Khorne

“Blood for the Blood God! Skulls for the Skull Throne!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

Table of Contents

Introduction 1
Army Specific Rules 2
Common Wargear 3
Warband Rules 3
HQ 5
Generic 5
Unique 7
Advisors 15
Generic 15
Unique 17
Troops 19
Elites 21
Fast Attacks 24
Heavy Support 25
Lords of War 26

What are the forces of Khorne? Khorne is the god of blood and conflict. Units of Khorne specialize in Melee combat with large volumes of attacks. Anything from the lowliest of cultists to the greater Daemons that tear into reality can idolize these ideals and bring never ending war and bloodshed to the tabletop!

Army Difficulty 1-5: 2. Khorne is a very straight forward army. Get within Melee range and kill anything you can reach. Try to not hyper focus on all of the melee carnage units that are absolutely impressive and remember to support them with ways of getting to the enemy or the army will quickly be shot to pieces.

Strengths: Khorne is nigh unbeatable in melee. Only the Custodes or very specific Tyranid army rosters can hope to rival them. Even then, point for point Khorne is a very powerful offense melee army. Make sure to use Dedicated Transports or Deepstrike units coupled with Khorne Rituals to strike suddenly and hard with little time to respond.

Weaknesses: The armies of Khorne are very alluring with all of their massive melee capabilities. It is easy to forget to bring supporting fire units. Utilize the main Chaos Codex to bring Daemonic Engines equipped with ranged weapons or Transports to ensure your army makes it to the enemy. Keep units working together so they do not get picked off one at a time. And as always, do not put all of your points in one unit. It will be unable to either survive the impending barrages or if it does survive be unable to clear out enough units before the game ends.

Army Abilities: Chaos has a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Daemonic – This model has a 5+ Invulnerability Save.

Daemonic Engine – This model has a 5+ Invulnerability Save and is immune to the secondary effects of Weapon Disabled and Crew Stun. It still takes the additional Wounds from the Penetration Charts.

Daemonic Thirst – A weapon with this rule inflicts a Mortal Wound on its bearer in each of your Command Phases if you did not cause a Wound with the weapon during the last Turn. This does not trigger on Turn 1.

Malicious Volleys – If this model does not count as Moving this Turn, it may treat weapons with the Bolter rule as if they were in half range.

Marks – Marks of Chaos are optional upgrades for units. Marks perform the following enhancements to units. Stats in **Bold** have this baked into the profile. Psychic Mastery Level # models and units may only use the corresponding spell list with their Marks.

Mark of Khorne – This model gains A+1 and Furious Charge.

Khorne Spell List. Khorne Spells use the Sacrifice mechanic to cast. Instead of rolling to cast, a Khorne Caster spends a number of Skulls to meet the Sacrifice # requirement. Deny the Witch does not work on Sacrifice rituals. A Caster starts the game with a number of Skulls equal to their Psychic Mastery Level. They gain one Skull for each model they slay (not their unit), and may sacrifice friendly models for one Skull each within 6".

Khorne Spell List					
S +5 points	Bloodgorge Sacrifice 3	User	-	-	This model gains A+3, but each roll of a 1 To Hit inflicts 1 Mortal Wound. Lasts until your next Psychic Phase.
S +5 points	Warp Gateway Sacrifice 2	6	-	-	Target unit may declare Charges on the turn they arrived from Reserves.
S +22 points	Blood Torrent Sacrifice 1	18	-	-	Target unit gains Shroud
S +25 points	Hatred of Magick Sacrifice 1/die	User	-	-	This model may roll 1 extra Deny the Witch dice per Sacrifice paid until your next Psychic Phase. These dice may only be used once each, but this model may Deny the Witch unlimited times with the default 2 dice for free.

S +26 points	Ascension Sacrifice 30	User	-	-	This model gains M+2, S+2, T+2, W+2, I+2, A+2, and is fully Healed. A model may only be ascended once.
S +57 points	Tear in Reality Sacrifice 10	6	-	-	Summon 10 Bloodletters as if they had just arrived from Deepstrike, but they do not Scatter. This cannot be Cast on Turn 1.

Pure Blessings – Pure Blessings of Chaos are an added layer of enhancement. Most models will only gain access to Pure Blessings if they come with a Mark by default. The only way to gain a Pure Blessing is to have an entire army of the Mark of the same god, or to have an Undivided Mark for each exception. The Pure Blessing adds to the existing Mark's benefits. For example, a Mark of Khorne grants A+1 and the Pure Blessing results in A+1 for a total of A+2.
Other Pure Blessings of the same army count as Marks of the same god for the purpose of army building. Stats in **Bold** have this baked into the profile. Please note that a unit with the Mark of Khorne by default will not include a Pure Blessing of Khorne A+1 baked into its profile if it is an upgrade option.
Pure Blessing of Khorne – This model gains A+1.

