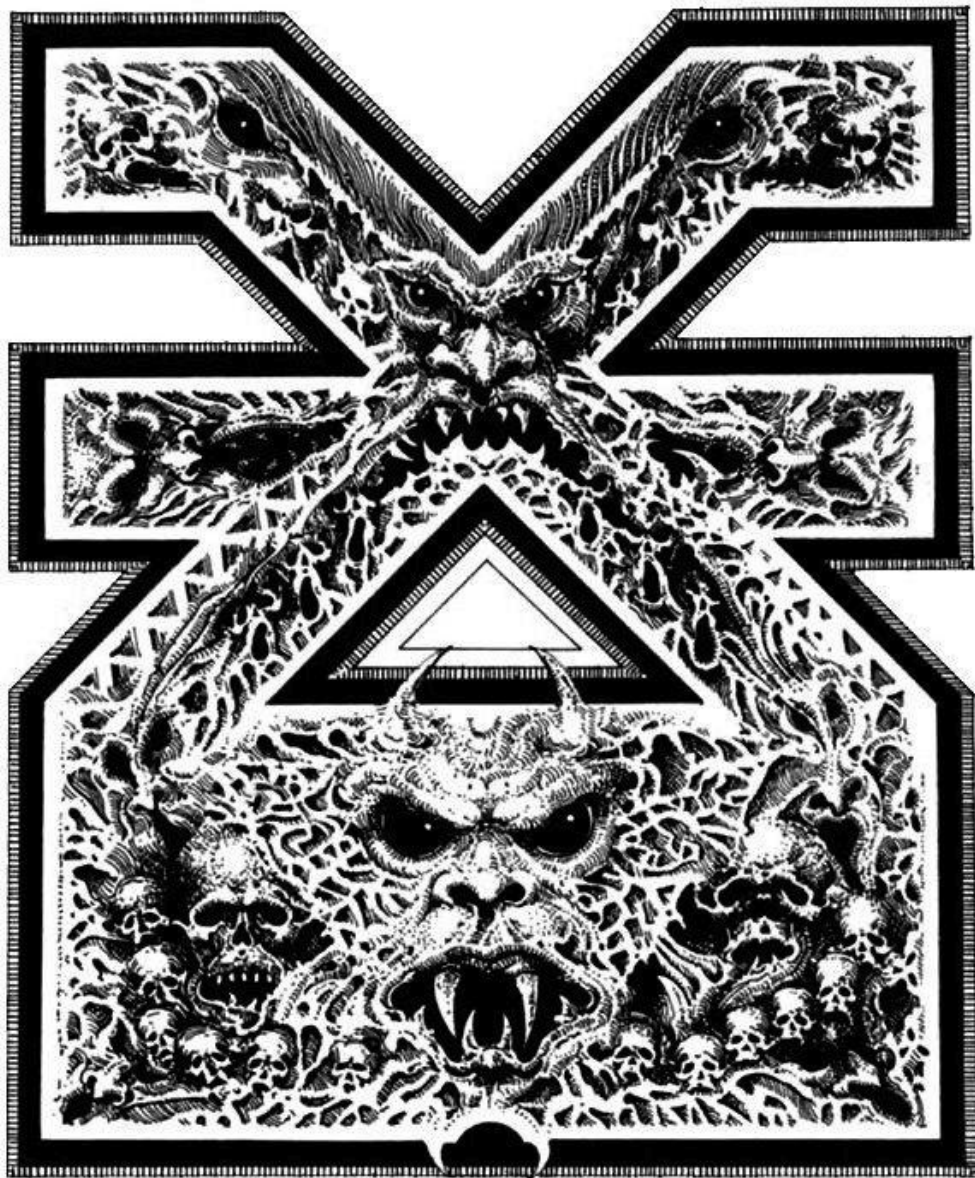


[++Legions of Khorne++]



**Be Redeemed Through Blood
Be Saved Through Slaughter**

By Sean Burke

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Something in WarpSpace stirs...

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[The High-Handed Slayers]

Legion of Khorne Special Rules

Listed here for your convenience are all Special Rules that appear in the Legions of Khorne Codex.

Champion of Khorne

A model with this special rule must always issue and accept a challenge whenever possible. If there is more than one allied model in a combat with this special rule, you may select which model must issue or accept a challenge. Whenever a character with this special rule kills an enemy character, you must immediately check to see if Khorne rewards it. To do this, roll a D66 on the Chaos Attributes of Khorne table. A D66 consists of 2 6-sided dice, one providing the “tens” digit and one providing the “units” digit. You must declare which dice is the tens and which dice is the units before rolling. After rolling, refer to the table to see what Attribute, if any, your character has gained. *Ex: If you rolled a 4 for tens and then a 6 for units, then the result is a 46: Wrath of Khorne.*

The Attribute lasts for the rest of the game, record it next to that character's area on your army roster. If your result is an Attribute that you previously rolled for this character, you have one of two options: Keep it (some attributes stack and this will be noted), or you may reroll. You may not reroll an Unworthy Offering.

If any enemy character dies as the result of multiple Wounds being allocated to it simultaneously, and one or more of those wounds were caused by the Champion, that Champion still gets a roll on the Chaos Attribute table. Note that destroying models in a sweeping advance does not confer a roll upon the Chaos Attribute Table.

If a Champion of Khorne kills an enemy character aligned to Slaanesh, after you roll you may add or subtract 1 from your roll on the Chaos Attribute table.

Such is the thirst for murder that it is difficult to distract champions of Khorne when their prey lies in front of them. As such, during the Fight sub-phase any unit with a Champion of Khorne in it will ignore Wargear that require a LD (not a morale) test to be taken.

Mark of Khorne:

Grants Preferred Enemy (All) and Hatred (Slaanesh)*. Any unit with this Special Rule that has a beginning composition of the Sacred Number of Khorne (8) or a multiple thereof entitles one model in the unit with the Champion of Khorne special rule to a Chaos Attribute of Khorne. Roll it before deployment, following the rules for Gift of Mutation.

**Slaanesh encompasses any model with the Mark of Slaanesh or any Slaaneshi Daemon*

The Cult of the Berzerker:

Any model that with the Cult of the Berzerker Special Rule gains +1 WS, and the Furious Charge, Rage, and Fearless special rules. In addition, it may charge out of any vehicle as if it had the Assault Vehicle special rule, but any charges made out of a vehicle count as a Disordered Charge.

Veterans of the Long War:

The model gains +1 Leadership and the Hatred (Imperial Space Marines) rule.

Imperial Space Marines encompass any model from the following codex: Space Marines, Space Wolves, Dark Angels, Black Templars, Blood Angels, or Grey Knights

Daemon of Khorne

All models with the Daemon of Khorne special rule have the Daemon rule as found in the Warhammer 40,000 rulebook. However they have a few other distinguishing factors.

All models with the Daemon of Khorne special rule also have the following Universal Special Rules:

-Eternal Warrior, Hatred (Slaanesh), Fearless, Adamantium Will

Summoning Daemons:

All Daemons of Khorne must start in reserve, regardless of the mission, and must deploy via Deep Strike. However, they may only Deep Strike on a point within 6” of a model with a Summoning Icon. A Bloodthirster may only Deepstrike within 6” of a model with a Personal Icon. When the Bloodthirster is deployed, remove the Personal Icon Bearer from the game.

Instability

All Daemons of Khorne suffer from Instability, for it is difficult to maintain their form in the real world.

Whenever a unit with the Daemon of Khorne rule sustains 25% or more casualties, it takes a LD test. If it succeeds, nothing happens. If it fails, for every point it fails by, deal an unsaveable wound to the unit.

At the end of any turn in which a Bloodthirster takes one or more wound, it must take a Leadership test. If it succeeds, nothing happens. If it fails, for every point it fails by, deal an unsaveable wound to it.

