

WARHAMMER

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KHORNE
DAEMONKIN™

Table of Contents

[Cover](#)

[Contents](#)

[Introduction](#)

[BLOOD FOR THE BLOOD GOD](#)

[Khorne's Infernal Legions](#)

[The Scriptures of Slaughter](#)

[The Bloodsworn Hordes](#)

[Slaughter Without End](#)

[Chaos Lords](#)

[Daemon Princes](#)

[Bloodthirsters](#)

[Bloodletters](#)

[Heralds](#)

[Chaos Space Marines](#)

[Possessed](#)

[Berzerkers](#)

[Chaos Terminators](#)

[Bloodcrushers](#)

[Chaos Spawn](#)

[Chaos Cultists](#)

[Warp Talons](#)

[Raptors](#)

[Chaos Bikers](#)

[Flesh Hounds](#)

[Helbrutes](#)

[Battle Tanks](#)

[Defilers](#)

[Soul Grinders](#)

[Forgefiends and Maulerfiends](#)

[Lord of Skulls](#)

[The Skullsworn](#)

[The Wrath](#)

[The Brazen Beasts](#)

[The Harvest](#)

[The Eightscarred](#)

[The Bloodgorged](#)

[WARRIORS OF KHORNE](#)

[FORCES OF THE KHORNE DAEMONKIN](#)

[Datasheets](#)

[Datasheet - Chaos Lord](#)

[Datasheet - Daemon Prince](#)

[Datasheet - Herald](#)

[Datasheet - Blood Throne](#)

[Datasheet - Skulltaker](#)

[Datasheet - Bloodthirster of Unfettered Fury](#)

[Datasheet - Bloodthirster of Insensate Rage](#)

[Datasheet - Wrath of Khorne Bloodthirster](#)

[Datasheet - Chaos Cultists](#)

[Datasheet - Chaos Space Marines](#)

[Datasheet - Berzerkers](#)

[Datasheet - Bloodletters](#)

[Datasheet - Possessed](#)

[Datasheet - Chaos Terminators](#)

[Datasheet - Bloodcrushers](#)

[Datasheet - Chaos Spawn](#)

[Datasheet - Chaos Rhino](#)

[Datasheet - Chaos Bikers](#)

[Datasheet - Flesh Hounds](#)

[Datasheet - Raptors](#)

[Datasheet - Warp Talons](#)

[Datasheet - Heldrake](#)

[Datasheet - Chaos Land Raider](#)

[Datasheet - Forgefiend](#)

[Datasheet - Maulerfiend](#)

[Datasheet - Defiler](#)

[Datasheet - Soul Grinder](#)

[Datasheet - Helbrute](#)

[Datasheet - Skull Cannon](#)

[Datasheet - Lord of Skulls](#)

[Datasheet - Slaughtercult](#)

[Datasheet - Brazen Onslaught](#)

[Datasheet - Khorne's Bloodstorm](#)

[Datasheet - Gorepack](#)

[Datasheet - Charnel Cohort](#)

[APPENDIX](#)

[Tools of Butchery](#)

[Tactical Objectives](#)

[Profiles](#)

[Digital Editions](#)

[Copyright](#)

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KHORNE DAEMONKIN



GLORY THROUGH BLOOD

INTRODUCTION



Fanatical devotees of the Blood God's creed, the Khorne Daemonkin form warbands dedicated to murder and destruction on a galactic scale.

Many of these begin as zealous mortal hosts, each worshipping one of the terrible and mighty Bloodthirsters. As the Daemonkin perform ever greater acts of violence and carnage, Khorne's daemonic cohorts are gradually lured forth from the Realm of Chaos to take their place within the warband's ranks. When, eventually, the host is as much Daemon as mortal, one of Khorne's Bloodthirsters will burst forth into the material realm through one of his chosen vessels to lead them in glorious, never-ending slaughter.

INSIDE YOU WILL FIND:

Blood for the Blood God!: The nature of the Daemonkin warbands, and how they follow a twisted path to endless bloodshed in the name of Khorne.

Warriors of Khorne: A showcase of the range of Khorne Daemonkin Citadel Miniatures, detailing the colour schemes and iconography used by the Daemonkin on their squads, vehicles and wargear.

Forces of the Khorne Daemonkin: A comprehensive army list that allows you to turn your Khorne Daemonkin collection into a warband of battle-ready killers on the Warhammer 40,000 battlefield.

Appendix: Rules for the fanatical armies of the Khorne Daemonkin and a list of the murderous wargear they bring to battle.



BLOOD FOR THE BLOOD GOD!

Roaring, blood-soaked butchers with an endless thirst for murder, the warriors of Khorne's Daemonkin carve a red swathe across the galaxy. These are the Blood God's faithful, zealots who worship Khorne's Bloodthirsters as divine beings and who will pay any price to see them and their Daemon legions unleashed upon realspace.

United by their fanatical worship of the Blood God, a warband of Daemonkin is a frenzied mass of renegades, Daemons, Cultists and monstrous Daemon Engines. The Daemonkin offer praise to Khorne through violence and war as they flood onto the battlefield in a chanting, gore-drenched horde. Their hymns are the screams of the dying, their prayer books the edges of their blades, for the only sacrament Khorne demands is bloodshed.

The ultimate desire of the Daemonkin is – through acts of bloodthirsty devotion – to summon forth the Daemons of Khorne and fight in glorious battle alongside them. To this end, Khorne's faithful seek out arcane lore in order to better understand the beings they worship. Some hunt down ancient tomes that detail the names and nature of the cohorts of Khorne, or seek to undertake horrific vision quests into the Blood God's own realm. Others capture lesser Warp entities in great brass cages, torturing from them the names of those Bloodthirsters most worthy of their devotion.

