

THE RULES BLOODTHIRSTERS OF KHORNE

Own a Chaos Daemons army? Wish you could add the new Bloodthirsters to your daemonic legion? Well now you can, because Khorne's servants in the Design Studio have created three exclusive datasheets for them. Here are our thoughts on using them in battle.

DAEMONIC REWARDS

Each Bloodthirster can take up to 50 points of Daemonic Rewards, all of which make them better at killing. Full rules for Daemonic Rewards can be found in Codex: Chaos Daemons.

The Lesser Rewards are all nasty surprises your opponent probably won't expect. Though the reward is random, each one is great fun and cheap to get. Two of the rewards are shooting attacks, which may seem pointless until you realise how good the Bloodthirster is at shooting and that he can fire two weapons a turn because he's a Monstrous Creature.

The Greater Rewards are even more impressive, many of them designed to keep a Daemon alive. If you're even slightly worried about your Bloodthirster meeting his maker in battle, roll on this chart; you're bound to get something good.

The Exalted Rewards are the most powerful of all and suitably entertaining. Most of the rewards kick in during combat, which is

perfect considering that's where a Bloodthirster will spend most of the battle. This chart also gives you access to Hellforged Artefacts.

The Doomstone can be fatal to nearby enemy heroes, while the Portaglyph is a devious way to bring additional Daemons to the fray.

UNLEASH THE RAGE

When it comes to Daemons, there are few quite as iconic as the Bloodthirster of Khorne. All brazen brass and blood red skin, they are the winged terrors of the galaxy, Warp-spawned monsters that no creature should ever want to fight.

It's this ineffable fear that encourages most enemies to keep their distance from a Bloodthirster and shoot them to death. Can you blame them? Even if they master their terror, most foes will struggle to hit a Bloodthirster, his skill with a blade making him virtually impossible to strike. In return, any of the three Bloodthirsters presented here will butcher their way through an enemy unit regardless of how much armour they're wearing. Short of a storm shield, there's very little that can protect someone from a Bloodthirster. Unfortunately for your opponents, it's hard to get away from a Bloodthirster due to the fact they can fly. Sure, you can use this ability to claim objectives in Maelstrom of War battles, although Khorne would rather see you cleave the enemy in twain. Swooping high over the battlefield is also a great way to avoid enemy fire. Just remember your Bloodthirster has to land before he can fight, so consider his flight path carefully, because where he lands may be where he dies.

Bloodthirsters of a Daemoniac Legion are less grounded in the

material world than those summoned by a Daemonkin warband; after all, blood hasn't been spilt yet to solidify their existence. As such, they may suffer from Daemonic Instability if they lose an assault. Bloodthirsters are exceptional fighters, though, and not prone to losing combats, so it's rarely an issue. If you're genuinely concerned you're about to lose a Bloodthirster, put yourself in its hooves. Would it be worried? No. It would continue hacking the enemy apart like it was going out of fashion, so be bold.

On that note, it's worth mentioning that each of the three Bloodthirsters has a specific role in Khorne's armies. The Bloodthirsters of Unfettered Fury are excellent in a prolonged melee, fighting alongside their daemonic charges for the glory of Khorne, leading by example. However, they can struggle against heavily-armoured targets such as Land Raiders and Gorkanauts...

...which is where the Bloodthirsters of Insensate Rage come in. The monster-hunters of Khorne's legions, their Great Axe of Khorne can shatter even the thickest armour, making this Bloodthirster more than a match for enemy vehicles, monstrous creatures and even an Imperial Knight. Such an apocalyptically powerful attack is slow, however, so be wary of foes that can kill them before they strike.

The Wrath of Khorne are the most powerful of the three, and serve as Khorne's headmen. Their role is to slaughter enemy heroes, a task each takes to with intense hatred, burning away bodyguards and retainers with their fiery breath, hammering the survivors aside with their bloodflails before bringing the Axe of Khorne crashing down upon their victims' heads. If you're expecting to face an enemy hero of some note, the Wrath of Khorne is the Bloodthirster for the job.



BLOODTHIRSTER OF UNFETTERED FURY



250
POINTS



Ferocious killing machines capable of hacking apart whole armies of the foe, the Bloodthirsters of Unfettered Fury are the most numerous of Khorne's Greater Daemons. In one fist, these colossal, sulphur-wreathed fiends carry a massive Axe of Khorne. This daemon-forged blade hungers for hot blood, and a single swing of its smouldering edge can carve a battle-tank in two or behead even the largest monster. In its other hand, the Bloodthirster wields a vicious Lash of Khorne. Immense whips studded with brass spikes, these weapons slice through the air with a thunderous crack, breaking necks, entangling limbs, or smashing enemies off their feet.

