAK** and more than 9" from any enemy units.

KEYWORDS CHAOS, DAEMON, FLESH HOUND, KHORNE, HERO, KARANAK



• WARSCROLL •

FLESH HOUNDS



Even the mightiest heroes are worn down by the Flesh Hounds' tireless pursuit. Swift, strong, and tenacious beyond mortal reason, these daemon hunters run their quarry to ground without mercy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Roar	8"	1	2+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blood-dark Claws	1"	4	3+	4+	-	1

DESCRIPTION

A unit of Flesh Hounds has any number of models that each attack with their Blood-dark Claws.

GORE HOUNDS: 1 in every 5 models in this unit can be a Gore Hound. A Gore Hound attacks with Blood-dark Claws and a Burning Roar.

ABILITIES

Collars of Khorne: *This baleful adornment hangs heavy with the Blood God's loathing of sorcery.*

This unit can attempt to unbind one spell in each enemy hero phase in the same manner as a **WIZARD**. Add 1 to the unbinding roll if this unit contains 10 or more models. You can re-roll the unbinding roll while this unit is wholly within 12" of a friendly **DAEMON KHORNE HERO**.

Unflagging Hunters: *Flesh Hounds bound towards the foe, hungry for the taste of living flesh.*

You can re-roll charge rolls for this unit.

KEYWORDS CHAOS, DAEMON, KHORNE, FLESH HOUNDS



• WARSCROLL •

BLOODCRUSHERS



The ground shakes with the onrushing fury of the Bloodcrushers. With the force of a falling mountain they crash into their enemy's midst and leave a trail of mangled bodies behind them.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1
Brazen Hooves	1"	3	3+	3+	-	1

DESCRIPTION

A unit of Bloodcrushers has any number of models, each armed with a Hellblade.

MOUNT: This unit's Juggernauts attack with their Brazen Hooves.

BLOODHUNTER: The leader of this unit is a Bloodhunter. Add 1 to the Attacks characteristic of a Bloodhunter's Hellblade.

ICON BEARER: 1 in every 3 models in this unit can be an Icon Bearer. If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add 1 model to that unit, and no models from that unit will flee in that battleshock phase.

HORNBLOWER: 1 in every 3 models in this unit can be a Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of any friendly Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Decapitating Blow: A wound from one of these weapons can slay even the hardest heroes.

If the unmodified hit roll for an attack made with a Hellblade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Locus of Wrath: Daemonic heroes shimmer with the raw power of their patron god, strengthening lesser daemons that are nearby.

You can re-roll failed hit rolls for attacks made by this unit while this unit is wholly within 12" of a friendly **DAEMON KHORNE HERO**.

Murderous Charge: Few can withstand the unstoppable crushing mass of a Juggernaut of Khorne when it charges the foe.

Roll a dice for each enemy unit that is within 1" of this unit after this unit makes a charge move. On a 2+ that enemy unit suffers D3 mortal wounds if it has up to 5 models, or D6 mortal wounds if it has more than 5 models.

KEYWORDS

CHAOS, DAEMON, BLOODLETTER, KHORNE, BLOODCRUSHERS

BLOODLETTERS

Brandishing their brazen hellblades and howling maddened battle cries, Bloodletters charge in an overwhelming, writhing tide, ripping through the ranks of their enemies with unquenchable fury and merciless tenacity.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellblade	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Bloodletters has any number of models, each armed with a Hellblade.

BLOODREAPER: The leader of this unit is a Bloodreaper. Add 1 to the Attacks characteristic of a Bloodreaper's Hellblade.

ICON AND STANDARD BEARERS:

1 in every 10 models in this unit can be an Icon Bearer or a Standard Bearer.

Icon Bearers: If the unmodified roll for a battleshock test for a unit that includes any Icon Bearers is 1, you can add D6 models to that unit, and no models from that unit will flee in that battleshock phase.

Standard Bearers: Add 1 to charge rolls for a unit that includes any Standard Bearers for each enemy **HERO** that has been slain by attacks made by that unit.

HORNBLOWER: 1 in every 10 models in this unit can be a Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of any friendly Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Decapitating Blow: *A wound from one of these weapons can slay even the hardest heroes.*

If the unmodified hit roll for an attack made with an Hellblade is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Locus of Fury: *Daemonic heroes shimmer with the raw power of their patron god, strengthening lesser daemons that are nearby.*

You can re-roll hit rolls of 1 for attacks made by this unit while this unit is wholly within 12" of a friendly **DAEMON KHORNE HERO**.