Chaos Attributes of Khorne

Result Chaos Attribute

- | | |
|---|--|
| <p>11-16 Unworthy Offering: <i>Khorne is impressed but spites the champion</i>
No reward, but at least you're not a Spawn!</p> <p>21-22 Spawnhood: <i>The Champion devolves into a heaving mass of flesh, sinew and muscle</i>
Place a spare Chaos Spawn model with full wounds within 3" of the Champion (or the vehicle it is embarked in) and 1" or more away from enemy models. Then remove the Champion of play. If the Spawn cannot be placed, just remove the Champion model. The Champion only counts as dead once the Chaos Spawn is removed as a casualty or the Spawn cannot be placed. The Champion is now a separate, unengaged, non-scoring unit that has none of the Champion's special rules (except Mark of Khorne) or wargear, but will remain your Warlord if it was one.</p> <p>23 Warp Frenzy: <i>The Champion is overcome with bloodlust</i>
+1 Attack (stacks)</p> <p>24 Witch-Bane: <i>Khorne smites those who would use trickery to kill his followers</i>
When the Champion or its unit pass a Deny the Witch roll, the enemy Psyker takes a Str6 AP2 hit</p> <p>25 Strength of the Berserker: <i>The Champion's strength grows to unholy proportions</i>
+1 Strength (stacks)</p> <p>26 Arcane Occulum: <i>Bloodshot eyes appear around the Champion's head</i>
+1 Ballistic Skill (stacks)</p> <p>31 Cerebral Cogitator: <i>The smell of blood gives a renewed sense of purpose</i>
+1 Initiative (stacks)</p> <p>32 Rapid Regeneration: <i>In a sickening display, maggots appear and form new limbs and seal holes</i>
Feels No Pain. Subsequent results add 1 to the save. (stacks)</p> <p>33 Blood Feast: <i>The Champion feeds on those it has slain</i>
Whenever this model wins a challenge, it gets +1 Wound (to a maximum of 10)</p> <p>34 Brass Skin:
<i>The Champion's skin becomes brass</i>
+1 Toughness (stacks)</p> <p>35 Mechanoid: <i>The Champion's joints become gears and cogs, its veins become wires and its flesh becomes metallic</i>
+1 to model's armor save (stacks)</p> <p>36 Skull Seeker: <i>One of the Champion's weapons becomes infused with the killing power of Khorne</i>
One of the Champion's weapons gains the Fleshbane special rule</p> <p>41 Warp Fate: <i>The Champion can cheat death</i>
Champion has the Eternal Warrior rule</p> <p>42 Cosmic Fate: <i>The Champion's armor deflects unworthy blows</i>
Model rerolls failed armor saves</p> | <p>43 Venomous: <i>The Champion develops a poisonous bite akin to a Bloodletter</i>
Model's attacks are Poisoned</p> <p>44 Unholy Crusader: <i>The Champion's mind fuses to make its purpose single-minded</i>
The Champion has the Crusader special rule</p> <p>45 Meteoric Charge: <i>The Champion's armor becomes spiked and its edges become serrated</i>
The Champion has the Hammer of Wrath rule. If already received the hit is resolved at +1 Strength (stacks)</p> <p>46 Flesh Eater: <i>The Champion's teeth become like adamantium and it bites through even the toughest armor</i>
One of the Champion's melee weapon has its AP reduced by 1 (or becomes AP6 if it previously was 'AP -') (stacks)</p> <p>51 Mind of Metal: <i>The Champion's resolve is absolute</i>
The model has the Adamantium Will rule. If already received it gets +1 to its Deny the Witch rolls (stacks)</p> <p>52 Gun Morph: <i>A weapon the Champion has fuses to its arm</i>
If it possesses one, one of the Champion's ranged weapons gets +1 Strength (if it is a Combi-weapon, both weapons get +1 Strength) (stacks)</p> <p>53 All-Consuming Hatred: <i>The Champion's personality deteriorates as its anger grows</i>
The Champion has the Hatred special rule</p> <p>54 Warp Claws: <i>The Champion's hands are warped and cut through metal as easily as flesh</i>
The Champion has the Shred special rule</p> <p>55 Lifetaker: <i>The Champion gains a penchant for Decapitation</i>
The Champion's melee attacks cause Instant Death</p> <p>56 Blademaster: <i>Khorne imbues the Champion with some of his martial prowess</i>
+1 Weapon Skill (stacks)</p> <p>61 Face of Khorne: <i>The Champion has the visage of its Lord</i>
All models with the Mark of Khorne special rule that are within 6" of this model are Fearless</p> <p>62 Temporal Distortion: <i>The Champion distorts time and space to reach its foe quicker</i>
The Champion has the Fleet of Foot special rule</p> <p>63 Blood Rage: <i>The Champion flails about in the quest for more blood for his Lord</i>
This model will always hit on a 3+ in melee</p> <p>64 Multiple Rewards: <i>This shall be a day long remembered...</i>
Roll D3+1 more times on this chart, ignoring Spawnhood and Dark Apotheosis Results</p> <p>65-66 Dark Apotheosis: <i>The Champion ascends, becoming an unholy terror</i>
This model becomes a Daemon Prince with Khornate Chaos Armor. The placement rules are the same as with a Chaos Spawn. See Page 26 of this book for further rules on becoming a Daemon Prince.</p> |
|---|--|

Playing an All-Daemon Army

For those with the intestinal fortitude to attempt an all-Daemon Army, several things have been changed. First of all, the army is known as a Daemonic Legion of Khorne and Daemon Legions of Khorne can never lose a game of Warhammer 40,000 due to you having no models on the table as long as at least one Daemon of Khorne unit you own is in Reserve.

All Daemons of Khorne deploy using the “Waves of Blood” method, which is similar to the *Daemonic Assault* rule with some slight differences. This is in lieu of the sub-rule of Daemons of Khorne that can only be summoned if they are near a Summoning (or in the case of a Bloodthirster, a Personal) Icon.

Waves of Blood:

The player must divide their forces up into 2 groups, or waves, that must include the same number of units. If there is an odd number of units, then the extra unit goes in the first wave (i.e. in an Daemon army with 7 units, the first wave will consist of 4 units and the second wave will consist of 3 units). You must declare whether an Independent Characters is on his own or if he is joining a unit, in which case he and the unit he joins count as a single unit in reserve.

You must choose which wave will come in first. However, Khorne is cruel and fickle. Before your first wave comes into play, you must roll a D6. On a 2-6, then he agrees with your choice (because it suits him, not because he cares about your “choice”) and your chosen wave comes in. On a roll of 1, however he decide to send in your second wave instead. If your army contains a number of units equal to the sacred number of Khorne or a multiple thereof, there is no need to roll to see what wave comes in, your chosen wave will automatically come in. Any unit with a composition of the sacred number of Khorne may re-roll the Scatter dice when it Deep Strikes, but you must stay with the second result.

The wave that was determined to start first will arrive into play using the Deep Strike rules in the Movement Phase. The Daemon player begins rolling for his reserves on Turn 1, with units entering play on a 5+. Afterwards, any units not yet deployed will come on as normal Reserves.

Furthermore, no unit deployed via Waves of Blood can suffer a Deep Strike mishap from anything unless it is caused by the unit landing in Impassable Terrain, another unit, or scattering off the board.

No units in the initial wave may assault on Turn 1 until their opponent has had a turn unless your opponent is using the Grey Knights codex.



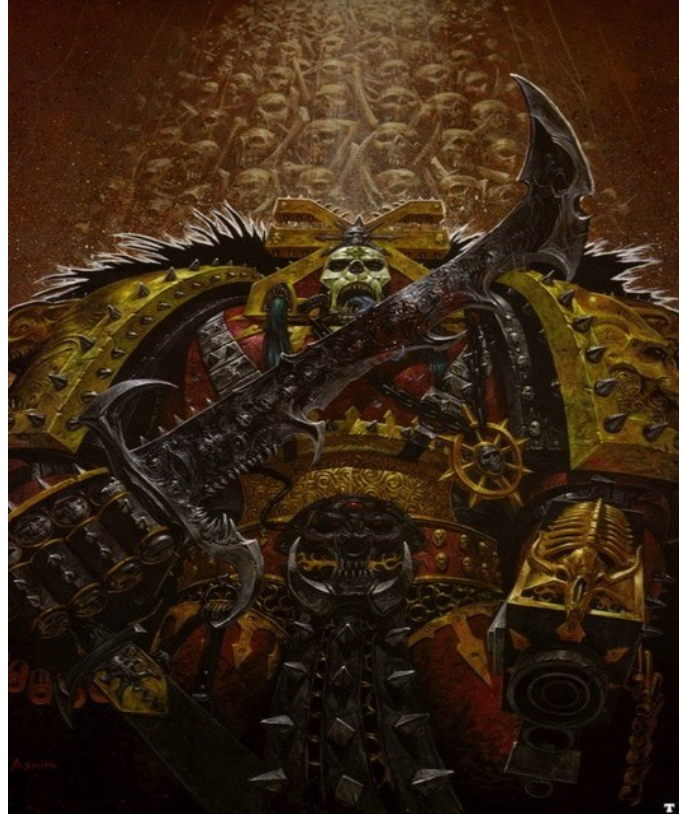
Lieges of Khorne

Slay! Slay! Slay for our Lord Khorne, for hallowed is his name and bountiful is his blessings! Rejoice for the blood we drink and the flesh we eat are in honor of him.

The Lieges of Khorne are the greatest of his mortal servants. They are obscenely powerful individuals, heavily mutated individuals whose lives are completely and utterly dedicated to slaying those in the name of Khorne. They command great war-hosts which cause lesser beings to tremble before their awesome power. Many Lieges of Khorne can trace their origins back to the Horus Heresy, all those millennia ago. Driven to the depths of rage and hatred and the insanity of the Warp, their bodies are barely recognizable and their taint is not something that can be hidden.

Truly horrifying, they look out on the galaxy and only can imagine pain and murder. This single-minded purpose gives them clarity during battle, but as seen on Skalathrax and other worlds in which legions of Khorne have devolved into self-destruction, this is not always a beneficial trait.

Unfortunately for the Imperium and other empires, a Liege of Khorne attracts a great many followers, who are like sharks attracted to blood in the water.



	WS	BS	S	T	W	I	A	Ld	Sv
Liege of Khorne	7	4	5	5	4	5	4	10	3+

Unit Type: Infantry (Character)

Wargear: Power Armor, bolt pistol, close combat weapon, frag grenades, krak grenades

Special Rules: Champion of Khorne, Mark of Khorne, Fearless

Marine Champion

They beg for mercy! Oh indeed, we shall give them the mercy of death!

Those who attain the highest positions of glory inevitably have the greatest fall. This is most true in the Traacher Astartes who have pledged themselves to Khorne-the most brutal and cruel of the pagan gods of Chaos!