Common Wargear

This section is consolidated for easy reference and to save space on Wargear that commonly populates this Codex.

- Augar Array – 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Extra Armour – You may treat Crew Stun results as Weapon Disabled instead.
- Flare Launchers – This model has a 5+ Invulnerability Save vs ranged attacks.
- Icon of Chaos – has 2 Auras:
    - 6" Aura, this model and target unit gains A+1.
    - 6" Aura, this model and target unit may reroll failed Ld tests.
- Mark of Khorne – Khorne Mark model/unit only. May Deny the Witch as if Psychic Mastery Level 1.
- Recovery Gear – Roll a d6, on a 5+ Repair the secondary effect from a Crew Stun or Immobilized Result.
- Sigil of Corruption – This model has a 4+ Invulnerability Save.
- Smoke Launchers – 6" Range, put 5" Smoke Cloud that causes -1 To Hit and scatters to move an extra +1" until your next Command Phase. One Use Only. Use in your Shooting Phase Only.

Warbands

Chaos forces bring a powerful flexible play to the battlefield. Each Warband suffers from side effects of their patron's gifts, but also gains useful ones to so they are of use to their god. The

following are just some of the available Warbands to play as. Additional ones will be available in the supplements provided.

Average:

- This army plays exactly as it is presented in the Codex.

Brazen Beasts:

- Daemonic Engine Stables: All Daemonic Engines in your army gain Scout.
- Khorne Consecration: All models in your army automatically Restrain during Combat Resolution and never Pursue.
- Seeking Violence: All Infantry models in your army count as half a model for Contesting Objective Markers.
- Khorne: Your Warlord must have the Mark of Khorne.

Disciples of the Red Angel:

- Angron's Bodyguards: Your army may include World Eater units, but they still must follow the rules for Daemonic Guard.
- Daemonic Guard: Your army can only include units with the Daemonic or Daemonic Engine keyword. All models in your army gain Bodyguard but cannot Claim or Contest Objective Markers.
- Fearsome Foes: All units in your army gain the following ability. Fearsome Foes - 6" Aura, target unit must take a Fear Test.
- Khorne: Your Warlord must have the Mark of Khorne.

Fire Riders:

- Bridge of Fire: All models in your army gain Outflank.
- Redblade Rider Flagship: All models in your army must start in Reserve.
- World Eaters: Your army may include World Eaters units.
- Khorne: Your Warlord must have the Mark of Khorne.

The Butcherhorde:

- Blood for the Blood God! – All models in your army gain Rending on Melee Weapons. If they already had Rending, it triggers on a 4+ instead If it would still succeed.
- Bloodthirsty Madmen: All models in your army Auto Hit their own unit on a 1 To Hit in Melee. Kharn inflicts a Mortal Wound instead of an Auto Hit.
- World Eaters: Your army may include World Eaters units.
- Khorne: Your Warlord must have the Mark of Khorne.

World Eaters:

- Barely Restrained Bloodlust: All units in your army must roll a Ld test in your Command Phase. If they fail, they must perform a Compulsory Move directly towards the closest enemy model. They must perform Charges against this target if able to, and cannot Advance or fire weapons that would disqualify them from Charging.
- Origin of the Berzerker: Khorne Berzerkers may be taken as a Troop Choice in your army.
- Only Seeing Red: All models in your army gain +2 to Charge rolls.
- Khorne: Your Warlord must have the Mark of Khorne.

HQ Slots 1-2 Slots

Generic

Blood Throne Blood Throne	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 4 6 8 4 **5** 8 3+	**Points: 331** **Composition:** **1 Blood Throne**
Wargear Blood Throne: Blade of Blood Hellblades Sigil of Chaos	**Options** May take one C	**Rules** Blood Throne: Independent Character Monster Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Chariot – This model inflicts d6 Auto Hits at S5 AP3+ on the phase is counts as Charging before any models fight. Gorefeast – For each model slain by Blade of Blood, this model Heals 1 Wound. This is an exception to the normal Heal rules, but this model cannot exceed its starting Wounds. Locus of Khorne – 6" Aura, this model and target unit with the Mark of Khorne gain S+1.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points	

Selection	Name	Range	S	AP	Rules
M	Blade of Blood	Melee	+1	2+	Gorefeast
M	Hellblades	Melee	User	3+	Auxiliary, Extra Attack 3