Murderous Tide: *Bloodletters attacking en masse are a terrifying prospect, swarming forward to eviscerate foes with their hellblades.*

You can add 1 to hit rolls for attacks made by this unit while it contains 20 or more models.

KEYWORDS CHAOS, DAEMON, KHORNE, BLOODLETTERS





• WARSCROLL •

INFERNAL ENRAPTURESS

HERALD OF SLAANESH



Maestros of discordance, Infernal Enraptureesses fill the battlefield with screams of pain and unrestrained elation. They are virtuosos amongst Slaanesh's infernal choir, towards whom the Dark Prince's daemonic legions are drawn.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartstring Lyre: Cacophonous Melody	18"	6	3+	4+	-1	1
Heartstring Lyre: Euphonic Blast	24"	1	2+	3+	-3	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravaging Claw	1"	3	3+	4+	-1	1

DESCRIPTION

An Infernal Enraptureess is a single model armed with a Heartstring Lyre and a Ravaging Claw.

ABILITIES

Deadly Grace: *An Infernal Enraptureess wields her ravaging claw with elegant ferocity.*

If the unmodified hit roll for an attack made with a Ravaging Claw is 6, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Discordant Disruption: *An Infernal Enraptureess can play discordant music that is so intense it causes physical harm to those that are attuned to magic.*

Re-roll successful casting rolls for enemy **WIZARDS** that are within 24" of one or more models with this ability. In addition, if the re-rolled casting roll is a double, that **WIZARD** suffers D3 mortal wound after the effects of the spell (if any) have been carried out.

Harmonic Alignment: *The music played by an Infernal Enraptureess harmonically aligns the realm she is in with the realm of Slaanesh, allowing Slaaneshi daemons to manifest more easily upon the battlefield.*

At the start of your hero phase, each friendly **INFERNAL ENRAPTURESS** that is part of a Slaanesh army and on the battlefield generates 1 Depravity Point for her army.

Versatile Instrument: *An Infernal Enraptureess can quickly switch between playing a swift medley of short notes with her heartstring lyre, or a single massive blast of sound.*

Before attacking with a heartstring lyre, choose either the Cacophonous Melody or Euphonic Blast missile weapon characteristics for that shooting attack.

KEYWORDS

CHAOS, DAEMON, DAEMONETTE, SLAANESH, HERO, HERALD OF SLAANESH, INFERNAL ENRAPTURESS



• WARSCROLL •

FIENDS



Horrific nightmares given bestial shape, Fiends of Slaanesh emit a harsh, trilling call as they race towards their prey. A cloud of dream-inducing musk hangs thick around the Fiends, reducing their foes to a stupor, and sapping them of their will to fight.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadly Pincers	1"	4	3+	3+	-1	1
Barbed Stinger	2"	1	3+	3+	-1	See below

DESCRIPTION

A unit of Fiends has any number of models armed with Deadly Pincers and Barbed Stingers.

BLISSBRINGER: The leader of this unit is a Blissbringer. You can re-roll wound rolls of 1 for attacks made with a Blissbringer's Deadly Pincers.

ABILITIES

Crushing Grip: A Fiend's pincers are capable of inflicting immense damage on a victim that is caught in their grasp.

If the unmodified wound roll for an attack made with Deadly Pincers is 6, that attack has a Damage characteristic of D3 instead of 1.

Deadly Venom: A Fiend of Slaanesh's stinger is laced with venom capable of sending any foe into a deep coma.

An attack made with a Barbed Stinger has a Damage characteristic of 1 if the target has a Wounds characteristic of 1, D3 if the target has a Wounds characteristic of 2-3, and D6 if the target has a Wounds characteristic of 4 or more.

Disruptive Song: Fiends of Slaanesh let out a keening song that disturbs the concentration of spellcasters that hear it.

Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 12" of one or more models with this ability.

Locus of Grace: Daemonic heroes shimmer with the raw power of their patron god, strengthening lesser daemons that are nearby.

You can re-roll hit rolls of 1 for attacks made by this unit while this unit is wholly within 12" of a friendly **DAEMON SLAANESH HERO**.

Soporific Musk: A Fiend exudes a pervasive and oily musk that numbs a foe to all but the most extreme of stimuli.