Though already superhuman, the warping power of Chaos brings a traacher Astartes to a new height of power and depravity. They know no fear and know no other life than one of slaughter. These Champions are among the cruelest of the blood god's servants and specialize in bringing great pain to their enemies.

For this reason, the Marines who dedicate themselves to Khorne are some of his most favored (and feared) servants.



	WS	BS	S	T	W	I	A	Ld	Sv
Marine Champion	6	5	4	4	3	5	3	10	3+

Unit Type: Infantry (Character)

Wargear: Power Armor, bolt pistol, close combat weapon, frag grenades, krak grenades

Special Rules: Champion of Khorne, Mark of Khorne, Fearless

Humanoid Champion

We shall cleanse ourselves in the gore of our enemies

Though perhaps overall not as powerful as the traitor Astartes, the humanoid Champions of Khorne are far, far more numerous.

The humanoid champions come from all walks of life: many are of Imperial origin for humans are weak and easily tempted by the infinite power of Chaos. However there are many who are from an alien empire which has fallen under the sway of violence and dedicated itself to Khorne.

Beastmen are often champions of Khorne, for they are naturally violent and angry beings. The beastmen who serve Khorne often have their horns twist into the crude skull symbol of the blood god.



	WS	BS	S	T	W	I	A	Ld	Sv
Humanoid Champion	5	4	4	3	3	4	3	9	5+

Unit Type: Infantry (Character)

Wargear: Flak Armor, autopistol, close combat weapon, frag grenades, krak grenades

Special Rules: Champion of Khorne, Mark of Khorne, Fearless

Origins:

Beastman: +1 Toughness, +1 Wound

Imperial: All units with Origin: Imperial within 6" use this model's LD instead of their own

Miner: +1 Toughness, Relentless

Xeno: Choose one of the following Special Rules before deployment:

Feels No Pain, Fleet of Foot, Furious Charge, Hatred (Imperials), Rampage, Stealth

Bloodthirsters

Cower in fear, mortal fool, for your doom is NIGH

The Bloodthirsters are the most favored and powerful of Khorne's countless servants. Their purpose is for combat, and combat alone, at which they have no equal. Their eyes are a milky white and they have no iris, presenting a disturbing image beyond what their already impressive physique commands.

They are the Greater Daemons of Khorne and they only seek the most powerful of opponents to test their skill. Their lust for murder would curdle the blood of even the most hardened warrior.



	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	10	10	7	6	5	5	5	10	3+

Unit Type: Flying Monstrous Creature (Character)

Wargear: Khornate Chaos Armor, Axe of Khorne, 8 Tailed Whip

Special Rules: Daemon of Khorne, Mark of Khorne

8 Tailed Whip: Counts as an Additional Close Combat Weapon that also has a shooting profile as follows:

Range	Strength	AP	Type
8"	5	4	Assault 2, Rending

The Marauders of Khorne

Praise Khorne, truly have we come to a land filled with blood and skulls! Rejoice! For the time of reckoning has come, and non shall survive!

Khorne Marauders

Many of the treacher Astartes that devote themselves to Khorne call themselves Marauders. They are some of the most elite warriors in the galaxy, and their ability to slaughter planetary populations is unparalleled.



The Teeth of Khorne

Khorne cares not where the blood flows, as long as it flows, and the heavy weaponry of the Astartes makes sure that the blood continues to flow. Employing all manner of special weaponry, the traitor Devastators, or the Teeth of Khorne as they have come to be called provide long range support, and they mercilessly mow down all who come into their sights, occasionally even their own allies!

	WS	BS	S	T	W	I	A	Ld	Sv
Marauder	4	4	4	4	1	4	1	8	3+
Devastator	4	4	4	4	1	4	1	8	3+
Aspiring Champion	4	4	4	4	1	4	2	9	3+

Unit Type: Infantry, the Aspiring Champion is a **Infantry (Character)**

Wargear: Power Armor, bolt pistol, boltgun, Close Combat Weapon (Aspiring Champion only) frag grenades, Krak grenades

Special Rules: Champion of Khorne (Aspiring Champion only), Mark of Khorne

Mounted Marauders

	WS	BS	S	T	W	I	A	Ld	Sv
Mounted Marauder	4	4	4	4	1	4	1	8	3+
Mounted Aspiring Champion	4	4	4	4	1	4	2	9	3+



Unit Type: Infantry, the Aspiring Champion is a Infantry (Character)

Wargear: Power Armor, bolt pistol, boltgun, Close Combat Weapon, frag grenades, Krak grenades

Special Rules: Champion of Khorne (Aspiring Champion only), Mark of Khorne,

Mounted Marauders are the advance forces of many legions of Khorne, and they are some of the most feared foes. Depending on supplies, these Marauders could ride horses, a Xenobeast, or Bikes.

Humanoid Warriors of Khorne

Warrior-Cultists

The bulk of the forces of Khorne's army, Warrior-Cultists are those who lacked the force of will to become champions or were simply not powerful enough in the first place. However they are a stain upon the galaxy nonetheless, and are a constant thorn in the side of many an empire.

Like the Champions of Khorne, warrior-Cultists come from many different backgrounds. The most common Warrior-Cultists are comprised of Beastmen and humans, for their minds are small and easily warped, and their appetite for blood cannot be appeased.



	WS	BS	S	T	W	I	A	Ld	Sv
Warrior-Cultist	4	3	3	3	1	3	1	7	6+
Sect Leader	4	3	3	3	1	3	2	8	6+
Aspiring Champion	4	4	4	4	1	4	2	9	3+

Unit Type: Infantry, the Aspiring Champion and Sect Leader are Infantry (Character)

Wargear: (Sect Leader and Warrior-Cultists only)

Improvise Armor, Close Combat Weapon frag grenades

(Aspiring Champion only) **Power Armor, bolt pistol, boltgun, Close Combat Weapon frag grenades, krak grenades**

Special Rules: **Champion of Khorne** (Aspiring Champion and Sect Leader only), **Mark of Khorne**

Origins:

Beastmen: The unit has +1 Toughness and is armed with an additional Close Combat weapon

Imperial Guard: The unit is armed with Lasguns

Miner: The unit has +1 Toughness and the *Slow and Purposeful* special rule

Xeno: The unit must pick one of the following special rules before deployment

Fleet of Foot, Furious Charge, Hatred (Imperials), or Stealth

The Disciples of Khorne are crazed fanatics, mortals driven mad by the warp and the many “gifts” of their lord Khorne. It is common for Disciples to wear black robes edged in red. These robes have protective powers, for the thread of the robe is laced with warp energy.

Often times, Disciples will don brass or iron masks with horrific facial contortions and they will charge into combat with flails and axes.

Such is the utter devotion to their lord that they will ignore wounds that would fell a man in carapace armor. They make ideal shock troops for the legions of Khorne.

Disciples of Khorne

	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	4	4	4	3	1	5	2	8	-
Master	4	4	4	3	1	5	3	9	-

Unit Type: **Infantry**, the Aspiring Champion is a **Infantry (Character)**

Wargear: **Robes of Insanity, Close Combat Weapon**

Special Rules: **Champion of Khorne** (Aspiring Champion only), **Mark of Khorne, Fearless, Fear, Feels No Pain** (succeeds on a 4+ instead of the normal 5+)

Robes of Insanity: Grants a 6+ invulnerable save

Bloodletters

With twisted crimson frames they speed across the blighted land, crouched over as if to better track the terror-spoor of their prey.

Bloodletters are the Lesser Daemons of Khorne. They make up the line troops of Khorne's daemonic forces, and they all aspire to one day become Bloodthirsters.

They wield Hellblades, weapons manufactured in the great Forges of Khorne by enslaved psykers and wizards. These weapons are capable of piercing through even the thickest armor, and the weapon almost seems to have a consciousness, such is its thirst for blood.



	WS	BS	S	T	W	I	A	Ld	Sv
Bloodletter	5	4	4	4	1	4	2	8	4+

Unit Type: Infantry

Wargear: Acid Spit, Hellblade

Special Rules: Daemon of Khorne, Mark of Khorne, Furious Charge

The Bloodletters who distinguish themselves in battle are entitled to ride Juggernauts into battle, screaming the praises of their lord as they do so. These particular daemons are known as Bloodcrushers.

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodcrusher	5	4	5	5	2	4	3	8	3+

Unit Type: Infantry

Wargear: Acid Spit, Hellblade

Special Rules: Daemon of Khorne, Mark of Khorne, Furious Charge

The Gladiators of Khorne

Gladiators, lead us in the final attack! Rip the spines from their pathetic bodies and feast on their innards!

The Gladiators of Khorne are an ancient force, a majority of which is derived from the most bloodthirsty of the World Eaters which is a feat in and of itself!

Even before the Horus Heresy, the World Eaters experimented in a surgical procedures that rewired the brain to make its marines more violent and aggressive. This resulted in an uncontrollable Legion, one that was easily persuaded by the possessed warmaster Horus to turn to the powers of Chaos.

The Gladiators of Khorne are uncontrollable maniacs and barely controllable even off of the battlefield. Many have to be chained up or drugged in between campaigns. When the battle begins, they are set loose upon the general direction of the enemy before the rest of the ground forces deploy, for the Company of the Gladiator does not know friend from foe.