Slaughterbound Slaughterbound	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 6 6 6 4 **5** 9 3+	**Points: 207** **Composition:** **1 Slaughterbound**
Wargear Slaughterbound: Lacerator Daemonic Claw Sigil of Chaos	**Options** The entire unit may take one C	**Rules** Slaughterbound: Character Monstrous Infantry World Eaters Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Very Bulky Rage Eternal – If this model is targeting a single model with all of its attacks, this model may reroll failed To Hit rolls. Rampage – If this model's unit is outnumbered in Melee, this model gains A+d3 (randomized each Melee phase).
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Lacerator	Melee	+1	3+	None
M	Daemonic Claw	Melee	X2	2+	Slow, Monsterbane

Unique

Angron Angron	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 7 7 16 9 **8** 10 3+	**Points: 666** **Composition:** **1 Angron**
Wargear Angron: Spinegrinder Sam'arius Sigil of Corruption	**Options** May take one S from the Khorne Spell List for each level of Psychic Mastery.	**Rules** Angron: Independent Character Monster Unique World Eaters Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Flying Furious Charge Psychic Mastery Level 1 Shock Assault Greater Brass Collar of Khorne – May Deny the Witch as if this model was Psychic Mastery Level 4 instead of 1. Infectious Rage – 6" Aura, this model and target unit gain A+1. Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit. Righteous Slaughter – 6" Aura, target unit does not fall back after losing Combat Resolution and failing its modified Ld test. Veil Torn Asunder – The first time this model is slain, do not remove it from the battlefield. In your next Command Phase, roll a d6. On a 3+ Angron stands back up with d3 Wounds.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Spinegrinder	Melee	User	3+	Extra Attack 2
M	Sam'arius	Melee	X2	2+	Slow, Monsterbane, Ignore Feel No Pain

Ka'Bandha Ka'Bandha	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 8 8 20 9 **7** 10 3+	**Points: 1018** **Composition:** **1 Ka'Bandha**
Wargear Ka'Bandha: Lash of Khorne Scythe of Hate Axe of Raging Fury Sigil of Corruption	**Options**	**Rules** Ka'Bandha: Independent Character Titanic Monster Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Flying Furious Charge Shock Assault Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit. Miasma of Rage – 6" Aura, this model and target unit receive A+1 on the phase they successfully Charge. Regenerate – This model Heals 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Lash of Khorne	12	7	2+	Assault 6
S	Scythe of Hate	Flame	6	-	Assault 1
M	Axe of Raging Fury	Melee	D	1+	Slow, Destroyer, Monsterbane

Kharn the Betrayer Kharn	**M WS BS S T W I A Ld Sv** 6 2+ 2+ 5 5 4 4 **6** 9 3+	**Points: 199** **Composition:** **1 Kharn**
Wargear Kharn: Plasma Pistol Gore Child Frag Grenades Krak Grenades Sigil of Corruption	**Options**	**Rules** Kharn: Independent Character Infantry Unique World Eaters Mark of Khorne Pure Blessing of Khorne Furious Charge Shock Assault Murderous Assault – Each unsaved Wound this model inflicts grants another immediate attack. These extra attacks do not generate further attacks. The Betrayer – Each 1 this model rolls To Hit instead hits this model's unit. These Hits cannot be resolved against Kharn.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
M	Gore Child	Melee	+1	1+	None
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Lord Invocatus Invocatus	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 4 5 7 4 **6** 9 3+	**Points: 286** **Composition:** **1 Invocatus**
Wargear Invocatus: Bolt Pistol Coward's Bane Goring Horn Sigil of Corruption	**Options**	**Rules** Invocatus: Independent Character Infantry Steed World Eaters Mark of Khorne Pure Blessing of Khorne Fearless Furious Charge Shock Assault Bridge of Fire – 6" Aura, this model and target unit gain Flying. Leading the Charge – 6" Aura, this model and target unit may reroll failed Charge rolls. Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Bolt Pistol	12	4	5+	Pistol 1
M	Coward's Bane	Melee	User	2+	No Feel No Pains
M	Goring Horn	Melee	+1	5+	Auxiliary, Rending

Samus Samus	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 7 7 12 8 **7** 9 -	**Points: 302** **Composition:** **1 Samus**
Wargear Samus: Slaughtering Blade Sigil of Corruption	**Options**	**Rules** Samus: Independent Character Monster Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Furious Charge Shock Assault Dameon Prince of the Ruinstorm – 12” Aura, target unit suffers -1 To Cast. Lord of Chaos – 6” Aura, this model and target unit may reroll 1s To Hit. Whispers of Madness – 6” Aura, target unit suffers Ld-1.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Slaughtering Blade	Melee	User	2+	Poisoned (2+)

Skarbrand Skarbrand	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 7 7 16 8 **7** 9 -	**Points: 704** **Composition:** **1 Skarbrand**
Wargear Skarbrand: Carnage Slaughter Sigil of Corruption	**Options**	**Rules** Skarbrand: Independent Character Monster Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Furious Charge Shock Assault Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit. Rage Embodied – 12" True Aura, this model and all friendly units gain A+1 and automatically pass all Ld Tests.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Carnage	Melee	User	3+	Extra Attack 2
M	Slaughter	Melee	X2	1+	Slow, Monsterbane