Their bloody rituals do not go unnoticed by their patron. Though it may take months or years for a sufficient offering to be made, the frenzied devotion of the Daemonkin acts as a summons for the foot soldiers of Khorne; the veil is sundered as blood-red Daemons spill into the material realm, and the remaining Daemonkin continue the massacre in enraptured vindication. Should one of their number prove themselves worthy, a mighty Bloodthirster of Khorne may even possess his mortal flesh, the suppliant giving his life gladly so that the lord of one of his master's legions can be set loose upon the galaxy.

Though they begin their journey as a mortal force, the warriors of most Daemonkin warbands are eventually supplanted by the Warp-born legions of Khorne. A favoured few will attain ascension, becoming immortal Daemon Princes, but many more willingly pay the martyr's price to prove their zeal. They care nothing for petty empire-building and ancient grudges; their only desire is to give themselves over, body and soul, to Khorne.

'Skulls for the skull throne!' roared Kargus, swinging his chainsword hard into his enemy's face. Blood sprayed, and shattered teeth rained from a sundered jaw. Even as his victim fell, Kargus was bulling forward. His boot crushed the fragile alien's chest, shoving it down into the mud. The Chaos Space Marine grinned hungrily as he heard bones

crunch and viscera squelch.

Through the red fog that clouded his brain, Kargus dimly registered impacts against his breastplate. Snapping his head up, the renegade saw more slender, yellow-armoured foes pouring fire into him from mere yards away. Ignoring the wounds gouged in his flesh, he revved his chainsword and threw himself at these new prey, intent only on slaughter.

'Blood for Khorne!' Kargus screamed, bringing his chainsword around in a savage arc that tore the helm from his nearest assailant. The Guardian's body crumpled, blood jetting from the ragged stump of its neck, head rolling to a stop a dozen paces distant. Already the Chaos Space Marine was onto his next victim, roaring like a beast as he punched the blunt muzzle of his bolt pistol hard into the alien's helm. Crystal eye-lenses shattered, finely crafted mesh plating buckled, and blood spurted as the weapon stove in the Guardian's skull. Kargus squeezed his trigger, snarling in satisfaction as his victim's head came apart amid the heavy thud of bolt shells and the wet splatter of brains.

The last of the craven aliens turned tail and fled, but Kargus was on them in moments. His chainsword swung in long, roaring sweeps and the Eldar came apart in showers of blood and flesh. Pausing for a moment amid the corpses of his victims, Kargus stared around with wild eyes. Everywhere, he could see the Skullsworn tearing through the Eldar of Craftworld Iyanden. The renegades howled Khorne's praises as they killed. Axes rose and fell, and severed heads thumped into the mud.

As the death-count spiralled higher, Kargus tasted the harsh tang of copper and sulphur on the air. Glancing down, he saw a thick, blood-red mist swirling around his legs, billowing up from the ground like smoke from a volcano. All along the battlefield the bloodmist manifested, great banks of it blanketing the combatants of both sides. At the same time, Kargus saw the looming shapes of Eldar wraith-constructs launching a counter-attack through the murk. They hacked into Gorvidag's frenzied Berzerkers, eldritch blades sparking against whirling chainblade teeth. Kargus gave a harsh bark of laughter and charged headlong into the fight, hacking the legs out from under the nearest Eldar construct.

From the depths of the bloody fog, there rose the braying of daemoniac horns. Kargus threw back his head and howled in exultation as he felt the veil tear open. The sacred ones had come, drawn to battle by the Daemonkin's blood offering. Now the Eldar would be butchered like the cowards they were, and Kargus would prove himself worthy of Khorne's favour.





KHORNE

Khorne is the Blood God, the Lord of Rage, the Taker of Skulls. He is wrath incarnate, the embodiment of a never-ending will to dominate and destroy. His followers seek to embroil the galaxy in eternal war, to see bloody carnage spread to every corner of the galaxy forevermore.

The Blood God is depicted as a broad and muscular warrior standing hundreds of feet tall. He has the face of a savage, snarling hound, though his twisted features are all but hidden by a baroque helm decorated with skulls of conqueror kings. Khorne's physique ripples with thick and corded muscle, and is layered in heavy, overlapping plates of armour fashioned from brass and blackened iron. His every word is a growl of endless fury, and his roars of bloodlust echo across his realm.

Khorne broods from an immense throne of carved brass, set atop a mountain of skulls. These macabre trophies are the fleshless heads of heroes, stacked alongside those of their defeated opponents. A hundred thousand species are represented, from human heads beyond counting to Tyranid skulls the size of hab-blocks. The ever-growing pile of bloodstained bone reflects the material victories of his followers, celebrating Khorne's glory but never quenching his thirst for blood and death.

At Khorne's side rests a great two-handed sword, a legendary blade capable of laying waste to the substance of worlds with a single blow. This fell weapon is known by various names to the races of the galaxy, including Woebringer, Warmaker, and the End of All Things. It is said that when Khorne takes up his sword, a single sweep can butcher armies, slaughter civilisations, even hack through reality itself.

Khorne's command is simple: kill, and kill, and kill again. Every single life taken in anger increases the Blood God's power. He looks favourably upon those warriors who slay their comrades, for they prove their understanding of a greater truth – Khorne cares not from where the blood flows, only that it flows. Friends or enemies, all the dead are equal in the eyes of the Lord of Battle. Those devotees who let a day pass without committing an act of bloody-handed slaughter inevitably incur the Blood God's wrath.