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit. In addition, while this unit has 4 or more models, subtract 1 from wound rolls for attacks made with melee weapons that target this unit.

KEYWORDS

CHAOS, DAEMON, SLAANESH, FIENDS

THE THEFT OF EIGNGROM

Gods and mortals alike grow attached to their favourite treasures, with pride in these objects growing swiftly into obsession. To the Blood God, no objects are of greater value than weapons of power. It is these that the servants of the Dark Prince seek to steal, and by doing so they inflame the covetous wrath of their Khornate foes.

Of the countless weapons crafted in Khorne's daemon forges, a small portion are bestowed on the Blood God's mightiest mortal champions. The axe known as Eigngrom is one such slaughterous blade.

Bound within its metal is a greater daemon of Khorne that provides those who bear the weapon with an inexhaustible well of rage and hatred. Like so many implements of slaughter, Eigngrom has changed hands on many occasions since its forging, each time pried from the dead grasp of its previous wielder.

Eigngrom was originally gifted to Vhalak the Profane, lord of the Murderfist tribe, for the carnage he inflicted during the early years of the Age of Chaos. Vhalak was murdered when his tribe was surrounded and overrun by two rival warhosts, whereupon the masters of those two gore-soaked armies fought to the death to claim their prize. The victor was Haemorr of the Brazen Butchers,

and with Eigngrom in his possession he carved out a gruesome empire in Chamon, until he too was cut down in battle, and Eigngrom was taken up by another.

Centuries later, and with incalculable bloodshed to its name, Eigngrom was taken up by the Exalted Deathbringer Bekk the Red, who led a brutal campaign through the Ghurish Hornvale. Eventually, this champion and his Slaughterborn warriors were ambushed by a teeming mass of Beasts of Chaos. The combat that followed was so bloody that, at its end, Bekk the Red sunk his ensorcelled blade into the enemy Beastlord's head just as he was impaled on the ferocious creature's horns. With the death of these two warriors, Eigngrom fell into the mud and mangled viscera. The daemon within raged at its inertness, hungering for new flesh to hew and fresh skulls to take, but none were about to answer the call.

In the Realm of Chaos, the tortured cries of Eigngrom echoed not only throughout Khorne's domain, but also through the gilded halls of Slaanesh's Pleasure Palace. There, the servants around the Dark Prince's empty throne revelled in the anguish they heard, sensing the suffering of the encaged daemon that could no longer slake its thirst for murder. The unending roar of torment gave inspiration to an Infernal Enraptress, who saw an opportunity to create a new symphony in which the daemons of the Blood God would be her unwilling instruments. Thus she set out into the Mortal Realms to find where the raging blade lay fallow.

But the movements of Slaanesh's Herald did not go unnoticed. In Khorne's domain, Bloodletters and Flesh Hounds gathered to hunt down the would-be Slaaneshi thief, and to reclaim Eigngrom so that it could once more be used for slaughter.



BATTLEPLAN THE THEFT

THE ARMIES

One player is the Slaanesh player and their opponent is the Khorne player. Their armies must consist of the following units.

Slaanesh Army: 1 Infernal Enraptureess; 1 unit of 5 Seekers.

Khorne Army: 2 units of 5 Bloodletters; 1 unit of 5 Flesh Hounds.

SET-UP

There is one objective representing the lost blade, which is located in Khorne's territory as shown on the map.

The Khorne player sets up their army first. The Bloodletter units must be set up wholly within Khorne's territory, more than 12" from the objective, more than 12" from each other, and more than 3" from Slaanesh's territory. The Flesh Hounds are set up off the battlefield as a reserve unit.

The Slaanesh player sets up their army second, wholly within Slaanesh's territory.

FIRST TURN

In this battle, the Slaanesh player must take the first turn in the first battle round.

TAKEN OFF GUARD

The Khorne player cannot spend any command points in the first battle round.

STEALING THE LOST BLADE

The Slaanesh player can steal the Lost Blade if the Infernal Enraptureess is within 3" of the objective at the start of the Slaanesh player's hero phase.

BAYING HOUNDS

At the end of their second movement phase, the Khorne player must set up the reserve unit of Flesh Hounds wholly within Khorne's territory, wholly within 6" of the edge of the battlefield, and more than 9" from any enemy units.