Uraka the Warfiend Uraka the Warfiend	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 7 6 9 8 **7** 9 3+	**Points: 323** **Composition:** **1 Uraka**
Wargear Uraka: Executioner's Axe Sigil of Corruption	**Options**	**Rules** Uraka: Independent Character Monster Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Furious Charge Shock Assault Collar of Khorne – This unit can Deny the Witch at Psychic Mastery Level 0. Executioner – This model may choose the target of its Challenge. The target may not deny the Challenge. Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Executioner's Axe	12 Or Melee	9 Or +2	2+ Or 2+	Pistol 1, Monsterbane Or None

Zhufor the Impaler Zhufor	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 5 4 6 4 **6** 9 3+	**Points: 250** **Composition:** **1 Zhufor**
Wargear Zhufor: Stormbolter Skulltaker Axe Claw of Demnos Sigil of Corruption	**Options**	**Rules** Zhufor: Independent Character Monstrous Infantry Unique World Eaters Mark of Khorne Malicious Volleys Pure Blessing of Khorne Deepstrike Furious Charge Shock Assault Steady Very Bulky Collar of Khorne – This unit can Deny the Witch at Psychic Mastery Level 0. Icon of Slaughter – 6" Aura, target unit suffers Ld-2. Lord of Chaos – 6" Aura, this model and target unit may reroll 1s To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Stormbolter	24	4	5+	Rapid Fire 2, Bolter
M	Skulltaker Axe	Melee	+1	3+	Extra Attack 1
M	Claw of Demnos	Melee	X2	1+	Slow, Monsterbane

Advisors 0-3/Troop Slot Purchased

Generic

Exalted Eightbound Exalted	**M WS BS S T W I A Ld Sv** 8 2+ 5+ 5 5 5 4 **5** 8 3+	**Points: 132** **Composition:** **1 Exalted**
Wargear Exalted: Dual Lacerators	**Options** May swap Dual Lacerators for one SM or two M May take one C	**Rules** Exalted: Independent Character Monstrous Infantry Daemonic World Eaters Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Very Bulky Blood for the Blood God – 6" Aura, this model and target unit may reroll failed Charge rolls.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
SM	Dual Lacerators	Melee	+1	3+	Extra Attack 2
SM +8 points	Dual Eviscerators	Melee	+3	2+	Extra Attack 1
M +9 points	Heavy Chain Glaive	Melee	X2	1+	Slow, Monsterbane
M +12 points	Chainfist	Melee	X2	2+	Slow, Monsterbane, +1 To Penetrate

Herald of Khorne Herald	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 4 4 4 4 **4** 8 -	**Points: 229** **Composition:** **1 Herald**
Wargear Herald: Blade of Blood	**Options** May take one B May take one C	**Rules** Herald: Independent Character Infantry Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Gorefeast – For each model slain by Blade of Blood, this model Heals 1 Wound. This is an exception to the normal Heal rules, but this model cannot exceed its starting Wounds. Locus of Khorne – 6" Aura, this model and target unit with the Mark of Khorne gain S+1.
Special Wargear:	**Special Wargear Upgrades:** B Juggernaut Mount +35 points C Pure Blessing of Khorne +6 points	M+2, T+1, W+2, Sv3+, gain Goring Horn, gain Steed.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Blade of Blood	Melee	+1	2+	Gorefeast
M	Goring Horn	Melee	+1	5+	Auxiliary, Rending

Unique

Karanak Karanak	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 5 5 5 4 **5** 8 -	**Points: 140** **Composition:** **1 Karanak**
Wargear Karanak: Soul Rending Fangs	**Options**	**Rules** Karanak: Independent Character Infantry Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Furious Charge Animalistic – This model cannot Claim or Contest Objective Markers. Brass Caller of Bloody Vengeance – This unit can Deny the Witch at Psychic Mastery Level 2. Prey of the Blood God – During your first Command Phase, nominate one enemy Independent Character on the table or in Reserves. This model gains a +1 To Wound or Penetrate that model.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Soul Rending Fangs	Melee	User	4+	Rending

Skulltaker Skulltaker	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 4 4 4 4 **5** 8 -	**Points: 157** **Composition:** **1 Skulltaker**
Wargear Skulltaker: The Slayer Sword	**Options** May take one B	**Rules** Skulltaker: Independent Character Infantry Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless Furious Charge Shock Assault Executioner – This model may choose the target of its Challenge. The target may not deny the Challenge. Gorefeast – For each model slain by Blade of Blood, this model Heals 1 Wound. This is an exception to the normal Heal rules, but this model cannot exceed its starting Wounds. Locus of Decapitation – 6" Aura, this model and target unit with the Mark of Khorne may reroll 1s To Wound.
Special Wargear:	**Special Wargear Upgrades:** B Juggernaut Mount +35 points	M+2, T+1, W+2, Sv3+, gain Goring Horn, gain Steed.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	The Slayer Sword	Melee	+1	2+	Extra Attack 1, Gorefeast
M	Goring Horn	Melee	+1	5+	Auxiliary, Rending

