

A WORTHY SKULL

'He killed well. He died well. Khorne shall savour this offering.' - Garrek Gorebeard

Score this in an end phase if your warband took an enemy leader out of action in the preceding action phase.



BLOOD FOR THE BLOOD GOD!

Bloodreavers do not care for subtle strategy. Theirs is the brutal force of an overwhelming charge.

Score this immediately if three or more of your fighters made a Charge action in this phase.



COWARD!

To retreat is weakness, and the weak must be culled.

Score this immediately if an enemy fighter begins a Move action adjacent to one of your fighters and ends it adjacent to none of your fighters.



DRAW THE GAZE OF KHORNE

The Blood God marks well the names of those who commit great acts of slaughter in his name.

Score this immediately if your warband takes two or more enemy fighters out of action in this phase.



IT BEGINS

'The first kill is the greatest. That first arc of hot blood through the air. The first scream of agony as your axe sinks home.' - Blooded Saek

Score this in an end phase if at least one fighter from each warband is out of action.



KHORNE CARES NOT

Khorne cares not from whence the blood flows.

Score this in an end phase if five or more fighters are out of action.

3 seven or more

4 nine or more



KHORNE'S CHAMPION

The weak fall, and only the mighty are left standing. Such is the will of Khorne.

Score this in the third end phase if all fighters except one of your fighters are out of action.



LET THE BLOOD FLOW

All must wet their blade with the blood of the foe. To fail in this task is to invite the Blood God's wrath.

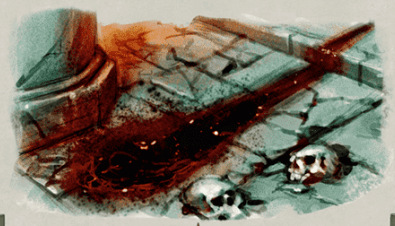
Score this immediately if three or more of your fighters made a successful Attack action in this phase.



THERE IS ONLY SLAUGHTER

'What care we for worthless trinkets? Slaughter is all that matters.' - Garrek Gorebeard

Score this in an end phase if no fighter is holding an objective.







BLOOD OFFERING

'Witness my offering, Lord of Skulls, and send me worthy foes to butcher.'

Choose a friendly fighter. They suffer 1 damage. Roll two extra attack dice for their first Attack action in the next activation.

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