GLORIOUS VICTORY

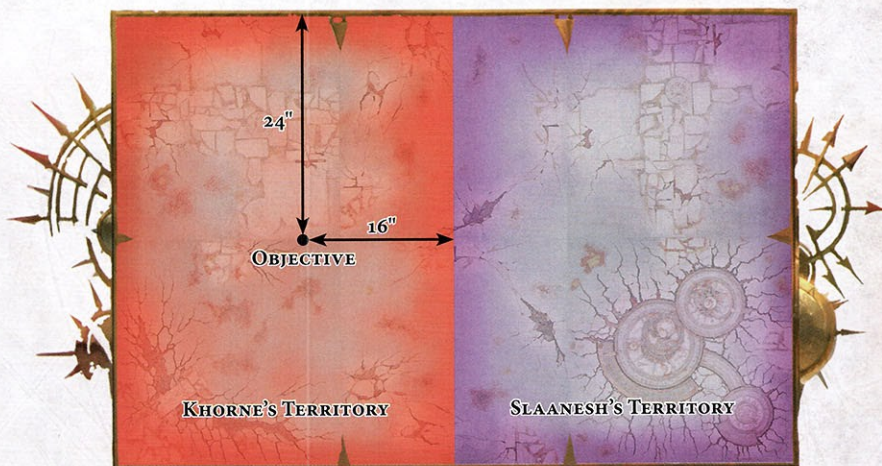
The game ends at the end of the fifth battle round.

The Slaanesh player wins a **major victory** if they have stolen the Lost Blade and the Infernal Enraptureess is wholly within Slaanesh's territory at the end of the battle.

The Slaanesh player wins a **minor victory** if they have stolen the Lost Blade and the Infernal Enraptureess has not been slain but is not wholly within Slaanesh's territory at the end of the battle.

The Khorne player wins a **minor victory** if the Slaanesh player has stolen the Lost Blade but the Infernal Enraptureess was slain before the end of the battle.

The Khorne player wins a **major victory** if the Slaanesh player has not been able to steal the Lost Blade before the end of the battle.



IN PURSUIT OF THE BLADE THIEVES

To the daemons of Slaanesh, the theft of one of Khorne's treasured weapons gives rich rewards in the form of ever-louder howls of frustrated rage. For the Blood God's daemons, this same growing fury drives them towards their quarry with greater rapaciousness, and makes the joy of slaughter when they catch their prey all the sweeter.

With the theft of Eigngrom at the hands of an Infernal Enraptureess, Khorne's rage exploded. Throughout his domain in the Realm of Chaos, jagged volcanic ranges erupted in fury, spitting forth fire and rock and raining flaming debris across the vast plains of scorched sand. Great rivers of blood began to boil over, their dried edges liquefying as they flooded the surrounding battlefields with their gruesome deluge. From the parapets of the Brass Citadel, torrents of gore and molten metal poured forth, creating a thick veil of red mist; ancient iron gibbets burst open with enough force to send the fragments of shattered bone within them flying; and the insensate bellows of the Blood God rang out with enough force to be heard throughout the Realm of Chaos and beyond.

In the Dark Prince's Pleasure Palace, the echoes of Khorne's rage sent shivers of pleasure through the

legions of Slaanesh's daemons. They listened in ecstasy as the Blood God's apoplexy rippled across the Mortal Realms, filling his daemonic and mortal servants with an unquenchable obsession to retrieve what had been taken. So redolent with fury were these howls, and so extreme was the wrath with which Khorne's champions were engorged, that the heads of many warriors erupted in showers of blood, bone and brain matter. This was a beauteous sight to the servants of Slaanesh, a rapturous display of excess fuelled by the paroxysm of the Blood God's anger.

To the Infernal Enraptureess, these wrathful bellows were but the opening allegro, the first notes in a long symphony of covetous obsession that she would orchestrate. She made her flight from the Hornvale with Eigngrom in her possession, the whole while playing songs of discord to taunt

those from whom she had stolen, as well as harmonies to bring more Slaaneshi daemons to her side. As her ensemble grew, she continued to jaunt across the realms, weaving in and out of the Realm of Chaos and into each of the Mortal Realms so that she might antagonise ever more of the Blood God's followers. Great droves of red-clad warriors and snarling daemons marked her as their quarry, but her Seeker companions always found new Realmgates through which she could elude her hunters, while her accompanying Fiends helped her cut down those few that drew too close.