Troops 2-6 Slots

Jakhals Champion Jakhal	**M WS BS S T W I A Ld Sv** 6 4+ 4+ 3 3 1 3 **3** 6 6+ 6 4+ 4+ 3 3 1 3 **2** 5 6+	**Points: 83** **Composition:** **1 Champion** **9-29 Jakhals**
Wargear Champion: 2 Autopistols Jakhal: 2 Autopistols	**Options** May take up to 20 more Jakhals for +8 points each Champion may swap both Autopistols for S Any model may swap either Autopistol for M Up to three Jakhals may swap both Autopistols for S The entire unit may take one C	**Rules** Champion: Character Infantry World Eaters Mark of Khorne Furious Charge Deranged Cultists – This model must declare Charges against the closest enemy unit. Stimms – This model has Shock Assault Jakhal: Infantry World Eaters Mark of Khorne Furious Charge Deranged Cultists – This model must declare Charges against the closest enemy unit. Stimms – This model has Shock Assault
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +3 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Autopistol	12	3	-	Pistol 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
S +6 points	Mauler Chainblade	Melee	X2	2+	Slow, Monsterbane

Khorne Bloodletters Champion Bloodletter	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 2 4 **3** 7 - 6 3+ 5+ 4 4 2 4 **2** 7 -	**Points: 243** **Composition:** **1 Champion** **9-29 Bloodletters**
Wargear Champion: Hellblade Bloodletter: Hellblade	**Options** May take up to 20 more Bloodletters for +24 points each One Bloodletter may take one E The entire unit may take one C	**Rules** Champion: Character Infantry Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Bloodletter: Infantry Daemonic Mark of Khorne Deepstrike Fearless Furious Charge
Special Wargear:	**Special Wargear Upgrades:** E Banner of Khorne +30 points C Pure Blessing of Khorne +3 points per model	6+" Aura, this model and its unit gain Shock Assault

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Hellblade	Melee	User	3+	None

Elite 0-3 Slots

Bloodcrushers Champion Bloodcrusher	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 4 5 4 4 **3** 7 3+ 8 3+ 5+ 4 5 4 4 **2** 7 3+	**Points: 144** **Composition:** **1 Champion** **2-5 Bloodcrushers**
Wargear Champion: Hellblade Goring Horn Bloodletter: Hellblade Goring Horn	**Options** May take up to 3 more Bloodcrushers for +46 points each The entire unit may take one C	**Rules** Champion: Character Infantry Steed Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Bloodletter: Infantry Steed Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +3 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Hellblade	Melee	User	3+	None
M	Goring Horn	Melee	+1	5+	Auxiliary, Rending

Khorne Berzerkers Champion Berzerker	**M WS BS S T W I A Ld Sv** 6 3+ 3+ 4 4 2 4 **3** 9 3+ 6 3+ 3+ 4 4 2 4 **2** 8 3+	**Points: 139** **Composition:** **1 Champion** **4-19 Berzerkers**
Wargear Champion: 2 Chainswords Berzerker: 2 Chainswords	**Options** May take up to 15 more Berzerkers for +27 points each Champion may swap one Chainsword for O Champion may swap any Chainsword for M, P, or S Up to four Berzerkers may swap a Chainsword for S Any model may swap any Chainsword for M or P The entire unit may take up to one of each G The entire unit may take one C	**Rules** Champion: Character Infantry Mark of Khorne Fearless Furious Charge Shock Assault Berzerker: Infantry Mark of Khorne Fearless Furious Charge Shock Assault
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +3 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Chainsword	Melee	User	6+	Rending
M +0 points	Chain Axe	Melee	+1	-	Rending
P +2 points	Bolt Pistol	12	4	5+	Pistol 1
S +9 points	Plasma Pistol	12	7	2+	Pistol 1, Gets Hot!
S +10 points	Eviscerator	Melee	+3	2+	None
O +3 points	Power Sword	Melee	+1	3+	None
O +4 points	Power Axe	Melee	+2	4+	None
O +10 points	Power Fist	Melee	X2	2+	Slow, Monsterbane
O +11 points	Daemonic Blade	Melee	+1	2+	Extra Attack d6, Daemonic Thirst
G +1 point/model	Frag Grenades	8	3	-	Grenade 1, 3” Blast
G +2 points/model	Krak Grenades	8	6	4+	Grenade 1, Nonblast