	WS	BS	S	T	W	I	A	Ld	Sv
Gladiator	5	3	4	4	2	4	2	10	3+
Champion	5	3	4	4	2	4	3	10	3+

Unit Type: Infantry, Infantry (Character)
(Champion only)

Wargear: Power Armor, bolt pistol, close combat weapon, frag grenades, krak grenades

Special Rules: Champion of Khorne (Gladiator Champion only), **Mark of Khorne, Fearless, Furious Charge, Rage**

Vessels of Khorne

C'mon, mutant needs a new pair of shoes!

The particularly fanatical warriors of Khorne will open themselves to becoming possessed by a Daemon which is attempting to enter real space. The Vessels of Khorne, as they are known, are disturbingly twisted and any vestiges of their former life are shed as they become a daemonvessel, renouncing their mortality for power.

The Vessels of Khorne are rather hardy, being made of warp-stuff and flesh and metal. They have the ability to reform wounds, making them incredibly hard to destroy. However as a consequence of their possession their link to the real world is much weaker and it can be difficult at times to maintain that link.

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	5	4	5	4	-	4	2	9	3+
Champion	5	4	5	4	-	4	3	9	3+

Unit Type: Infantry

Wargear: Power Armor, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades

Special Rules: Mark of Khorne, Fearless

Vessels of Khorne:

This unit is subject to the following:

- It has the Daemon and Fleet of Foot special rules
- It has one free roll on the Squad attributes of Khorne table
- No Independent Character may ever join this unit.

Note that Vessels of Khorne do not take casualties when they suffer unsaved wounds as they do not have a wound characteristic. Instead, they suffer from *Instability* as noted on the Daemon of Khorne special rule, with one addendum: At the end of any phase in which this unit has taken a wound, they must take an Instability LD test with a minus modifier equal to the amount of unsaved wounds that it would have taken. (ex the unit is LD9, if it took 2 unsaved wounds then it takes a LD test at LD7. A 10 is rolled, so the unit loses 3 models). So for each point this unit fails the LD test by, remove 1 model from this unit.

Chaos Spawn

The Chaos Spawn is the sign of penultimate failure, it is the physical representation of how little the gods truly care about their followers. Khorne is most likely to turn one of his followers into a spawn if said follower uses psychic powers or avoids a physical confrontation, but there are a host of reasons.

Some Chaos Spawn are truly stupid, some retain enough intelligence that they still follow around its warband like a faithful dog.

In many cases, Chaos Spawn are used as shock troops. Sometimes however food runs low and many Chaos Spawn are eaten. Such is Chaos.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Spawn	3	0	5	5	3	3	D6	10	-

Unit Type: Beast

Wargear: Power Armor, Bolt Pistol, Close Combat Weapon, Frag and Krak Grenades

Special Rules: Mark of Khorne, Fear, Fearless, Rage, Bulky

Random Attacks: At the beginning of each Fight Sub-Phase, roll a D6 for each friendly Spawn unit that is locked in combat. The result is the number of attacks before modifiers that all Chaos Spawn in that unit have this turn.

Mutated Beyond Reason: At the beginning of each Fight Sub-Phase, roll a D3 (this is rolled for before Random Attacks) for each friendly Spawn unit that is locked in combat. The result is the mutation in the table below that all Chaos Spawn in that unit are affected by this turn.

D3	Mutation
1	Subcutaneous Armor: The Chaos Spawn has a 4+ armor save
2	Grasping Pseudopods: Roll 2D6 for Random attacks and choose the highest result.
3	Beweaponed Extremities: All attacks by the Chaos Spawn are resolved with an AP of 4.

Slaughter-Fiends

Slaughter-Fiends are Defilers which have been repurposed, so to speak, to serve the Legions of Khorne as they march to battle. These gigantic death-dealers are fitted with rails with which the chosen warriors of Khorne can ride on these gigantic machines into the heart of a swirling melee!

	Armor								
	WS	BS	S	F	S	R	I	A	HP
Slaughter									
-Fiend	4	3	7	12	12	10	3	4	4

Unit Type: Walker (Transport)

Transport Capacity: 12

Wargear: Battlecannon, Reaper Autocannon, Twin-Linked Heavy Flamer, Two Power Fists, Daemon Possession, Searchlight, Smoke Launchers

Special Rules: Daemon, Fleet, It Will Not Die, Mark of Khorne, Assault Vehicle

Platform of Pain: The Slaughter-Fiend is considered Open-Topped for the purposes of Fire Points and assaulting.

Land Raiders

Land Raider

	Armor				
	BS	F	S	R	HP
Land Raider	4	14	14	14	4

Unit Type: Tank (Transport)

Transport Capacity: 10

Wargear: Twin-Linked Heavy Bolter, Sponson Twin-Linked Lascannons, Smoke Launchers, Searchlight

Special Rules: Assault Vehicle

Land Raider, Murder-Class

	Armor				
	BS	F	S	R	HP
Land Raider	4	14	14	14	4

Unit Type: Tank (Transport)

Transport Capacity: 10

Wargear: Twin-Linked Heavy Bolter, Sponson Twin-Linked Brass Blasters, Smoke Launchers, Searchlight

Special Rules: Assault Vehicle

Infernal Device: During the shooting phase you may choose to add 1 to the shots of any of your weapons (making your Brass Blasters Heavy 3 for example) but they will fire using Snap Shots.

Khornate Artillery

Blood Ravens! Advance upon their left flank! Wait are those cannon----arargagrrhhhhhhh

	WS	BS	S	T	W	I	A	Ld	Sv
Artillery				7	2				3+
Warrior-Cultist	4	3	3	3	1	3	1	7	6+

Unit Type: Artillery

Wargear: 1 Artillery Piece and 2 Warrior-Cultists

Special Rules: Mark of Khorne,

[The Forge of Khorne]

Below details the equipment used in a Legion of Khorne army used for games of Warhammer 40,000.

Melee Weapons

The following weapons' rules can be found in the Warhammer 40,000 rulebook.

Chainfist Close Combat Weapon Lightning Claws	Power Fist Power Weapons
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Axe of Khorne: *Daemon axes powered by a trapped Bloodthirster, these mighty axes cannot be wielded by mere mortals. Instead, such weapons are wielded by another Bloodthirster!*

R	Strength	AP	Type
-	+1	1	Melee, Daemon Weapon (Devastator, Piercing)*

*Note that the Axe of Khorne's two attributes as a Daemon Weapon have already been Gladiator.

Chainaxe: *A mainstay of the legions of Khorne, this brutal weapon can tear through armor and bone quite easily.*

R	Strength	AP	Type
-	User	4	Melee

Great Weapons: *Ranging from hefty broadswords to obsidian axes, great weapons are primitive weapons but are still large enough to deal a lot of damage*

R	Strength	AP	Type
-	User+1	6	Melee, Two-handed

Hellblades: *Forged of raw warp-stuff, these blades are masters at the art of drawing blood*

R	Strength	AP	Type
-	User	3	Melee, Rending

Power Scourge: *These are mighty flails with the ability to rend metal off of even some of the most heavily armored targets.*

R	Strength	AP	Type
-	8	2	Melee, Flail

Flail: If one or more enemy models are in base contact with this model at the start of the Fight sub-phase, roll a D3. Reduce the Weapon Skill of all enemy models in base contact by the resulting number, to a minimum of 1.

Ranged Weapons

The following weapons' rules can be found in the Warhammer 40,000 rulebook.

Autocannon	Heavy Flamer
Autogun	Lascannon
Autopistol	Lasgun
Battlecannon	Laspistol
Boltgun	Meltagun
Boltpistol	Missile Launcher
Combi-weapons	Plasma Gun
Flamer	Plasma Pistol
Heavy Bolter	

Acid Spit: *The bite of a Bloodletter is acidic, and so is its spittle! It can be used to horrifying effect against the proper targets.*

Acid Spit always hits on a 4+

R	Strength	AP	Type
8"	3	4	Assault 1, Rending

Combi-Bolters:

R	Strength	AP	Type
24"	4	5	Rapid Fire, Twin-Linked

Bronze Blaster: *A massive weapon concocted in the forges of Khorne, it is primarily an anti-tank weapon but can certainly be used to murder infantry.*

R	Strength	AP	Type
32"	8	3	Heavy 2

Khornate Cannons: *Another insidious weapon design, Khornate Cannons are functionally giant plasma cannons, and just as dangerous!*

R	Strength	AP	Type
40"	8	2	Heavy 1, Large Blast

Bloodseeker: Reduce this weapon's AP by 1 on the to-wound roll of 6.

Power Scourge: *These are mighty flails with the ability to rend metal off of even some of the most heavily armored targets.*

R	Strength	AP	Type
-	8	2	Melee, Flail

Flail: If one or more enemy models are in base contact with this model at the start of the Fight sub-phase, roll a D3. Reduce the Weapon Skill of all enemy models in base contact by the resulting number, to a minimum of 1.

Special Issue Wargear

Rules for the following grenades can be found in the Warhammer 40,000 rulebook:

Frag Grenades (See assault grenades)	Krak Grenades Melta Bombs
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Chaos Bikes:

Models with a Chaos Bike change their unit type to *Bike*, as described in the Warhammer 40,000 rulebook. Chaos Bikes have a single twin-Linked Boltgun.

Jump Pack:

Models with a Chaos Bike change their unit type to *Jump*, as described in the Warhammer 40,000 rulebook.