It is no accident that war has spread from one side of the Imperium to the other, for over the aeons, Khorne has ensured that genocidal fury has

coursed across the stars. The galaxy knows no peace, and Khorne has grown powerful indeed. Whether Daemonkin or daemonic, the Blood God's legions strive for just one thing. They seek absolute, unrelenting bloodshed, a war without end that consumes the Empyrean and realspace alike. In this galaxy-wide slaughter lies Khorne's ultimate victory over his godly siblings, the transformation of reality into a never-ending cauldron of murder, misery and war that only the truly insane could ever call paradise.



PATH TO GLORY

Most who treat with Daemons risk a violent death in the hope of gaining

great power. The Daemonkin care not, for both outcomes are worthy to the followers of Khorne.

When a Daemonkin warband first forms, it will be predominantly a mortal army. Renegade Space Marines and Khorne Berzerkers charge into battle amid masses of chanting Cultists, growling Daemon Engines stalking at their side. These are true devotees of Khorne, who praise the Blood God and his Daemons with every axe-blow, every blood spray, every bellowed war cry. Any powerful emotion causes a flare of energy in the Warp, so the inferno of rage and devotion generated by the Daemonkin draws the attention of Khorne's Daemons like razorfish to a fresh kill.

Before long, monstrous, malformed fiends begin to appear amongst the Daemonkin's ranks. Their armour seethes with blood-wet muscle and plates of spike-studded brass. Their helms are deformed into fang-mawed horrors from which bestial horns curl. Their limbs are jagged blades or lashing, spiked tentacles. These are the Possessed, those whose living flesh and blood serve as crucibles for Khorne's daemons. These changes are agonising, yet the Possessed welcome every surge of pain, knowing that each enables them to better shed blood in their god's name.

Eventually, empowered by the Daemonkin's violence or by their deaths, the murderous warriors of Khorne's legions will cross over, coursing from the Immaterium like blood from a wound to fight alongside the mortal host. Called forth by the sacrifice of the Daemonkin, and sustained by their adulation, they do not require the succour of the Warp to maintain their corporeal forms. Thus are these Daemons able to fight in realspace alongside the Daemonkin – and later their own, fully summoned cohort – almost indefinitely. The faithful laud their appearance with howls of devotion; it matters little that many of them have died in the name of this dark miracle, for they know that Khorne welcomes bloodshed no matter its source.

On occasion, one of the Daemonkin's Champions may achieve their ultimate desire, transcending their previous form to become an immortal Daemon Prince who fights in Khorne's daemonic legions. Most will fall in battle long before this, of course, but another destiny awaits a rare few.

Should they achieve some titanic act of butchery, one of Khorne's Bloodthirsters, the generals of the daemonic legions, will reward their devotion by possessing their mortal flesh. The vessel is inevitably killed in the process, shed like a snakeskin by the monster emerging from within, but he will give his life gladly so that the Bloodthirster may be set loose upon the galaxy. Draining the last of its host's life force in one mighty draught, the Daemon bursts from its enfolding prison of flesh to the roars of mortal and Daemon alike.









KHORNE'S INFERNAL LEGIONS



To wage bloody war is to offer praise to Khorne. The Blood God cares only for slaughter and butchery, craves only violence and death. Armies assembled for battle are his only true congregation, the battlefield his only shrine. So it is that, in this bloody age, Khorne is the mightiest of the Chaos Gods, and his daemonic legions the greatest.

The Daemon cohorts of Khorne march to battle with their brutal blades held ready for slaughter. Hissing Bloodletters advance behind gore-drenched icons, each band of warriors hungry to outdo its rivals in the taking of lives and skulls. Prowling around the Bloodletters' flanks come packs of Flesh Hounds, Juggernaut-mounted Bloodcrushers thundering at their fore. Roaring salvos of fire are spat forth by clatter-limbed Soul Grinders, rumbling batteries of Skull Cannons, and the vast, terrifying Lords of Skulls. Meanwhile, above the brazen howl of war-horns, Daemon Princes, Heralds and Bloodthirsters of Khorne roar commands at their frenzied cohorts.

Such a throng of blood-hungry fiends may look, to the mortal eye, like Chaos in its rawest form. Appearances can be deceiving, however, for a rigid hierarchy governs Khorne's legions. This system revolves around the eight ranks of Bloodthirsters, for it is they who rule over the legions. Directly below Khorne are his eight Bloodthirsters of the first host. These are Daemons of untold power who can crush entire armies of mortals single-handedly. Each of these Exalted commands eight Bloodthirsters of the second host, who in turn command eight Bloodthirsters of the host below them, and so on down to the eighth rank.

It is the Bloodthirsters of Unfettered Fury who command the daemonic foot soldiers, each ruling over a legion of eight cohorts led by attendant Heralds or Daemon Princes. These lesser lords each order packs of eight Bloodletters, Flesh Hounds and other Daemons that form the bulk of Khorne's legions. Thus the Blood God's might is frighteningly vast, his servants virtually numberless.

Each cohort has a name to evoke its particular strengths. The Skullharvest and the Gorekin march to war alongside the Bloody Butchers, the Skull Rippers, the Bloodgorgers, and many more. Some cohorts field a preponderance of one kind of warrior, and have earned particularly proud or unusual names that reflect their specialisations. So it is that forces such as the Skull Cannon batteries of the Gorethunder Cohort and the massed Heralds of the Bloodlords are infamous throughout Khorne's realm.