Eightbound Champion Eightbound	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 5 5 3 4 **5** 7 3+ 8 3+ 5+ 5 5 3 4 **4** 7 3+	**Points: 249** **Composition:** **1 Champion** **2-5 Eightbound**
Wargear Champion: Dual Lacerators Eightbound: Dual Eviscerators	**Options** May take up to 3 more Eightbound for +81 points each Champion may swap Dual Lacerators for OM The entire unit may take one C	**Rules** Champion: Character Monstrous Infantry World Eaters Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Very Bulky Eightbound: Monstrous Infantry World Eaters Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Shock Assault Very Bulky
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
OM	Dual Lacerators	Melee	+1	3+	Extra Attack 2
OM +8 points	Dual Eviscerators	Melee	+3	2+	Extra Attack 1
OM +9 points	Heavy Chain Glaive	Melee	X2	1+	Slow, Monsterbane
M	Dual Eviscerators	Melee	+3	2+	Extra Attack 1

Fast Attack 0-3 Slots

Blood Slaughterer Slaughterer	**M WS BS S FA SA RA W I A Ld Sv** 10 3+ 3+ 7 12 12 10 9 4 **5** 7 3+	**Points: 184** **Composition:** **1-3 Slaughterers**
Wargear Slaughterer: 2 Slaughter Blades	**Options** May add up to 2 more Slaughterers for +184 points each Any model may swap either Slaughterer Blade for H The entire unit may take one C	**Rules** Slaughterer: Vehicle Combat Walker Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision Shock Assault
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Slaughter Blade	Melee	+2	2+	Primary
H +0 points	Impaler Harpoon	18	8	2+	Assault 1, Tear Free, Monsterbane, Hull, Primary

Flesh Hounds of Khorne Flesh Hound	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 4 2 4 **2** 7 -	**Points: 130** **Composition:** **5-20 Flesh Hounds**
Wargear Flesh Hound: Teeth and Claws	**Options** May take up to 15 more Flesh Hounds for +26 points each The entire unit may take one C	**Rules** Flesh Hound: Infantry Daemonic Mark of Khorne Deepstrike Fearless Furious Charge Animalistic – This model cannot Claim or Contest Objective Markers. Collar of Khorne – This unit can Deny the Witch at Psychic Mastery Level 0.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +3 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**

M	Teeth and Claws	Melee	User	-	Rending

Goremongers Champion Cultist	**M WS BS S T W I A Ld Sv** 8 4+ 4+ 3 3 1 3 **3** 6 6+ 8 4+ 4+ 3 3 1 3 **2** 5 6+	**Points: 68** **Composition:** **1 Champion** **7-29 Cultists**
Wargear Champion: Autogun Frag Grenades Cultist: Autogun Frag Grenades	**Options** May take up to 22 more Cultists for +8 points each Any model may swap Autogun for R The entire unit may take one B	**Rules** Champion: Character Infantry Mark of Khorne Furious Charge Scout Cultist: Infantry Mark of Khorne Furious Charge Scout
Special Wargear:	**Special Wargear Upgrades:** B Pure Blessing of Khorne +3 points per model	

Selection	Name	Range	S	AP	Rules
R	Autogun	24	3	-	Rapid Fire 1
R +1 point	2 Chain Weapons	Melee	User	6+	Extra Attack 1, Rending
R +1 point	2 Linked Autopistols	12	3	-	Pistol 1 x2
R +1 point	Autopistol and Brutal Weapon	12 Or Melee	3 Or User	- Or -	Pistol 1 Or Extra Attack 1
R +8 points	Great Weapon	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane
G	Frag Grenades	8	3	-	Grenade 1, 3” Blast

Heavy Support 0-3 Slots

Skull Cannon of Khorne Skull Cannon	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 6 7 4 **4** 7 3+	**Points: 170** **Composition:** **1-3 Skull Cannons**
Wargear Skull Cannon: Skull Cannon Hellblade	**Options** May take up to 2 more Skull Cannons for +170 points each The entire unit may take one C	**Rules** Skull Cannon: Monster Daemonic Mark of Khorne

		Deepstrike Fearless Furious Charge Shock Assault Chariot – This model inflicts d6 Auto Hits at S5 AP3+ on the phase is counts as Charging before any models fight.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points per model	

Selection	Name	Range	S	AP	Rules
H	Skull Cannon	36	8	3+	Assault 1, 3" Blast, Ignores Cover, Monsterbane
M	Hellblade	Melee	User	3+	None