Clad in baroque armour and bellowing their wrath to the sky, Bloodthirsters of Unfettered Fury strike abject terror into all who witness them in battle. Too swift to outrun, too resilient to gun down, and far, far too strong to outfight, these godlike Daemons are the death of all who face them in battle. It is no surprise then that the servants of Khorne worship these monstrous entities as demigods of war.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Unfettered Fury	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Unfettered Fury

Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour
Lash of Khorne
Axe of Khorne

SPECIAL RULES:

Daemon of Khorne
Daemonic Instability
Deep Strike

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*

Greater Rewards - *20pts each*

Exalted Rewards - *30pts each*




**BLOODTHIRSTER OF
INSENSATE RAGE**

275
POINTS



Bloodthirsters of Insensate Rage are the most mindlessly savage of

their kind. The fires of Khorne's forge fill their chests, stoking their fury to a state of apoplexy that renders them utterly incoherent with anger. So great is their ire-fuelled strength that these Daemons are able to heft massive brass axes – weapons as tall as the horrors that bear them. With these Great Axes of Khorne, Bloodthirsters of Insensate Rage are more than capable of hacking the leg from a Warhound Titan with a single swing, or splitting the greatest mortal heroes in two from head to toe.

The arrival of such an entity on the battlefield heralds the coming of the end. The beat of their wings shudders through mortal minds, causing waves of terror to roll before them. Those who fall beneath the Bloodthirsters' night-black shadow taste the sudden tang of ash and sulphur in their throats, and feel their will to live evaporate like mist. As the beast roars its endless fury, the weak-willed simply collapse dead upon the spot. Yet even the brave do not have long to live...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Insensate Rage	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Insensate Rage

Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour
Great Axe of Khorne

SPECIAL RULES:

Daemon of Khorne
Daemonic Instability
Deep Strike
Rage

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*

Greater Rewards - *20pts each*

Exalted Rewards - *30pts each*

GREAT AXE OF KHORNE

Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.

Great Axe of Khorne

Range -

S - D

AP - 2

Type - Melee, Colossal

Colossal:

A model with this weapon Piles In and fights at Initiative step 1.



WRATH OF KHORNE BLOODTHIRSTER



Soaring through the skies on vast, leathery wings, Wrath of Khorne

Bloodthirsters scour the battlefield for their prey. These arrogant huntsmen of the third host are charged by Khorne with a sacred duty. Each is given a quarry to track down, some braggart or hero who has earned the personal ire of the Blood God himself. Upon locating their prey, the Bloodthirster must humble them in battle; he must slaughter those who follow them, crush them in body and spirit, and finally drag their soul back to Khorne's realm for punishment by the Blood God himself. This is the task set before the Greater Daemon, and it is one in which he dare not fail lest Khorne's rage be turned upon him. Fortunately for these Bloodthirsters, they have many tools to aid them in their hunt. Each is armed with a mighty Axe of Khorne and a clattering bloodflail, a weapon that combines the reach of a lash with the crushing force of a sledgehammer. As if this were not enough, the Wrath of Khorne wear runic crowns upon their brows that ward off sorcery, and can breathe great gouts of hellfire upon their foes.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wrath of Khorne	10	10	6	6	5	9	6	9	34	Flying Monstrous Creature	1 Wrath of Khorne
Bloodthirster										(Character)	Bloodthirster

Double tap image for a full screen preview.

DAEMONIC GIFTS:

Warp-forged armour

Hellfire

Bloodflail

Axe of Khorne

SPECIAL RULES:

Adamantium Will

Daemon of Khorne

Daemonic Instability

Deep Strike

Hatred (Characters)

OPTIONS:

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*

Greater Rewards - *20pts each*

Exalted Rewards - *30pts each*

HELLFIRE

Hellfire is a Flamer weapon for the purposes of any special rules that interact with Flamer weapons as described in Warhammer 40,000: The Rules.

Range - Template

S - 5

AP - 4

Type - Assault 1, Soul Blaze

BLOODFLAIL

Range - 12"

S - 7

AP - 2

Type - Assault D3

Range -

S - User

AP - 2

Type - Melee, Specialist Weapon