Eventually, the Blood God's furious roars reached such a fever pitch that they roused Karanak – Khorne's apex hunter. The daemon hound bounded forth from his den at the base of the Throne of Skulls, his howls piercing the veil of reality as his three heads locked on to the scent of the Infernal Enraptureess.



BATTLEPLAN THE PURSUIT

THE ARMIES

One player is the Slaanesh player and their opponent is the Khorne player. Their armies must consist of the following units.

Slaanesh Army: 1 Infernal Enraptureess; 1 unit of 5 Seekers; 1 unit of 3 Fiends.

Khorne Army: Karanak, 1 unit of 3 Bloodcrushers; 1 unit of 5 Flesh Hounds.

SET-UP

The objective in this battle represents a Realmgate through which the Infernal Enraptureess must escape.

The Slaanesh player sets up their army first, wholly within 12" of the centre of the battlefield.

The Khorne player sets up their army second. Karanak and the Bloodcrushers must be set up wholly within 12" of the narrow table edge opposite the objective. The Flesh Hounds must be set up wholly within 12" of the objective.

FIRST TURN

In this battle, the Khorne player must take the first turn in the first battle round.

THE CHOIR OF TORMENTS

Add 1 to the Attacks characteristic of melee weapons used by units from the Slaanesh army while the unit is wholly within 12" of the Infernal Enraptureess.

ALL-OUT PURSUIT

Karak and the unit of Bloodcrushers can run and still charge in the same turn.

GLORIOUS VICTORY

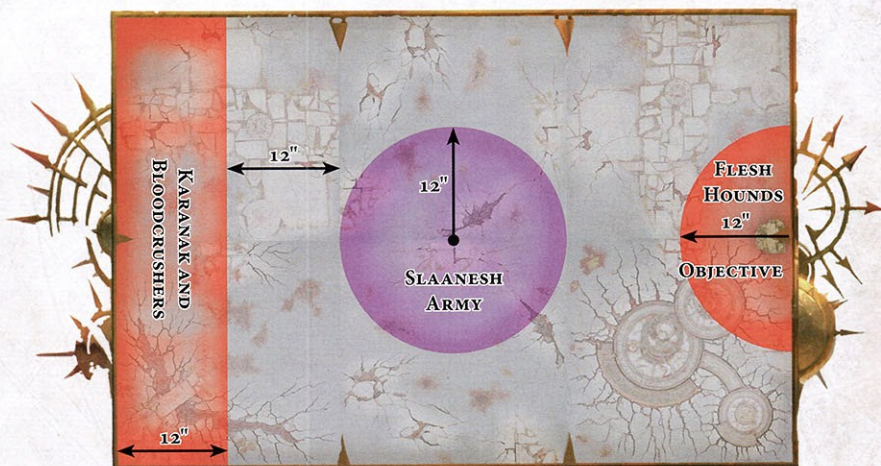
The game ends when the Infernal Enraptureess is slain, or if the Infernal Enraptureess is within 3" of the objective at the start of her hero phase.

The Slaanesh player wins a **major victory** if the Infernal Enraptureess is within 3" of the objective and has not suffered any wounds, or has only suffered wounds that have been healed.

The Slaanesh player wins a **minor victory** if the Infernal Enraptureess is within 3" of the objective and has suffered any wounds that have not been healed.

The Khorne player wins a **minor victory** if the Infernal Enraptureess is within 3" of the objective when she is slain.

The Khorne player wins a **major victory** if the Infernal Enraptureess is not within 3" of the objective when she is slain.



A WRATHFUL FINALE

Once roused, the fury of the Blood God can only be tempered with blood, and his daemoniac servants will pursue those who have enraged him until their slaughter can be had. Eventually, the Slaaneshi daemons who seek to feed this lust for carnage must face the howling Khornate hordes that they have incited.

The Infernal Enraptureess and her Choir of Torments fled through realm after realm. She still held fast to Eigngrom, and the impotent roars of the Khornate daemon caged within the blade continued to provide a central tremolo to her symphony of excessive rage. But she knew that her composition must eventually come to a close. Karanak had maintained his unwavering pursuit, ripping his way through the veil of reality in order to follow the Enraptureess. With every passing moment, the hound of vengeance gained a little more ground, and his tripartite howls had drawn many more of Khorne's servants to the hunt.