Personal Icon:

Personal icons are used for summoning Bloodthirsters. When a Bloodthirster becomes available via reserves, remove a Personal Icon bearer from the game and place the Bloodthirster within 3" of where the Personal Icon bearer once was but at least 1" away from enemy models. If the Bloodthirster cannot be placed, it is put back into ongoing reserves. If the icon bearer is slain (except if killed in a sweeping advance) before the Daemon becomes available, place the Bloodthirster within 2" where the bearer once stood, but from now on the Bloodthirster takes all Instability tests on 3d6 instead of 2d6.

Rewards of Khorne

Aura of Dark Glory:

A disturbing aura permeates the Champion, inspiring both dread and glory in all who witness it. These auras offer protective power against even the power of the warp.

The Champion has a 5+ invulnerable save.

Blessing of Khorne

The Champion is truly an embodiment of Khorne, for Khorne has blessed his champion with the gift of fighting until the end of time.

The Champion has the *Eternal Warrior* special rule as found in the Warhammer 40,000 rulebook

Collar of Khorne

A brass collar appears around the Champion's neck, protecting him from cowardly psykers

A model with a Collar of Khorne has a 2+ invulnerable save against Force Weapons, and its unit passes Deny the Witch rolls on a 2+.

Flesh Hound

The Champion is accompanied by a Flesh Hound of Khorne

The Champion's unit composition also includes a Flesh Hound of Khorne. This means that the Flesh Hound must always be within 2" of its master, and it does not need to be summoned as normal.

Force of Murder

As the Champion delves further into rage, its immunity to pain increases

The Champion has a 6+ invulnerable save. For each challenge it wins, add 1 to its invulnerable save, up to the maximum of a 2+.

Gift of Mutation

Khorne has blessed this Champion with one of his attributes, a foul mutation

Before deployment, roll on the Chaos Attributes of Khorne table and record your result on your army roster. Do not apply any Spawndom or Dark Apotheosis results, instead re-roll that result. This result lasts for the rest of the game.

Juggernaut

The Champion is gifted with the Steed of Khorne; a giant mechanoid beast armored in brass

The Champion changes its unit type to *Cavalry* and gets +1 Toughness, +1 Wound and +1 Attack

Khornate Chaos Armor

The Champion is clad in the armor of Khorne. Its appearance is bio-mechanical and melds with the flesh of its wearer and morphs to fit mutations.

The Champion has a 2+ armor save.

Dominant Attribute Table of Khorne

Dominant Attributes are rolled before deployment begins. Denote which Dominant Attributes a unit has after they have been rolled for. All models in a unit benefit from the attribute unless they are an Independent Character.

D6 Roll	Attribute of Khorne
1	Horrifying Appearance: Unit has Fear, or if it already had Fear, enemies take the LD test at a -1 (stacks)
2	Inhuman Strength: +1 Strength to the unit (stacks)
3	Frenzied: +1 Attack to the unit (stacks)
4	Utter Hatred: The unit gains Hatred
5	Wild Assault: +1" to the unit's charge distance (stacks)
6	Glory of Khorne: +1 to the unit's assault results (stacks)

<-Chaos Artefacts->

Bloodstones

A dark, red veined rock about the size of a clenched fist and warm to the touch. It contains the blood of daemons and may be used to call upon the assistance of the daemons of Khorne.

Once per game may be used to give the Champion +D3 strength and +D3 attacks, roll for each separately. All psykers within 8" suffer from Perils of the Warp when used, and all Force Weapons become normal power weapons until the beginning of the Chaos player's next turn.

Chaos Weapons

Perhaps taken from the cold, dead grips of an imperial dog or made for the wielder in unnameable, unholy ways, Chaos Weapons are forged from the raw stuff of Chaos. Each weapon is totally different but equally deadly. Such is its power that it mutates those it strikes, cursing them with Chaotic attributes. Many struck by such weapons mutate so rapidly that they become a gurgling blob of flesh and metal.

A Chaos Weapon is a two handed close combat weapon. Before deployment, roll 2d6 twice for the Chaos Weapon's attributes. If the same result is rolled twice, you may choose the second power. In addition, if in a challenge a model with a Chaos Weapon causes one or more unsaved wounds to its opponent, the enemy model must take a Toughness test. If it fails, the enemy is automatically slain and replaced with a Chaos Spawn as if it rolled the Chaos Spawn attribute on the Chaos Attributes of Khorne table.

2-3: Warpflame: +3 Strength

4: Unholy Speed: +3 Attacks

5: Etherblade: The Chaos Weapon ignores armor

6: Vampire: The bearer gets +1 wound for each unsaved wound dealt

7: Degeneration: A successful to-wound score from this model with this weapon reduces the enemy's Armor save by 1 permanently, this is calculated before AP values are taken into account.

8: Entrancing: Enemy models within 2" attack at one Initiative step less, to a minimum of Initiative Step 1.

9: Fiery Blast: Chaos Weapon attacks have the Soul Blaze rule, and the model counts as being armed with a Heavy Flamer.

10: Poisonous: Poisoned 3+

11-12: Psychic Destroyer: Wounds models with a Psychic Mastery Level on a 2+. Any Psyker dealt an unsaved wound reduces its Mastery level by 1 permanently, to a minimum of Psychic Mastery 1

Daemon Weapons

Daemon Weapon begins in one of the following power weapon forms: Axe, Lance, Maul, or Sword. All Daemon Weapons have the *Daemon Weapon* special rule:

At the beginning of the Fight Sub-Phase, roll a D6. On a 1 the daemon rebels and the model takes a wound with no Armor saves allowed, and is WS1 until the end of the phase. Regardless of the roll, the model gains that many additional attacks until the end of the phase.

Daemon Weapon Attributes:

In addition to the Daemon Weapon Special Rule, all Daemon Weapons have 2 attributes chosen from the list below. An attribute may only be chosen once.

1. Savagery: The model rolls 2D6 for its attacks instead D6 for its Daemon Weapon and chooses the highest. If double 1's are rolled, the model directs all of its attacks against itself if in a challenge or alone, or against the nearest friendly unit within 3" in close combat.

2. Shrieking: The model causes Fear, all LD tests from Fear are taken on 3d6 taking the 2 highest.

3. Aura: +1 to the wielder's Invulnerable save

4. Hacking: This model always hits on a 2+ in close combat

5. Warp Time: The model strikes at one higher initiative step than normal, after modifiers (to a maximum of Initiative Step 10)

6. Piercing: Subtract 1 from the weapon's AP

7. Strong: +1 Strength

8. Devastator: All unsaved wounds are multiplied into D3 wounds

Dark Apotheosis (Becoming a Daemon Prince)

*With a mighty shout he rose,
brighter than the sun and the
splendor of a supernova.
In his hand he held a rod of
twisted bone, crossed and
double-crossed to form the sign
of Khorne, a symbol of his
power and the fruit of mortal
longings well-fulfilled.*

*He rose above the company,
taller far than they, and looked
with black pride on his frightened
slaves. He snarled and heard
the sound of noble hatred
echoing from the skies. He
stared the savage stare of
immortal fury and death was in
his gaze now as it was in
mortality.*

*And on that blasted heath his
ashen servants turned, gripped
by cold unthinking terror and
fled his presence.*

*On this blasted heath, a
Daemon Prince of Khorne was
ushered into this world.*



Becoming a Daemon Prince

A Champion can only become a Daemon Prince in one way: by achieving the *Dark Apotheosis* result on the Chaos Attributes of Khorne chart.

First and foremost, a Daemon Prince becomes Unit Type: Monstrous Creature *Daemon of Khorne* and *Instability* special rules. When testing for Instability with a Daemon Prince, replace “Bloodthirster” with “Daemon Prince”.

When a Champion becomes a Daemon Prince, it retains any and all *Rewards of Khorne* (with the exception of a Juggernaut), *Chaos Artefacts*, and any Chaos Attributes it had. It also loses the *Champion of Khorne* special rule, although it still has the *Mark of Khorne* special rule and will remain your Warlord.

When a model becomes a Daemon Prince, it also gains the following characteristic benefits:

WS	BS	S	T	W	I	A	LD
+2		+2	+1	+1	+2	+1	10

Representing a Daemon Prince

As Daemon Princes are supposed to be rather large, Daemon Princes must be at least on a 40mm base, although 60mm is even better. They should at least be 2” high.

Placing a Daemon Prince

If for some reason you cannot place a Daemon Prince onto the battlefield, place the model into your ongoing reserves

Armor

Flak Armor

Flak Armor grants a 5+ Armor save

Improvised Armor

Improvised Armor grants a 6+ Armor save

Power Armor

Power Armor grants a 3+ Armor save

Terminator Armor

Terminator Armor confers a 2+ Armor save and a 5+ invulnerable save. It also gives its wearer the *Bulky*, *Deep Strike*, and *Relentless* special rules. Furthermore, a model in Terminator Armor may never Sweep Advance.

Vehicle Equipment

The rules for the following vehicle equipment can be found in the Warhammer 40,000 rulebook

Combi-weapons	Searchlight
Dozer Blade	Smoke Launchers
Extra Armor	

Destroyer Blades

Any unit Tank Shocked by a vehicle with Destroyer Blades takes D6 Str5 AP6 hits. If it elects to Death or Glory, it takes 2D6 Str5 AP6 hits. A walker with this upgrade does D6 Hammer of Wrath hits when it charges.