KHORNE



EXALTED BLOODTHIRSTERS OF THE FIRST HOST

BLOODTHIRSTERS OF THE SECOND HOST

BLOODTHIRSTERS OF THE THIRD HOST

BLOODTHIRSTERS OF THE FOURTH HOST

BLOODTHIRSTERS OF THE FIFTH HOST

BLOODTHIRSTERS OF THE SIXTH HOST

BLOODTHIRSTERS OF THE SEVENTH HOST

BLOODTHIRSTERS OF THE EIGHTH HOST



CHARNEL COHORT

- Daemon Prince
- 8 packs of Bloodletters
- 4 packs of Flesh Hounds
- 4 packs of Bloodcrushers
- 4 Skull Cannons



Each Bloodthirster's daemonic legion comprises eight cohorts of Daemons, each led by a Herald or Daemon Prince. Some cohorts, such as the infamous Charnel Cohorts, boast a diverse array of Khorne's Daemons, while others will devote themselves to a single manner of dealing death on the battlefield.

THE SCRIPTURES OF SLAUGHTER



The Daemonkin dedicate every axe-blow struck and skull taken to their wrathful god. The devotion of these fanatical murderers is such that many warbands even emulate Khorne's daemoniac cohorts in their martial structure, hoping that to do so will bring them closer to the hellish entities they see as the Blood God's chosen warriors.

Often, Daemonkin warbands will initially appear similar to any other band of renegades or raiders. Such warbands comprise a core of battle-hardened Chaos Space Marines, each drawn to follow a powerful leader haloed with the ruddy aura of Lord Khorne's favour. Fanatical Cultists flock to fight and kill alongside the renegades, and dark bargains are struck to secure the service of blood-crazed Berzerkers.

As warbands grow in influence and purpose, however, many devote themselves further to Khorne by imitating the structure of one of his Daemon cohorts, until they eventually become twisted mirrors of their daemoniac equivalents. The dark rites that make this transition possible are dictated by a brutal creed known as the Scriptures of Slaughter. Scrawled down by those raving madmen who have looked upon the Burning Books of Khorne, the scriptures describe the organisation of unholy crusading armies known as Slaughtercults. The formation of these ritual military hierarchies resonates symbolically with Khorne's sacred number, usually taking the form of eight bands of eight Chaos Space Marines or Khorne Berzerkers, fighting beneath the Lord or Daemon Prince who leads the warband. These squads represent the Bloodletters that typically serve a Herald or Daemon Prince in the Blood God's own cohorts. These bands will be joined by other mortal renegades and twisted engines of destruction to form Blood Hosts, gore-soaked armies of devoted slaughterers who massacre entire planetary populations in Khorne's name.

Without exception, Khorne Daemonkin tolerate no Sorcerers amongst their ranks. They have no need of such loathsome spellcraft; when a warband's bloody actions in the mortal plane attract the attention of the Blood God himself, their fervour alone is sufficient to summon forth a Daemon cohort from the Realm of Chaos. Furthermore, the Daemonkin's dedication to relentless violence and butchery in the name of Khorne allows the Daemons to endure alongside the Slaughtercult without the sustenance of the Warp. Even the mightiest armies quail in the face of such a cursed alliance, for it is a vision of hellish future in which blood, war and death is all.



SLAUGHTERCULT

Slaughtercults echo the structure of Khorne's daemonic cohorts – eight units of the Blood God's fiercest warriors led by one of his fell champions, accompanied by lesser devotees and those truly blessed in Khorne's sight.

CHAMPION
OF KHORNE



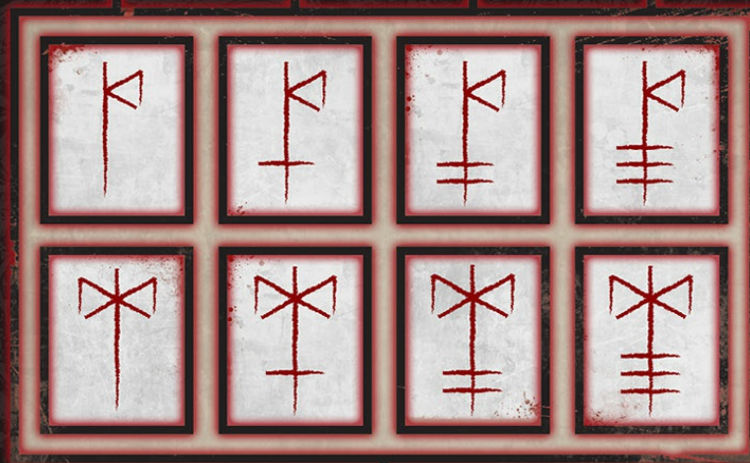
Each Slaughtercult is led by a mighty champion of the Blood God, fated either to die in battle or be horrifically warped into a Daemon of Khorne.

FAVOURED
OF KHORNE



Possessed are the Favoured of Khorne, savage hosts for his possessing Daemons.

ANointed
OF KHORNE



The Anointed are Khorne's footsoldiers, either bands of ferocious Chaos Space Marines or summoned packs of immortal Daemons.

CHAOS CULTISTS



CHAOS SPAWN



THE BLOODSWORN HORDES

Charging to war beneath their bloody banners, countless Daemonkin warbands slaughter their way across the galaxy. Amongst their number are certain warbands whose deeds are infamous, and whose names are bywords for terror.