Lord of War 0-1 Slots

An'ggrath the Unbound An'ggrath	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 10 8 24 9 **8** 10 3+	**Points: 888** **Composition:** **1 An'ggrath**
Wargear An'ggrath: An'ggrath's Lash of Khorne An'ggrath's Axe of Khorne	**Options**	**Rules** An'ggrath: Titanic Monster Unique Daemonic Mark of Khorne Pure Blessing of Khorne Deepstrike Fearless

		Flying Furious Charge Shock Assault Scorn of the Blood God – This model may Deny the Witch twice per Psychic Phase at Psychic Mastery level 2 The Deathbringer – This model gains A+d3 when outnumbered in Melee and is treated as having Grenades for the purposes of Charging Cover.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +6 points per model	

Selection	Name	Range	S	AP	Rules
R	An'ggrath's Lash of Khorne	12	10	2+	Assault 6, Monsterbane
M	An'ggrath's Axe of Khorne	Melee	User	1+	Ignores Invulnerability Saves
M	Axe and Flail of Khorne	12 Or Melee	D Or +3	2+ Or 2+	Assault 1, Destroyer, Monsterbane Or None

Bloodthirsters Bloodthirster	**M WS BS S T W I A Ld Sv** 12 2+ 2+ 7 7 16 4 **6** 10 3+	**Points: 338** **Composition:** **1-3 Bloodthirsters**
Wargear Bloodthirster: Great Axe of Khorne	**Options** May take up to 2 more Bloodthirsters for +338 points each Any model may swap Great Axe of Khorne for M The entire unit may take one C	**Rules** Bloodthirster: Monster Daemonic Mark of Khorne Deepstrike Fearless Flying Furious Charge Shock Assault
Special Wargear:	**Special Wargear Upgrades:**	

	C Pure Blessing of Khorne +6 points per model	

Selection	Name	Range	S	AP	Rules
M	Great Axe of Khorne	Melee	X2	1+	Slow, Monsterbane
M +27 points	Axe and Lash of Khorne	12 Or Melee	7 Or +3	2+ Or 2+	Assault 6 Or None
M +35 points	Axe and Flail of Khorne	12 Or Melee	D Or +3	2+ Or 2+	Assault 1, Destroyer, Monsterbane Or None

Greater Brass Scorpion of Khorne Brass Scorpion	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 8 14 13 12 28 4 **7** 8 3+	**Points: 623** **Composition:** **1 Brass Scorpion**
Wargear Brass Scorpion: Demolisher Cannon Scorpion Cannon Hellmaw Flame Cannon Hellcrusher Claws	**Options** May take one C	**Rules** Brass Scorpion: Titanic Vehicle Combat Walker Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision Shock Assault Steady Doomsday Reactor – This model explodes on a 4+. Infernal Machine – This model Repairs 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +12 points	

Selection	Name	Range	S	AP	Rules
H	Demolisher Cannon	24	10	2+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary
H	Scorpion Cannon	36	5	3+	Heavy 15, Hull, Primary
H	Hellmaw Flame Cannon	Flame	6	3+	Assault 1, Hull, Primary
M	Hellcrusher Claws	Melee	X2	1+	Extra Attack 1, Slow, Monsterbane, Primary

Khorne Lord of Skulls Lord of Skulls	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 3+ 8 13 13 11 28 4 **7** 8 3+	**Points: 537** **Composition:** **1 Lord of Skulls**
Wargear Lord of Skulls: Hades Gatling Cannon Daemongorge Cannon Great Cleaver of Khorne	**Options** May swap Hades Gatling Cannon for H May take one C	**Rules** Lord of Skulls: Titanic Vehicle Tank Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision Shock Assault Steady Infernal Machine – This model Repairs 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Hades Gatling Cannon	48	7	3+	Heavy 12, Pinning, Hull, Primary
H +0 points	Skullhurler	48	7	2+	Heavy 1, 5” Blast, Hull, Primary
T	Daemongorge Cannon	48	8	3+	Heavy 8, Pinning, Monsterbane, Hull, Primary
T +20 points	Gorestorm Cannon	Hell Storm	8	3+	Assault 1, Monsterbane, Hull, Primary
T +34 points	Ichor Cannon	60	9	3+	Heavy 1, 7” Blast, Ordnance, Monsterbane, Hull, Primary
M	Great Cleaver of Khorne	Melee	+2	2+	Primary

Khorne Tower of Skulls Tower of Skulls	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 3+ 9 14 13 12 28 1 **10** 8 3+	**Points: 649** **Composition:** **1 Tower of Skulls**
Wargear Tower of Skulls: Balemaw Cannon 2 Sets of 6 Linked Skullreaper Cannons 2 Thunderfire Cannons 2 Sets of 2 Linked Skullshredders	**Options** May take one C	**Rules** Tower of Skulls: Titanic Vehicle Tank Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision

		Consumes All – Each weapon targets the closest unit, friend or foe even if it has to hit itself with Templates. If no unit is in range and the weapon arc it will target the closest terrain feature instead. Doomsday Reactor – This model explodes on a 4+. Infernal Machine – This model Repairs 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +12 points	

Selection	Name	Range	S	AP	Rules
T	Balemaw Cannon	60	9	3+	Heavy 1, Apocalyptic Barrage, Monsterbane, Hull, Primary
H	2 Sets of 6 Linked Skullreaper Cannons	36	6	3+	Heavy 1 x6 (x2), Hull, Primary
S	2 Thunderfire Cannons	60 Or 60	8 Or 4	3+ Or 5+	Heavy 4 x2, Monsterbane, Sponson, Primary Or Heavy 4 x2, 3” Blast, Indirect, Sponson, Primary
S	2 Sets of 2 Linked Skullshredders	24	4	4+	Heavy 5 x2 (x2), Sponson, Primary

Kytan Ravager Kytan	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 8 13 13 11 26 5 **7** 8 3+	**Points: 727** **Composition:** **1 Kytan**
Wargear Kytan: Kytan Gatling Cannon Kytan Cleaver	**Options** May take one C	**Rules** Kytan: Titanic Vehicle Combat Walker Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision Shock Assault Steady

		Doomsday Reactor – This model explodes on a 4+. Infernal Machine – This model Repairs 1 Wound in each of your Command Phases.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +27 points	

Selection	Name	Range	S	AP	Rules
H	Kytan Gatling Cannon	48	7	3+	Heavy 10, Pinning, Hull, Primary
M	Kytan Cleaver	Melee	D	1+	Slow, Destroyer, Monsterbane, Primary

Banelord Banelord	**M WS BS S FA SA RA** 12 3+ 3+ 10 14 14 13 **W I A Ld Sv** 120 4 **10** 8 3+	**Points: 2972** **Composition:** **1 Banelord**
Wargear Banelord: Hellstrike Cannon Gatling Cannon Apocalypse Missile Launcher Doomfist Chaos Titan Tail of Khorne Crushing Feet	**Options** May take one C	**Rules** Banelord: Titanic Vehicle Combat Walker Daemonic Engine Mark of Khorne Fearless Furious Charge Night Vision Steady Void Shields 6

		Create Panic – This model displaces all models when it moves, place them up to 1" Away. Immobile units prevent this model from moving there. Nuclear Meltdown – This model explodes on a 4+ with S Destroyer AP1+ in a 6d6" Radius. Towering God Engine – This model may only be hit on a 5+ or worse in Melee. Titanic God Engine – This model may ignore all Non-Titanic models and Terrain for the purposes of Moving, Advancing, Falling Back, and Charging. World Ending Hammer – Monster or Vehicle units slain by these attacks can be thrown up to 48" away, scattering like a template and causing Auto Hits against each model underneath them at their S# with AP-. Titanic units can be thrown this way, but only up to 24" Instead and inflict S# AP2+. Roll for Explodes after the slain unit comes to a rest and Auto Hits are resolved.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Khorne +27 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Hellstrike Cannon	96	7	2+	Heavy 1, 10" Blast, Monsterbane, Ignores Cover, Hull, Primary
H	Gatling Cannon	60	6	3+	Heavy 20, Hull, Primary
H	Apocalypse Missile Launcher	24-240	7	3+	Heavy 1, Indirect, Apocalyptic Barrage, Hull, Primary
M	Doomfist	72 And 12	10 And D	1+ And 1+	Heavy 1 x2, 10" Blast, Melta, (Monsterbane), Hull, Primary And

		Or Melee	Or D	Or 1+	Heavy 1, 10” Blast, Destroyer, Monsterbane, Hull, Primary, Or Slow, Destroyer, Monsterbane, World Ending Hammer, Hull, Primary
M	Chaos Titan Tail of Khorne	72 Or Melee	8 Or User	3+ Or 3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Sponson, Primary Or Extra Attack 2, Auxiliary, Primary
B	Crushing Feet	Bomb	10	1+	Heavy 1, 10” Blast, Does Not Hit Self, Monsterbane, Hull, Primary

Fortification 0-1/1000 points

Skull Alter Skull Alter	**M WS BS S T W I A Ld Sv** - - - - 7 20 - - - -	**Points:** **Composition:** **1 Gnarlmaw**
Wargear Skull Alter: None	**Options** May take one C	**Rules** Skull Alter: Building Daemonic Mark of Khorne Skull Dispensary – Any model slain within 6” grants +1 Skull. Any Khorne Caster within 6” may use Skulls from the Repository to fuel their Ritual Spells.
Special Wargear:	**Special Wargear Upgrades:** C Pure Blessing of Nurgle +4 points	

Selection	Name	Range	S	AP	Rules