Combi-Bolter

See the rules on the Ranged Weaponry page

Daemon Possession

The vehicle's Ballistic Skill is reduced by 1 and it ignores the effects of Crew Shaken and Crew Stunned. Embarked units are still affected by these results.

Roll a D6 each time a unit embarks on a vehicle with the Daemon Possession (including rolling at the start of your first turn if a unit begins the game embarked in the vehicle). On the roll of a 1, the Daemon devours a randomly Gladiator model in the unit, remove that model from the game, no saves of any kind are allowed. The vehicle then gains Hull Points equal to the devoured model's wounds.

Dirge Caster

Enemy units within 6" of a vehicle with a Dirge Caster cannot fire Overwatch.

Havoc Launcher

R	Str	AP	Type
48"	5	5	Heavy 1, Blast, Twin-Linked

Mounts

Horse:

The model becomes Unit Type (Cavalry)

Xeno Cavalry:

The model becomes Unit Type (Cavalry) and gets +1 Toughness

Tools of Slaughter (Wargear)

Melee Weapons*

A model can replace its close combat weapon or a pistol with one of the following:

- Chainaxe.....6/3 points
- Lightning Claw.....15/15 points
- Power Weapon.....15/15 points
- Power Fist.....25/25 points

Ranged Weapons*

A model can replace one of its weapons with one of the following:

- Combi-Bolter.....3/3 points
- Combi-Plasma, -Melta or -Flamer.....10/10 points
- Plasma Pistol.....15/10 points

Terminator Weapons

A model wearing Terminator Armor can replace its Combi Bolter with one of the following:

- Combi-Plasma, -Melta or -Flamer.....7 points
- Lightning Claw.....12 points
- Power Weapon.....12 points
- Power Fist.....22 points
- Chain Fist.....27 points

A model wearing Terminator Armor can replace its Power Weapon with one of the following:

- Lightning Claw.....5 points
- Power Weapon.....5 points
- Power Fist.....10 points
- Chain Fist.....15 points

Special Issue Wargear

A model can take up to one each of the following:

- Melta Bombs.....5 points
- Chaos Bike.....20 points
- Jump Pack.....15 points
- Personal Icon.....10 points

Rewards of Khorne**

A model can take up to one each of the following:

- Khornate Chaos Armor.....15/15 points
- Collar of Khorne.....15/10 points
- Juggernaut.....35/25 points
- Flesh Hound.....25/17 points
- Aura of Dark Glory.....15/10 points
- Force of Murder.....20/15 points
- Gift of Mutation.....10/10 points
- Blessing of Khorne.....35/20 points

Chaos Artefacts**

A model can take up to one each of the following:

- Daemon Weapon.....35 points
- Bloodstone.....15 points
- Chaos Weapon.....25 points

*Note that for Melee and Ranged weapons there are 2 points costs. The first is for models that take up an HQ slot, the 2nd cost is for a unit Champion, i.e. an Aspiring Champion or Sect Leader.

**Note that for Rewards of Khorne and Chaos Artefacts there are 2 points costs. The first point cost is for Bloodthirsters, Marine Champions and Lords of Khorne, the 2nd point cost is for Humanoid Champions.

Chaos Bikes, Jump Packs, and Juggernauts, and Terminator Armor are all mutually exclusive, you may only have one of them at any time.

Headquarters

Liege of Khorne.....

160 points

	WS	BS	S	T	W	I	A	Ld	Sv
Liege of Khorne	7	4	5	5	4	5	4	10	3+

Unit Type

Unit Composition

Infantry (Character) 1 Liege of Khorne

Wargear:

- Powered Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Special Rules

- Fearless
- Independent Character
- Mark of Khorne
- Champion of Khorne

Options:

The Liege of Khorne may take any options from the **Melee Weapons, Ranged Weapons, Special Issue Wargear, Rewards of Khorne** and/or **Chaos Artefacts** sections of the Wargear List.

● Alternatively, the Liege of Khorne may replace all of its wargear with Terminator Armor, a power weapon and a Combi-bolter.....40 points

The Liege may take any of the following options:

Join the Cult of the Berzerker.....20 points

Become a Veteran of the Long War.....5 points

-A Liege of Khorne in Terminator armor may then take any options from the **Terminator Weapons, Rewards of Khorne** and/or **Chaos Artefacts** sections of the Wargear List.

Bloodthirster.....

350 points

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	10	10	7	6	5	5	5	10	3+

Unit Type

Unit Composition

Flying Monstrous Creature(Character) 1 Bloodthirster

Wargear:

- Axe of Khorne
- Iron Hide
- 8 Tailed Whip

Special Rules

- Daemon of Khorne
- Independent Character
- Mark of Khorne
- Champion of Khorne
- 4+ invulnerable save

Options:

● The Bloodthirster may take any options from the **Rewards of Khorne** section of the Wargear, with the exception of the **Flesh Hound** and **Juggernaut**. Any gifts taken by the Bloodthirster are considered *Daemonic Gifts*. Furthermore, any options taken from the **Rewards of Khorne** section cost double what they would normally. (i.e. Khornate Chaos Armor costs 30 points)

Humanoid Champion of Khorne.....

40 points

	WS	BS	S	T	W	I	A	Ld	Sv
Humanoid Champion	4	4	4	3	3	4	4	9	5+

Unit Type

Infantry (Character)

Unit Composition

1 Humanoid Champion

Wargear:

- Flak Armor
- Auto Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Special Rules

- Fearless
- Independent Character
- Mark of Khorne
- Champion of Khorne

Options:

●The Humanoid Champion may take any options from the **Melee Weapons, Ranged Weapons,**

Rewards of Khorne and/or **Chaos Artefacts** sections of the Wargear List.

●The Humanoid Champion may take one of the following options:

Carapace Armor.....*3 points*

Power Armor.....*8 points*

●The Humanoid Champion may have one of the following Origin paths

-Beastman.....*25 points*

-Imperial.....*15 points*

-Miner.....*15 points*

-Xeno.....*15 points*

Marine Champion.....

80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Marine Champion	6	5	4	4	3	5	3	10	3+

Unit Type

Infantry (Character)

Unit Composition

1 Marine Champion

Wargear:

- Powered Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Special Rules

- Fearless
- Independent Character
- Mark of Khorne
- Champion of Khorne

Options:

The Marine Champion may take any options from the **Melee Weapons, Ranged Weapons, Rewards of Khorne** and/or **Chaos Artefacts** sections of the Wargear List.

●Alternatively, the Marine Champion may replace all of its wargear with Terminator Armor, a power weapon and a Combi-bolter.....*40 points*

The Lord may take any of the following options:

Join the Cult of the Berzerker.....*15 points*

Become a Veteran of the Long War.....*5 points*

-A Marine Champion in Terminator armor may then take any options from the **Terminator Weapons, Rewards of Khorne** and/or **Chaos Artefacts** sections of the Wargear List.

Elites

Gladiators of Khorne..... 168 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Gladiator	5	3	4	4	2	4	2	10	3+	Infantry	4 Gladiators
Champion	5	3	4	4	2	4	3	10	3+	Infantry (Character)	1 Champion

Wargear:

- Powered Armor
- Bolt Pistol
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Special Rules

- Furious Charge
- Fearless
- Rage
- Mark of Khorne
- Champion of Chaos (Champion only)

- Every 8th Gladiator may replace its Close Combat Weapon with one of the following:
-Power Weapon.....10 points

Options:

- May have up to eleven extra Gladiators.....32 points per model
- Any Gladiator may take one of the following
-Bolt Pistol.....1 point per model
-Chainaxe.....3 points per model

- The Champion may take any options from the **Rewards of Khorne, Melee Weapons** and/or the **Ranged Weapons** of the wargear list

- Or replace his close combat weapon with one of the following
Bolt pistol.....Free
Chainaxe.....2 points per model
- The entire unit may replace its wargear with a suit of Terminator Armor, a Power Weapon, and a Combi Bolter.....20 points per model

- The Champion may take a gift of mutation.....8 points
- If the unit numbers 10 models or less and is not in Terminator Armor, equipped with Jump Packs or on Juggernauts, it may take a Rhino as a dedicated transport

- Any Gladiator in Terminator Armor may take one of the two following options:
Replace its power weapon with one of the following:
-Lightning Claw.....Free
-Power Fist.....10 points
-Chain Fist.....15 points
Replace both its power weapon and combi bolter with
-Lightning Claws.....5 points

- The unit may take Jump Packs if not in Terminator Armor or on Juggernauts for the price of.....8 points per model
- The entire unit may take a Dominant Chaos Attribute of Khorne.....4 points per model

- The entire unit may be mounted on Juggernauts . See the Rewards of Khorne section for the benefits that a Juggernaut would give.....30 points per model

- The entire unit may take the Veterans of the Long War special rule.....1 point per model

- The entire unit may dedicate itself to the Cult of the Berzerker.....4 points per model

- One model may take a Summoning Icon.....5 points

Bloodcrushers..... **159 points**

	WS	BS	S	T	W	I	A	Ld	Sv
Bloodletter	5	0	5	5	2	4	3	9	3+

Unit Type
Cavalry

Unit Composition
3 Bloodcrushers

Wargear:

- Hellblade
- Acid Spit
- Juggernaut
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*5 points per model*

Special Rules

- Mark of Khorne
- Daemon of Khorne
- Furious Charge

Options:

- May have up to seven extra
-Bloodcrushers.....*53 points per model*
- May designate one Bloodcrusher as the unit Champion, it gains the Champion of Khorne special rule and changes its unit type to Cavalry (Character).....*10 points*
-The Champion may take one choice from the **Rewards of Khorne** section of Wargear, with the exception of a Juggernaut (duh!)