THE SKULLSWORN

Seven times has the Daemonkin warband known as the Skullsworn risen to plague the galaxy. Seven times has it carved a bloody swathe across the stars in Khorne's name, its mortal ranks gradually replaced by packs of frenzied Daemons until not a single mortal remained. Seven times have its berserk warriors branded themselves into the minds of the galaxy's races. Now, as the doom of all draws near, they begin their eighth incarnation, seeking to summon not a cohort, but an entire Daemon legion.

Compared to many Daemonkin, the Skullsworn possess vast numbers. This is because the daemoniac legion these blood-soaked lunatics venerate is that of Skulltaker himself. Built around the Cohort of Blood, the Scriptures of Slaughter tell how this horde is a vast assemblage of Daemons many times the size of any of its counterparts. Accordingly, the Skullsworn number in their thousands, boasting every stripe of Khorne-sworn warrior amongst their ranks.

Such a sprawling host of murderers cannot operate as one, for they would soon tear each other apart in their eagerness to offer worthwhile deaths to Khorne. Instead, the Skullsworn are scattered across the galaxy, each warband led by a mighty lord who competes with his rivals to wreak the greatest slaughter. From the reaving hosts of Lord Ghalabrax that maraud through the Epstilos Cluster, to the blood-mad warband of the Daemon Prince Agrand the Annihilator, the many hosts of the Skullsworn each carve their own bloody path across the galaxy.

It is written in the Scriptures of Slaughter that only the Blood God's Roar will see the Skullsworn reunited as one, and that their coming shall usher in a new age of endless carnage. If this is true, then the prophesied day must surely be close at hand; indeed, an entire conclave of Ordo Malleus Inquisitors have dedicated themselves to preventing this terrible event before it can come to pass.



THE WRATH

The Wrath bring butchery on an unimaginable scale. Even in such murderous haunts as Commorragh and the Eye of Terror, these Daemonkin are whispered of with awe. Ferocious beyond the bounds of sanity, the Wrath are little more than power-armoured beasts.

Slaughter is not enough for these feral warriors. At battle's end, the warriors of the Wrath fall upon the corpses of the slain, cannibalising friend and foe alike in a hideous victory feast. Skin is peeled, then hacked into ragged cloaks and face masks that are draped across the Wrath's armour. Bones are ripped free and pushed through the warriors' skin as crude totems. Blood is guzzled and organs crushed to a foul paste that is used to anoint weapons and wargear. Finally, all that remains are the fleshless skulls of the fallen, piled in tottering heaps as an offering to Khorne.

The source of this monstrous savagery is the Daemonkin's object of worship. They seek to imitate a Bloodthirster of Insensate Rage named Arbra'Gax and his horrific honour guard, the Charnel Reapers. So complete is the Wrath's devotion that Arbra'Gax's fury has seeped into their souls, setting them aflame with hate. They seek always to destroy their foes utterly, eradicating them down to the last scrap of matter before moving on in search of new prey.

Badscragg gawped at the carnage in the valley below. The Orks had been advancing on a miners' town, expecting a few scared humies to stomp. As they drew near to the settlement, the greenskins had slowed at the sight of mounds of mangled corpses. Moments later, howling bloody murder, a horde of red-armoured Chaos boyz had come charging out to attack. The greenskins had roared their approval of a proper battle. However, it had soon become apparent that it was possible to have too much of a good thing.

A snaggletoothed old Loota, Badscragg reckoned he'd more or less seen it all. But he'd never witnessed carnage like this. The Chaos boyz weren't just killing the Orks, they were ripping them to bits. Ork throats were torn out by jagged fangs, the gushing blood drunk down in great draughts. Lashing tentacles tore off greenskin limbs and stuffed them into gaping maws. Skin was flayed, bones broken, and Ork guts ripped out by the fistful. Zog this, thought Badscragg, beginning to sidle slowly away from the fight. Even Orks had their limits, and this surpassed his. Suddenly, the Loota was plunged into shadow, choking on the reeking stink of sulphur. Badscragg looked up in sudden horror as something

*truly monstrous descended upon him, and then everything turned to
blood and pain.*



THE BRAZEN BEASTS



Roaring, clanking packs of heavily armoured Daemon Engines lead the charge of the Brazen Beasts. They tear through the enemy like the gouging claws of some almighty monster, leaving behind nothing but mangled corpses and blazing devastation. Following these mechanical monsters come the Daemonkin, howling praise to Khorne, carving the Blood God's rune into the bodies of their victims, and consecrating the carnage in his name.

The Brazen Beasts' proclivity for fielding Daemon Engines stems from their worship of the Gorethunder Cohort, which pounds the foe into oblivion with massed batteries of Skull Cannons and rampaging Soul Grinders. In imitation of their chosen cohort, the Brazen Beasts have assembled a mighty stable of Forgefiends, Maulerfiends and Defilers. These they transport deep within the bowels of their Space Hulk, the Oblivion Shadow, the machines' needs attended to by a coven of enslaved Warpsmiths. Chief amongst these infernal engines is a mighty Lord of Skulls, a towering war-idol that the Brazen Beasts worship as the Caged God. It is the frenzied visions of this abomination that guide the Brazen Beasts through the void, and lead them to fresh victims for the slaughter.

Commander Vaughn cursed as his Leman Russ, Valorous, jolted violently. His temple cracked against the inside of the cupola, and for a moment the world became a nauseating, red-lit haze. As his vision swam back into focus, the tank commander swore and grabbed his augur scope. Dead. Nothing. No way to see what was out there. Another thunderous clang and the tank lurched the other way. A third impact rocked the Russ back on its springs, and sparks showered the commander. Enough was enough. With a snarl that was part anger and part fear, Commander Vaughn drew his bolt pistol, wrenched the hatch-release, and pulled himself out into the smoke-filled air of the battlefield.

