

Khorne Daemonkin- proposed rules

In this section you'll find rules for Battle-forged armies that include Khorne Daemonkin detachments – that is, any detachment which has the KHORNE faction Keyword. Do note that these units can also be from another detachment due to fulfilling faction keywords from other codexes, in this case they both count as that detachment and a Khorne Daemonkin detachment. This section includes the Khorne Daemonkin's unique Warlord Traits, Relics and Tactical Objectives. Together, these rules reflect the character and fighting style of Khorne Daemonkin in your games of Warhammer 40,000.

The Blood Tithe

If your army is battle-forged, all units in a Khorne Daemonkin detachment gain the Blood tithe and Khorne Cares Not special rules

The Blood Tithe

To offer blood in the blood god's name is his only decree, this blood can be from your enemy, or your own. Either way, Khorne demands only blood

A unit with this rule generates a special command point if it is destroyed, or destroys an enemy unit. These command points can only be used to activate Khorne daemonkin stratagems and you can only hold up to eight of these command points at any one time (any excess command points generated are lost)

Khorne Cares Not

If your army is Battle-forged, all units in this Khorne Daemonkin detachment gain this ability. They add 1 attack to their characteristic profile. If a unit has an ability that allows them to control an objective marker even if an enemy is in range, they immediately lose that ability for this one.

WARLORD TRAITS

If a **CHARACTER** with the **KHORNE** Faction Keyword is your warlord, it can generate a Warlord trait from the following table, instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table to randomly generate a Warlord trait, or you can select the one that best suits the Warlord's temperament and preferred style of Warfare.

1. FAVORED OF KHORNE

So brutal is this warlord that the Blood god favors him above all others – for now.

Your warlord generates one additional Blood tithe point each time he destroys an enemy unit.

2. DISCIPLE OF KHORNE

This Warlord's howls of Fury are infectious, whipping his men into a frenzy

Re-Roll hit and wound rolls of 1 for friendly **KHORNE** units within 8" of your Warlord in the fight phase

3. ARCH-SLAUGHTERER

This warlord is a whirlwind of carnage, hacking and hewing with every stroke

Add 1 to your Warlord's attack and strength Characteristic.

4. RAMPAGING ZEALOT

This Warlord knows its master is watching. Eager to please him he rushes into the fray

Your Warlord can perform a heroic Intervention within 8" instead of the normal 3"

5. ICON OF WAR

This Warlord leads from the very front, his warriors borne along in his bloody wake.

Your Warlord and all friendly units within 12" of him add 1" to their advance and charge rolls.

6. DESTINED FOR GLORY

Khorne has long observed this Warlord's bloody deeds, and will reward him accordingly when the time is right.

The first time your warlord is slain, do not remove him from the board, instead roll a die, on a 3+ your warlord is not removed as a casualty and instead D3 wounds are restored. If the roll was a 6 the warlord's recovers 3+D3 wounds instead.

STRATAGEMS

If your army is **Battle-forged** and includes any **Khorne Daemonkin Detachments** (Excluding **Auxiliary Support Detachments**), you have access to the Stratagems shown here, meaning you can spend **Command Points** to activate them. These help to reflect the unique strategies used by **Khorne Daemonkin** on the battlefield. Units that are summoned from these stratagems count as being a **Khorne Daemonkin Detachment**.

1 CP

INFERNAL CONTEMPT

Khorne Daemonkin Stratagem

The blood gods hatred of witchcraft is legendary, his fury anathema to those who rely upon the powers of the Warp to slay their foes.

Use this stratagem at the beginning of any psychic phase. Choose three of your **KHORNE** units. They can deny one power as though they were a psyker, if the unit can already deny a power then add +2 to the result instead

3 CP

INSATIABLE BLOODLUST

Khorne Daemonkin Stratagem

Fuelled by the spilling of so much blood, an irresistible urge to perform even greater acts of violence washes across Khorne's servants

Use this stratagem at the beginning of any fight phase. All friendly **KHORNE** units add 1 to the strength and Attack Characteristics of all its models until the end of the phase.

3 CP

TOUCH OF MADNESS

Khorne Daemonkin Stratagem

Khorne can influence even those of strong minds to kill without discrimination

Use this stratagem at the beginning of your charge phase. Choose one of your **KHORNE** units. Until the end of the turn, all units (Friend or Foe) within 12" of this unit cannot fire any ranged weapons, cannot fall back and add 1 to their attack characteristics

1 CP

UNSTOPPABLE FEROCITY

Khorne Daemonkin Stratagem

Crimson Mist roils around Khorne's disciples, its burning touch filling them with a furnace of fury that drives them on through the most grievous wounds.

Use this stratagem at the beginning of your turn. Choose one of your **KHORNE** units. Until the end of the turn, each time a model in this unit loses a wound, roll a dice, on a 4+, the model does not lose that wound

3 CP

APOCALYPTIC FURY

Khorne Daemonkin Stratagem

As the bloodshed increases, Khorne's minions are filled with a measure of their master's wrath

Use this stratagem at the end of any Fight phase. Select one of your **KHORNE** units – that unit can immediately fight again.