Vessels of Khorne..... **150 points**

	WS	BS	S	T	W	I	A	Ld	Sv
Vessel	5	4	5	4	-	4	2	9	3+
Champion	5	4	5	4	-	4	3	9	3+

Unit Type
Infantry

Unit Composition
4 Vessels
Infantry (Character) 1 Champion

Wargear:

- Powered Armor
 - Bolt Pistol
 - Close Combat Weapon
 - Frag Grenades
 - Krak Grenades
- Special Rules**
- Fearless
 - Vessels of Khorne
 - Mark of Khorne
 - Champion of Chaos (Aspiring Champion only)

Options:

- May have up to eleven extra
-Vessels.....*28 points per model*
- Any model may take one of the following
-Bolt Pistol.....*2 points per model*
-Chainaxe.....*3 points per model*
- Or replace his close combat weapon with one of the following
Bolt pistol.....*Free*
Chainaxe.....*2 points per model*
- If the unit numbers 10 models or less, it may take a Dedicated Transport.

- Every 8th Vessel may replace its Close Combat Weapon with a
-Power Weapon.....*10 points*
- The Champion may take any options from the **Chaos Rewards, Melee Weapons** and/or the **Ranged Weapons** of the wargear list
- The Champion may take up to 2 gifts of mutation.....*8 points*
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*4 points per model*
- The entire unit may take the Veterans of the Long War special rule.....*3 points per model*
- The entire unit may dedicate itself to the Cult of the Berzerker..... *4 points per model*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Disciple	4	4	4	3	1	5	2	8	--	Infantry	4 Disciples
Master	4	4	4	3	1	5	3	8	--	Infantry (Character)	1 Master

Wargear:

- Robes of Insanity
- Auto Pistol (Sect Leader only)
- Close Combat Weapon
- Frag Grenades

Special Rules

- Fear
- Fearless
- Feels No Pain (4+)
- Mark of Khorne
- Champion of Khorne (Master only)

- The Master may replace its Auto Pistol or Close Combat Weapon
-Power Weapon.....*15 points*

- The Master may take a gift of mutation.....*8 points*

Options:

- May have up to eleven extra Disciples.....*12 points per model*
- Any Warrior-Cultist may take one of the following
-Auto Pistol or Auto Gun.....*2 points per model*
-Close Combat Weapon.....*1 point per model*
-Chainaxe.....*2 points per model*
- The entire unit may replace its Close Combat Weapons with
-Great Weapons.....*1 point per model*
- The entire unit may take up to 2 Dominant Chaos Attributes of Khorne.....*2 points per model*
- The entire unit may take an Origin Path
-Beastman.....*5 points per model*
-Imperial.....*2 points per model*
-Miner.....*4 points per model*
-Xeno.....*2 points per model*

- 2 models may replace their Close Combat Weapons with a
-Power Weapon.....*10 points*

- 2 models may replace their Lasgun or Autogun with one of the following
-Flamer.....*5 points*
-Plasma Gun.....*15 points*
-Melta Gun.....*10 points*

- Every 8th model may replace its Autogun with one of the following:
-Flamer.....*5 points*
-Plasma Gun.....*15 points*
-Melta Gun.....*10 points*

- One model may take a Summoning Icon.....*5 points*

- If the unit numbers 10 models or less, it may take a Dedicated Transport.

Troops

Marine Marauders..... 90 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Marauder	4	4	4	4	1	4	1	8	3+	Infantry	4 Marauders
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion

Wargear:

- Powered Armor
- Boltgun
- Bolt Pistol (Champion only)
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Options:

- May have up to fifteen extra
 - Marauders.....*16 points per model*
- Any Chaos Marauder may take one of the following
 - Bolt Pistol.....*2 points per model*
 - Chainaxe.....*2 points per model*
 - Close Combat Weapon.....*1 point per model*
- Or replace his boltgun with one of the following
 - Bolt pistol.....*Free*
 - Chainaxe.....*1 point per model*
- The entire unit may take the Veterans of the Long War special rule.....*1 point per model*
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*2 points per model*
- The entire unit may dedicate itself to the Cult of the Berzerker.....*4 points per model*

Special Rules

- Mark of Khorne
- Champion of Chaos (Aspiring Champion only)

- One Marauder may replace its Boltgun with one of the following:

- Flamer.....*Free*
- Melta Gun.....*5 points*
- Plasma Gun.....*10 points*

- Every 8th Marauder may replace its Boltgun with one of the following:

- Flamer.....*5 points*
- Plasma Gun.....*15 points*
- Melta Gun.....*10 points*

- The Aspiring Champion may take any options from the **Melee Weapons** and/or the **Ranged Weapons** of the wargear list

- The Aspiring Champion may take a gift of mutation.....*8 points*

- If the unit numbers 10 models or less, it may take a Rhino as a dedicated transport

- One model may take a Summoning Icon.....*5 points*

Warrior-Cultists..... **50 points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Warrior-Cultist	4	3	3	3	1	3	1	7	6+	Infantry	9 Warrior-Cultists
Sect Leader	4	3	3	3	1	3	2	8	6+	Infantry (Character)	1 Sect Leader
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	

Wargear:

- Improvised Armor
- Auto Pistol (Sect Leader only)
- Close Combat Weapon
- Frag Grenades

Options:

- May have up to thirty extra Warrior-Cultists.....*4 points per model*
- Any Warrior-Cultist may take one of the following
 - Auto Pistol or Auto Gun.....*2 points per model*
 - Close Combat Weapon.....*1 point per model*
- The entire unit may replace its Improvised Armor with Flak Armor.....*1 point per model*
- The entire unit may replace its Close Combat Weapons with
 - Great Weapons.....*1 point per model*
- The entire unit may take a Dominant Chaos
 - Attribute of Khorne.....*1 point per model*
- All Warrior-Cultists and Sect Leaders may take an Origin Path
 - Beastman.....*2 points per model*
 - Imperial.....*1 point per model*
 - Miner.....*2 points per model*
 - Xeno.....*1 point per model*

Special Rules

- Mark of Khorne
- Champion of Khorne (Sect Leader and Aspiring Champion only)

- The Sect Leader may replace its Auto Pistol or Close Combat Weapon
 - Power Weapon.....*10 points*
- You may add an Aspiring Champion to the Warrior Cult.....*24 points*
- The Aspiring Champion may take any options from the **Melee Weapons** and/or the **Ranged Weapons** of the wargear list
- The Sect Leader or Aspiring Champion may take a gift of mutation.....*8 points*
- Every 10th model in the unit may take one of the following weapons
 - Shotgun.....*2 points*
 - Flamer or Heavy Stubber.....*5 points*
- Every 8th model in the unit may replace its Close Combat Weapon with:
 - Chainaxe.....*2 points*
- If the unit numbers 10 models or less, it may take a Chimera or Rhino as a dedicated transport
- One model may take a Summoning Icon.....*5 points*

Bloodletters..... 144 points

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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodletter	5	4	4	4	1	4	2	8	4+	Infantry	8 Bloodletters

Wargear:

- Hellblade
- Acid Spit

• The entire unit may take a Dominant Chaos Attribute of Khorne.....*2 points per model*

• One model may take a Summoning Icon.....*5 points*

Special Rules

- Mark of Khorne
- Daemon of Khorne
- Furious Charge

Options:

• May have up to sixteen extra
-Bloodletters.....*18 points per model*

• May designate one Bloodletter as the unit Champion, it gains the Champion of Khorne special rule and changes its unit type to Infantry (Character).....*5 points*
-The Champion may take one choice from the **Rewards of Khorne** section of Wargear (except a Juggernaut or Flesh Hound)

Dedicated Transports

Rhino..... 40 Points

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XX

	BS	Armor			HP	Unit Type	Composition
		[]			
Rhino	4	11	11	10	3	• Vehicle-Tank	• 1 Rhino

Transport
Capacity: 10 models

Wargear

- Turret Combi-Bolter
- Smoke Launchers

Special Rules

- Repair
- Mark of Khorne

Options:

• May take any options from the **Vehicle Wargear** list

East Attack

Mounted Marauders..... 56 points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Marauder	4	4	4	4	1	4	1	8	3+	Infantry	2 Marauders
Aspiring Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion

Wargear:

- Powered Armor
- Boltgun
- Bolt Pistol (Champion only)
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Options:

- May have up to thirteen extra Chaos Marauders.....*16 points per model*
- Any Chaos Marauder may take one of the following
 - Bolt Pistol.....*2 points per model*
 - Chainaxe.....*2 points per model*
 - Close Combat Weapon.....*1 point per model*
- Or replace his boltgun with one of the following
 - Bolt pistol.....*Free*
 - Chainaxe.....*1 point per model*
- The entire unit may take the Veterans of the Long War special rule.....*1 point per model*
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*2 points per model*
- The entire unit may dedicate itself to the Cult of the Berzerker.....*4 points per model*

Special Rules

- Mark of Khorne
- Champion of Chaos (Aspiring Champion only)