The commander's eyes widened as he came face to face with his attacker. It loomed over the Valorous with its brazen hind-claws planted on the ground and its huge, taloned fore-limbs dug into the tank's hull, like a giant felid over its kill. Vaughn had a fleeting impression of waving, metallic tentacles, hellish, blazing eyes and a snarling maw full of metal fangs. Then, with a hopeless whimper, he raised his bolt pistol and pulled

the trigger. The Daemon Engine snorted in irritation as the shot whined off its snout, then lunged forward and bit the tank commander in half at the waist. It wrenched its huge claws sideways, sending the Russ tumbling onto its side, then began to tear its way toward the screaming men within.

THE HARVEST



Few battles are as violent as those within the breached walls of a besieged stronghold. Yet those Daemonkin who hurl themselves at one fortress after another soon become nothing but bloody offerings themselves. While Khorne welcomes these martyrs' blood as much as any, this is no way to bring forth an entire Daemon cohort. The Harvest have found their own solution to this problem, casting themselves as defenders rather than attackers in the most bloodthirsty fashion imaginable.

Desperately eager for battle, the Harvest have little patience for building fortifications. Instead, they target a world that lies in the path of a vast, onrushing threat such as an Ork Waaagh! or Tyranid splinter fleet. Using massed packs of Warp Talons to tear a breach in reality itself, the Harvest appear at the very heart of the defenders' positions. With eyes fixed upon the impending invasion, their victims are caught utterly by surprise and, more often than not, are quickly massacred. Reconsecrating their stolen strongholds with the blood of the slain, the Harvest man the battlements of their newly captured fortress and wait for the full fury of the impending foe to break upon them like a glorious, terrible storm.

'You sought to cower behind your walls, weakling? Instead, by the will of Khorne, you shall die behind them!'

- Reavax the Cruel, Lord of the Harvest

THE EIGHTSCARRED



Utterly uncompromising in their violent faith, the Eightscarred are unhinged fanatics who see themselves as Khorne's only true disciples. Their zealotry is horrific in its intensity, driving them from one war zone to the next amid a never-ending tidal wave of gore.

As one of the Eightscarred, a mortal warrior has eight battles in which to prove his worth. The Daemonkin's patron, a Bloodthirster of the third rank named Gha'Kharax, sits ever in judgement of his worshippers. If he approves of a warrior's efforts then, at battle's end, he reaches through the veil to carve a livid scar in that warrior's flesh. One by one, these bloody wounds form the rune of Khorne, marking the warrior as worthy to fight alongside Gha'Kharax's cohort. Should an aspirant ever fail to earn his scar, he will gladly fall upon his own roaring chainblade as an act of penance.

The sheer zealotry of the Eightscarred draws many Khorne Berzerkers to their banner, for this level of fanaticism echoes their own. Their devotion is such that they draw Gha'Kharax's followers through the veil with ease, and have fought in their demigod's shadow on many occasions.

'By thy wounds, know thy worth.'

- The eighty-eighth stanza of the Scriptures of Slaughter

THE BLOODGORGED



All must fear the fury of the Bloodgorged, and none more so than those who offer praise to Khorne's sibling rivals. The Bloodgorged see those who worship Nurgle, Tzeentch or Slaanesh as blinkered fools, whose misplaced faith cannot go unpunished. They further believe that there is no greater offering to Khorne than the violently obtained blood and skulls of those who worship his brothers.

To this end, the Bloodgorged prey upon the followers of the other Chaos gods. Their attack ships haunt the Eye of Terror, the Maelstrom and many other hunting grounds where renegades may be found. Meanwhile, Cultists labour in their name all across the galaxy, stamping out rival sects and preparing the way for Bloodgorged invasions. So cataclysmic has this warband's war of faith become, that their battles spill into settled areas of space. At such times the slaughter reaches new heights, surprised defenders scrambling to drive off the warring Chaos factions. The Bloodgorged revel in the gory mayhem of such conflicts, for only in such anarchic bloodbaths can Khorne truly be offered praise.

SERVANTS OF THE SKULLSTAR

To the galactic west of the Golgotha System, mired amid violently shifting Warp currents, the Skullstar hangs menacingly in the void. A furiously burning solar body of enormous size, this star is aptly named for it resembles nothing so much as an almighty, leering skull.

Historically, voidfarers have steered well clear of this baleful phenomenon; quite besides the deadly empyric tides that surge around it, the Skullstar is said to drive men mad with hatred. Certainly, more than one ship has been lost to the murderous frenzy of bloodletting that the Skullstar inspires.

To the Bloodgorged, the Skullstar is nothing less than a divine manifestation of Khorne's boundless wrath. Seeking to worship the baleful star, their warships long ago braved the Warp storms and landed hordes of Cultists and labourers upon the arid, radiation-ravaged worlds that hung in its orbit. Years on, those worlds have become fortified strongholds where vast, brazen idols of Khorne tower hundreds of feet over the barren deserts. Bloody altars rise from mountains of skulls,

*dark temples echo to harsh litanies of heretical worship, and all the while
Daemons prowl under the searing light of the Skullstar that leers over
them all.*

SLAUGHTER WITHOUT END



Khorne has been worshipped since the galaxy was young. Knowingly or not, every warrior that ever raised a blade has offered the Blood God praise. Still there are few mortals that have proved as fervent or faithful as the Khorne Daemonkin, whose ten thousand year rampage has seen Khorne presented with tribute like never before.