2 CP

DAEMONTIDE

Khorne Daemonkin Stratagem

Drawn forth from the Warp by the carnage, a warband of Khorne's Daemons tears through the veil and into the mortal world, eager to spill blood

Use this stratagem at the beginning of your turn. A unit of Bloodletters or flesh hounds with a total power level of 8 is summoned within 12" of a friendly unit and at least 9" away from an enemy unit. These do not count as reinforcement points for the purpose of matched play but this stratagem can only be used up to five times in a matched play game. This Stratagem can only be activated with blood tithe points

3 CP

HARBINGERS OF BLOOD AND BRASS

Khorne Daemonkin Stratagem

Brazen horns echo across the field, their warped howl heralding a thunderous charge as Khorne's daemonic Calvary crash through the veil to join the slaughter

Use this stratagem at the beginning of your turn. A unit of 3 Bloodcrushers or a Skull Cannon of Khorne is summoned within 12" of a friendly unit and at least 9" away from an enemy unit. These do not count as reinforcement points for the purpose of matched play but this stratagem can only be used up to two times in a matched play game. This Stratagem can only be activated with blood tithe points

4 CP

FURY UNBOUND

Khorne Daemonkin Stratagem

One of Khorne's Mightiest Daemons is drawn to the Slaughter, pouring its vast power into a mortal vessel before bursting forth in a hideous explosion of gore

Use this stratagem at the beginning of your turn. Nominate a non-**DAEMON KHORNE CHARACTER**, replace that unit with either a Bloodthirster of Unfettered Fury, a Bloodthirster of Insensate Rage or a Wrath of Khorne Bloodthirster. This does not count as reinforcement points for the purpose of matched play but this stratagem can only be used once in a matched play game. If the unit was your warlord then the new Bloodthirster replaces your warlord and generates a warlord trait. This Stratagem can only be activated with blood tithe points.

1 CP

SKULLS FOR KHORNE

Khorne Daemonkin Stratagem

A Champion of Khorne has found a worthy foe to kill. His bloodlust and fury reigned in to decapitate his unfortunate victim

Use this stratagem at the beginning of any Fight phase. Select one of your **KHORNE CHARACTER** units – that unit can re-roll all hit and wound rolls when targeting an enemy **CHARACTER** until the end of the phase

1 CP

BLOOD FRENZY

Khorne Daemonkin Stratagem

The sight of a fresh slaughter drives Khorne's faithful into even more acts of brutal carnage, such sites become overflowing with blood

Use this stratagem when a friendly **KHORNE** unit destroys an enemy unit. They generate an additional blood tithe point

3 CP

RUN THEM TO THE GROUND!

Khorne Daemonkin Stratagem

The baying of Daemonic hounds and the roar of mighty engines herald the coming of the gorepack. Drawn to the scent of their foe's fear, these merciless huntsmen will run their quarry to the ground no matter what.

Use this stratagem on a unit of **KHORNE** Flesh hounds or Chaos Bikers during the charge phase. Until the end of the turn, each time a model in the unit finishes a charge move, roll a d6 for each enemy model within 1" of it; that model's unit suffers a mortal wound for each roll of 5+

ARTIFACTS OF SLAUGHTER

Artifacts of Slaughter are Warp-tainted objects of terrifying power, bestowed upon Khorne's mightiest champions by the will of the Blood god himself.

If your army is led by a Warlord with the **KHORNE** Faction Keyword, you may give one of the following Artifacts of Slaughter to a **KHORNE CHARACTER** in your army. Named Characters such as Skarbrand or Kharn the Betrayer already have one or more artifacts, and cannot be given any of the following artifacts. Note that some weapons replace one of the character's existing weapons, or an item of wargear. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon or item of wargear that is being replaced if it is not already included in the model's points cost. Write down any Artifacts of Slaughter your character may have on your army roster.

THE BLOOD FORGED ARMOUR

Legends tell that Khorne forged this armour himself, heating it in the fires of his fury and quenching it with the blood of murdered kings. Ever slick with runnels of gore, its plates are as hard and unyielding as the mountainous hull of a starship, and are able to withstand the mightiest of blows.

KHORNE model only. The wearer of the Blood Forged Armour has a 4+ invulnerable save and reduces the damage from all attacks by 1 (to a minimum of 1)

THE BLADE OF ENDLESS BLOODSHED

Even the slightest nick or cut from this weapon's blade causes grotesque sprays of gore to jet forth from the wound. In battle, the blade's wielder and his comrades are swiftly drenched in the gushing lifeblood of his horrified victims.

KHORNE model only. The bearer replaces one of his weapons and had the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Endless Bloodshed	Melee	Melee	User	-3	D3
Abilities: Generate an additional Blood tithe point whenever a unit suffers one or more casualties with this weapon					

GOREDRINKER

Revered by Khorne's warriors as much as it is feared by the Blood God's foes, this terrible weapon houses a powerful Daemon that hungers for the life essence of its victims. The more the murderous axe feeds, the greater its potency, and once gluttoned upon its bloody feast, Goredrinker's mere touch is death

KHORNE model with Chainaxe, Axe of Khorne, Great Axe of Khorne or daemonic axe only. Goredrinker replaces the bearer's axe and had the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Goredrinker	Melee	Melee	+1	-4	D3
Abilities: Keep a count of all unsaved wounds cause by Goredrinker. At the beginning of your turn, consult below to see what effects Goredrinker will have. These effects are cumulative:					
Wounds	Effect				
0	No effect				
1-2	Add +1 to Goredrinker's Strength				
3-7	Change Goredrinker's damage to D6				
8-13	Add +2 to Goredrinker's Strength				
14+	Make 2 hit rolls instead of 1 for each attack made with this weapon				