- The unit **must** take one of the following options:

- Horse.....*2 points per model*
- Xeno Mount.....*6 points per model*
- Chaos Bike.....*8 points per model*

- Up to 2 Marauder may replace their Boltgun with one of the following:
 - Flamer.....*5 points*
 - Plasma Gun.....*15 points*
 - Melta Gun.....*10 points*

- Every 8th Marauder may replace its Boltgun with one of the following:
 - Flamer.....*5 points*
 - Plasma Gun.....*15 points*
 - Melta Gun.....*10 points*

- The Aspiring Champion may take any options from the **Melee Weapons** and/or the **Ranged Weapons** of the wargear list

- The Aspiring Champion may take a gift of mutation.....*8 points*

- The Aspiring Champion may take melta bombs.....*5 points*

- One model may take a Summoning Icon.....*10 points*

Chaos Spawn..... **33 points**

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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Spawn	3	0	5	5	3	3	D6	10	3+	Beast	1 Chaos Spawn

Wargear:

- You don't want to know

Special Rules

- Fear
- Fearless
- Mark of Khorne
- Mutated Beyond Reason
- Rage
- Random Attacks

Options:

- May have up to 15 extra Chaos Spawn.....*33 points per model*
- The entire unit may take up to 2 Dominant Chaos Attribute of Khorne.....*4 points per model*

Flesh Hounds..... **136 points**

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XX**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Flesh Hound	5	0	5	4	1	5	2	8	-	Beast	8 Flesh Hounds

Wargear:

- Collar of Khorne
- Claws (2 CCW's)

Special Rules

- Mark of Khorne
- Daemon of Khorne
- Fleet of Foot

Options:

- May have up to sixteen extra -Flesh Hounds.....*17 points per model*
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*2 points per model*

Heavy Support

The Teeth of Khorne..... 90 points

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	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Devastator	4	4	4	4	1	4	1	8	3+	Infantry	4 Devastators
Devastator Champion	4	4	4	4	1	4	2	9	3+	Infantry (Character)	1 Aspiring Champion

Wargear:

- Powered Armor
- Boltgun
- Bolt Pistol (Champion only)
- Close Combat Weapon
- Frag Grenades
- Krak Grenades

Options:

- May have up to 5 extra Devastators.....*16 points per model*
- Any Chaos Marauder may take one of the following
 - Bolt Pistol.....*2 points per model*
 - Chainaxe.....*2 points per model*
 - Close Combat Weapon.....*1 point per model*
- The entire unit may take the Veterans of the Long War special rule.....*1 point per model*
- The entire unit may take a Dominant Chaos Attribute of Khorne.....*2 points per model*

Special Rules

- Mark of Khorne
- Champion of Chaos (Aspiring Champion only)

- Up to 4 Devastators may replace their Boltgun with one of the following:

- Flamer.....*5 points*
- Melta Gun.....*10 points*
- Plasma Gun.....*15 points*
- Heavy Bolter.....*10 points*
- Autocannon.....*10 points*
- Missile Launcher.....*15 points*
- Lascannon.....*20 points*

Any Missile Launcher may also take Flakk Missiles for 10 points

- The Devastator Champion may take any options from the **Melee Weapons** and/or the **Ranged Weapons** of the wargear list
- The Devastator Champion may take a gift of mutation.....*8 points*
- If the unit numbers 10 models or less, it may take a Rhino as a dedicated transport

	WS	BS	S	F	Armor					Unit Type	Unit Composition
					S	R	I	A	HP		
Slaughter Fiend	4	3	7	12	12	10	3	4	4	Walker (Transport)	1 Slaughter-Fiend

Transport
Capacity: 12

Wargear:

- Battlecannon
- Reaper Autocannon
- Twin-Linked Heavy Flamer
- Two Power Fists
- Daemonic Possession
- Searchlight
- Smoke Launchers

Special Rules

- Daemon
- Fleet
- It Will Not Die
- Mark of Khorne
- Assault Vehicle

Options:

- May replace the Reaper Autocannon with one of the following
 - Power Fist.....*Free*
 - Bronze Blaster.....*10 points*
 - Twin-Linked Lascannon.....*20 points*
- May replace the Twin-Linked Heavy Flamer with one of the following
 - Havoc Launcher.....*5 points*
 - Power Scourge.....*25 points*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Warrior-Cultist	4	3	3	3	1	3	1	7	6+	Artillery	1 Death Dealer (with 2 Warrior-Cultist crew)
Sect Leader	4	3	3	3	1	3	2	8	6+		

Wargear:

- Improvised Armor
- Auto Pistol (Sect Leader only)
- Close Combat Weapon
- Frag Grenades

Options:

- May have up to two extra Warrior-Cultists.....*4 points per model*
- Any Warrior-Cultist may take one of the following
 - Auto Pistol or Auto Gun.....*2 points per model*

- The entire unit may take a Dominant Chaos Attribute of Khorne.....*1 point per model*

- The entire unit may take an Origin Path
 - Beastman.....*2 points per model*
 - Imperial.....*1 point per model*
 - Miner.....*2 points per model*
 - Xeno.....*1 point per model*

Special Rules

- Mark of Khorne
- Champion of Khorne (Sect Leader and Aspiring Champion only)

- May take up to 2 additional Death Dealers with crew.....*50 points*

- Each Artillery piece must be one of the following:
 - Bronze Blaster.....*Free*
 - Khornate Cannon.....*15 points*

- The Sect Leader may replace its Auto Pistol or Close Combat Weapon
 - Power Weapon.....*10 points*

- The Sect Leader or Aspiring Champion may take a gift of mutation.....*8 points*

Land Raider..... **230 Points**

	BS	Armor			HP	Unit Type	Composition
		[]			
Land Raider	4	14	14	14	4	• Vehicle-Tank	• 1 Land Raider

Transport Capacity: 10 models

Wargear

- Hull TL Heavy Bolter
- Sponson TL Lascannons
- Searchlight
- Smoke Launchers

Special Rules

- Assault Ramp

Options:

- May take any options from the **Vehicle Wargear** list

Land Raider Murder-Class..... **240 Points**

	BS	Armor			HP	Unit Type	Composition
		[]			
Land Raider	4	14	14	14	4	• Vehicle-Tank	• 1 Land Raider, Murder-Class

Transport Capacity: 10 models

Wargear

- Hull TL Heavy Bolter
- Sponson TL Bronze Blasters
- Searchlight
- Smoke Launchers

Special Rules

- Assault Ramp
- Infernal Device

Options:

- May take any options from the **Vehicle Wargear** list

Legions of Khorne Reference Sheets

Chaos Attributes of Khorne

With the exception of Unworthy Offering, if a Boon is rolled more than once you may choose to keep the result (it stacks) or roll again. You must accept the new result, even if it is worse!

D66 Roll	Chaos Attributes
11-16	Unworthy Offering: No Reward
22-23	Spawnhood: Replace model with a Chaos Spawn
24	Warp Frenzy: +1 Attack
25	Strength of the Berserker: +1 Strength
26	Arcane Occulum: +1 Ballistic Skill
31	Cerebral Cogitator: +1 Initiative
32	Rapid Regeneration: Feels No Pain or adds 1 to its FNP save
33	Blood Feast: Whenever this model wins a challenge, it gets +1 Wound
34	Brass Skin: +1 Toughness
35	Mechanoid: +1 to model's armor save (to a maximum of a 1+, a roll of 1 still fails)
36	Blade of Chaos: Model has Fleshbane
41	Witch-Bane: Passing Deny the Witch roll makes the enemy Psyker take a Str6 AP2 hit
42	Cosmic Fate: Model rerolls failed armor saves
43	Venomous: Model's attacks are Poisoned
44	Unholy Crusader: Crusader
45	Meteoric Charge: Hammer of Wrath, or if already taken +1 Str to Hammer of Wrath
46	Flesh Eater: One melee weapon has its AP reduced by 1 (or becomes AP6 if it previously was AP -)
51	Mind of Metal: Adamantium Will, if already received gets +1 to Deny the Witch rolls
52	Gun Morph: One ranged weapon the model has gets +1 Strength
53	All-Consuming Hatred: Hatred
54	Warp Claws: Shred
55	Lifetaker: Melee attacks cause Instant Death
56	Blademaster: +1 Weapon Skill
61	Face of Khorne: All models with the Mark of Khorne within 6" are Fearless
62	Temporal Distortion: Fleet of Foot
63	Blood Rage: As long as there is at least one wounded model within 3", this model will always hit on a 2+ in melee and does not benefit from "Look Out, Sir!"
64	Multiple Rewards: Roll D3+1 more times on this chart, ignoring Spawnhood and Dark Apotheosis Results
65-66	Dark Apotheosis: This model becomes a Daemon Prince

New Weapons

	Range	Strength	AP	Type	Rules
Acid Spit	8"	3	4	Assault 1	Rending
Axe of Khorne	Melee	+1	1	Close Combat Weapon	Daemon Weapon (Piercing, Devastator)
Bronze Blaster	48"	8	3	Heavy 2	
Chainaxe	Melee	User	4	Close Combat Weapon	
Great Weapon	Melee	+1	6	2 Handed Close Combat Weapon	
Hellblade	Melee	User	3	Close Combat Weapon	Rending
Khornate Cannon	40"	8	2	Heavy 1	5" Blast, Ordnance Barrage, Gets Hot!