M31

A BLOODY BEGINNING

Warmaster Horus, favoured champion of the Chaos Gods, fails in his bid to overthrow the Emperor. Defeated, his traitor legions are hounded across the galaxy by the vengeful armies of the Imperium. Upon reaching the dubious safety of the Eye of Terror, what little cohesion the traitor forces retained is lost. Horus' erstwhile hordes fragment into countless warring factions. It is at this time that a number of renegade hosts turn their backs upon the notion of revenge. They choose instead to lose themselves in the bloodthirsty worship of Khorne, becoming the Blood God's first Daemonkin warbands.

C.M33

SWORN TO GLORY

Taking the Scriptures of Slaughter from the Infernal Maze, Chaos Lord Barkor the Bloody forges the first warband of Skullsworn. For over a century, he leads his followers on a violent rampage across the stars, depopulating more than a dozen worlds before he finds his ascension on the plains of Ossedor II.

M37

HEROES BECOME BEASTS

While defending the Fortress of Intolerance against Daemons on the world of Ghahalla, the garrison of Golden Blades Space Marines are overcome by a strange madness. Defacing their war machines with horrific symbols, they use blood rituals to subdue their daemonic assailants and trap them within the tainted vehicles. So are born the first seeds of the Daemonkin who will soon become the Brazen Beasts.

M39

CARNAGE ON KALLEDULA

166.M40

IMMORTALITY'S PRICE

The Skullsworn fall upon the hive world of Rebas. They are opposed by over one hundred regiments of Astra Militarum, each well dug in and supplied. The war that follows is horrific in its intensity and bloodshed, but after the slaughter of eighty-eight of the defenders' regiments, the eight surviving Skullsworn ascend to become Daemon Princes simultaneously. Soon enough, nothing remains on Rebas but mountains of skulls.

230.M40

SORCERERS' BANE

On the Daemon world of Ylligith Maeraxes, the Brazen Beasts lay siege to the Azure Fortress. The Tzeentchian Sorcerers who defend it wield the unbound fury of the Warp to drive the attackers back, but soon the Beasts' Daemon Engines smash a string of breaches in the fortress' walls. Maulerfiends prowl into the stronghold at the head of pack upon pack of Flesh Hounds, and in a matter of days the Sorcerers are hunted down, their skulls crowning their own battlements for the glory of the Blood God.

301.M40

MARTYRS' GLORY

A Daemonkin warband known as the Fists of Brass hurl themselves into the teeth of Waaagh! Badstomp. Explosive carnage breaks out across the seventeen moons of the Madrakae as the two war-hungry hordes collide head on. Massively outnumbered, the Fists of Brass are wiped out within days. However, the oceans of blood they spill draw eight legions of Khorne's Daemons into reality, starting the war afresh.

366.M40

PARADISE LOST

The Wrath fall upon the verdant Eldar Exodite world of Klithaine. In just three months they reduce the paradise to a blood-drenched hell and then slaughter the Biel-Tan warriors who attempt to intervene, devouring their corpses in a horrific feast.

412.M40

THE BLOOD HUNT UNLEASHED

784.M40

THE THREEFOLD WAR

On the planet Skardenfel, the White Scars' 3rd Company fight a guerilla war with a warhost of Craftworld Ulthwé. Into this conflict plunge the Khorne Daemonkin of the Eightscarred. Among the fireswamps, the Khorne worshippers slaughter with abandon, the warband bringing forth half of their chosen Daemons in a single day.

088.M41

THE SKULL STORM

183.M41

RED SAVIOURS

The Bloodgorged board a fleet of Emperor's Children warships. After days of bloody deck-to-deck fighting, the Daemonkin are victorious. They scuttle the ships and depart, unaware that they have inadvertently saved the Imperial hive world of Pyros.

316.M41

DANGEROUS PREY

After fierce fighting amid the macrotemples of Skeros, the Wych Cult of Tortured Hopes capture a Chaos Lord of the Skullsworn. Bearing him back to Commorragh, the Dark Eldar throw the Daemonkin champion into their gladiatorial arena. Their sport is spoiled, however, when a Bloodthirster bursts from their captive mid-battle. The Daemonic incursion that follows is catastrophic, and results in the utter destruction of an entire sub-realm of the Dark City.



424.M41

EXULTANCE

On the Imperial shrine world of Idyll, the Skullsworn overrun the battle sisters of the Order of the Bloody Rose. In doing so, they summon a mighty Daemon cohort; since the Heresy, this is the fifth cohort they have brought forth of their chosen legion.

444.M41

THE FIRST WAR FOR ARMAGEDDON

Several hosts of Khorne Daemonkin, including the Wrath and the Blades of Rage, join Angron's attack upon Armageddon.

678.M41

GODS AND MONSTERS

The Brazen Beasts go to war against the Knights of House Hawkshroud on a death world known only as XIII. Vast war engines duel across the haunted ruinscape, rendering all to rubble. Finally, the Brazen Beasts are victorious after the Caged God slays Hawkshroud's Baron Arcus in a titanic duel.

793.M41

ALL IS DEATH

Like the fury of Khorne himself, the Wrath and the Eightscarred fall upon the Tau colony of Shau'Nesh. The aliens fight bravely, deploying incredible technologies to blast great furrows in the Khornate ranks. Still, the Tau are outnumbered and, despite their heroics, overrun. Crazed with battle-lust, the two Daemonkin hosts then fall upon one another, battling frenziedly until both are all but wiped out.