When the Enraptureess passed through the Gate of Murmurs to appear in the shadowed barnens of Ulgu, Karanak arrived shortly after. As soon as she had crossed through the Oblate Portal into Chamon, the daemon hound followed her

into the ingot-strewn plains. He was the predator and she the prey, linked inextricably as they traversed existence. The slaving howls of the hunters and the discordant cacophony of the pursued resounded in every realm through which they passed, echoing within the souls of those who had given themselves to the Dark Gods. Khorne's mortal followers were stoked to fury, and waged their slaughterous wars with renewed vigour; while those who worshipped Slaanesh were imbued with sadistic inspiration, and inflicted ever more perverse cruelties upon their enemies.

In their chase, Karanak and the Enraptureess passed many times through the Realm of Chaos, through the foetid domain of Nurgle and the labyrinthine kingdom of Tzeentch. When they raced along the Causeway of Secrets leading to Slaanesh's Pleasure Palace, the Khornate hunters were beset by

packs of shrieking Daemonettes – but Karanak's pace never slowed. When the pursuit crossed the Island of Endless Gore floating above the Blood God's blasted realm, the Choir of Torments were harried by all manner of raging daemons – yet the Enraptureess held to her tune.

At last the Enraptureess halted her Choir in the Serried Peaks of Aqshy. Karanak's hunting pack would not be eluded forever, and regardless, she had a grand finale planned. Were she to slay Khorne's hound of vengeance, the apocalyptic bellows of the Blood God would cause reality itself to quake. Such an outpouring of rage would provide a glorious climax to her opera of excess, and might even earn the attention of her hidden god. Karanak, however, envisaged a different end to the hunt, one in which the Enraptureess' skull was claimed for Khorne, and Eigngrom was returned to be wielded by a worthy warrior.



BATTLEPLAN THE STAND

THE ARMIES

One player is the Slaanesh player and their opponent is the Khorne player. Their armies must consist of the following warscroll battalions and units.

Slaanesh Army: The Choir of Torments warscroll battalion. This must include 1 Infernal Enraptureess; 1 unit of 5 Seekers; 1 unit of 3 Fiends; 1 unit of 10 Daemonettes.

Khorne Army: The Boundless Hunt warscroll battalion. This must include Karanak, 1 unit of 3 Bloodcrushers; 1 unit of 5 Flesh Hounds; 1 unit of 10 Bloodletters.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

DAEMONIC HORDES

At the start of each player's hero phase, they can replace any units from their army that have been destroyed, apart from Karanak and the Infernal Enraptureess.

The destroyed unit is replaced with an identical unit that is added to the player's army. It is set up wholly within its own territory and more than 9" from any enemy models. It cannot move in the subsequent movement phase.

UNNATURAL RESILIENCE

At the start of the Khorne player's hero phase, heal all wounds allocated to Karanak. At the start of the Slaanesh player's hero phase, heal all wounds allocated to the Infernal Enraptureess.

GLORIOUS VICTORY

The game ends when Karanak or the Infernal Enraptureess are slain.

The Slaanesh player wins a **major victory** if Karanak is slain by a wound or mortal wound inflicted by the Infernal Enraptureess.

The Slaanesh player wins a **minor victory** if Karanak is slain by a wound or mortal wound inflicted by any model other than the Infernal Enraptureess.

The Khorne player wins a **major victory** if the Infernal Enraptureess is slain by a wound or mortal wound inflicted by Karanak.

The Khorne player wins a **minor victory** if the Infernal Enraptureess is slain by a wound or mortal wound inflicted by any model other than Karanak.



PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes, and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum-sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. Updated December 2018; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

BLADES OF KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Bloodletters	10	30	120/320	Battleline	
Karanak	1	1	160	Leader	Unique
Bloodcrushers	3	12	140		Battleline in Khorne army if general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline in Khorne army
<i>The Boundless Hunt</i>	-	-	130	Warscroll Battalion	

HOSTS OF SLAANESH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Daemonettes	10	30	100/270	Battleline	
Infernal Enrapturess	1	1	120	Leader	
Fiends	3	9	180		
Seekers	5	20	120		
<i>The Choir of Torments</i>	-	-	120	Warscroll Battalion	

TOKENS

Wrath and Rapture includes a sheet of tokens for use in games of Warhammer Age of Sigmar or Warhammer 40,000. The key below explains what each counter is for – many of them are double-sided, with each side themed to the forces of the Blood God or the Dark Prince.



Wound markers



The Prey of the Blood God marker is used to identify Karanak's prey



There are six numbered objective markers



Range ruler