888.M41

THE GREAT BEAST STIRS

938.M41

INTO THE MAELSTROM

Leading a frenzied mass of lesser Daemonkin warbands, the Bloodgorged invade the Maelstrom. In a series of psychotic assaults, they cripple several of Huron Blackheart's outlying strongholds. Furious beyond words, the Tyrant of Badab turns the might of the Red Corsairs upon his aggressors. The war that follows lasts for long, bloody years.

946.M41

THE THREAT WITHIN

The Harvest erupt from blood-portals within the fortress monastery of the Black Ravens Space Marines Chapter. Days of fierce fighting follow, during which the Harvest kill every last loyalist within the monastery's walls and use its defence lasers to blast apart the Ravens' orbital shipyards. Bloodied and exalting, the Daemonkin drop the fortress' void shields and prepare for the true battle as a tendril of Hive Fleet Behemoth fills the skies.

964.M41

RED STAR RISING

983.M41

A CLEAR MESSAGE

Warmaster Abaddon sends envoys to demand the Skullsworn swear allegiance to his cause. Some months later, the envoys' corpses are returned to Abaddon by leering Daemons, their heads missing and the rune of Khorne carved into their chests.

985.M41

MIRED IN BLOOD

The Brazen Beasts face a splinter of Hive Fleet Behemoth on Horos. Though all but exterminated, the Daemonkin are victorious, drowning the planet in Tyranid ichor.

992.M41

THE ROAD TO HELL

Inquisitor Bastapol Harg tracks a trail of murders back to a Khornate cult on Falchat. In eradicating the threat, Harg earns the ire of the Bloodgorged, to whom the cult paid fealty. The Daemonkin soon fall upon Falchat's hives and slaughter everyone they find, the Inquisitor included.

994.M41

DISASTER ON YNGROTH

Whilst pursuing Harlequins of the Masque of the Silent Shroud, the Wrath battle their way through the Grey Canyons of Yngroth. Just as the Harlequins seem cornered, a warhost from Craftworld Yme-Loc springs from ambush, catching the Wrath in a devastating crossfire. For long moments the Eldar plan looks set to work, until Arbra'Gax, Bloodthirster of Insensate Rage, bursts into reality. Led by this unstoppable demigod of war, the Khornate horde smash their way out of the Eldar ambush, which swiftly devolves into a massacre as the Blood God's forces punish their devious foes.

997.M41

ONE HUNDRED SKULLS

Responding to a daemonic incursion on Hyraq II, a Brotherhood of Grey Knights plunges into battle. Crimson lightning tears the skies as the Grey Knights drive the Daemons back into the Warp, only to face fresh assault by the Bloodgorged. Retreating to a ruined temple, the surviving Grey Knights fight for their lives. In death, every Daemonkin they slay brings forth one of the Daemons the Grey Knights had already banished, until they are overrun by the screaming horde.

998.M41

THE SWALLOWED WORLD

Gha’Kharax, Bloodthirster of Unfettered Fury, leads the Eightscarred and Skullsworn against the Imperial fortress world of Almarit. The Daemonkin face elements of the Imperial Fists and Raven Guard, reinforced by several regiments of Tempestus Scions. The war grinds on long and bloody, but one by one the Daemonkin reconsecrate the planet’s furnace-temples in bloody ceremonies of ritual sacrifice. As the last shrine falls, Almarit is dragged whole into the Warp, claimed by Khorne as a new Daemon world.

999.M41

VISIONS OF BLOOD

Warmaster Abaddon’s 13th Black Crusade bursts from the Eye of Terror and falls upon the Cadian Gate. At the same moment, all across the galaxy, Khorne’s Daemonkin are stricken by bloody visions of carnage on a scale none have seen before. Compelled by their wrathful god, the Daemonkin turn as one and begin to carve a path toward the Cadian Gate. It seems likely that, while there is blood still to spill, neither side will be safe in the war to come.



CHAOS LORDS

Whole worlds die upon the orders of the Chaos Lords that lead Khorne's Daemonkin. In their wake they leave oceans of spilt blood and great mountains of skulls, all to prove their worthiness in Khorne's eyes. These are atrocities the Lords of the Daemonkin gladly commit, for their fanatical devotion to the Blood God is terrible in its intensity.

It is a Chaos Lord that forges each Daemonkin warband and ensures it holds true to its gruesome purpose. It is he who marshals his warriors according to the Scriptures of Slaughter, and who dictates which Bloodthirster his host will worship. The Lord must guide his frenzied horde to each new battle, and hack down those who foolishly think to challenge his rule. In this way he fulfils a role somewhere between warrior-king and demagogue, feeding the fervour of his followers with every new war.

Whereas the fleeting glory of battle alongside Khorne's Daemons is enough for many of their followers, Chaos Lords strive instead to ascend as a Daemon Prince of Khorne. Such a path is perilous, for the Lord is more likely to end their days as a horrific Chaos Spawn than to be raised up to Daemonhood. Furthermore, there is always the risk that the Bloodthirster they worship will choose to honour its servant by using his flesh as its conduit into realspace. Should such a demand be made, it means certain death for the Chaos Lord and an end to all they have striven for. Still, most choose this glorious martyrdom in Khorne's name over the truly dreadful punishment they will suffer should their faith prove lacking at the last.

Lord Vorax, master of the Eightscarred, looked hungrily upon the verdant world spread out below him. The Chaos Lord stood upon the observation deck of the space hulk Protean Horror, gazing through blood-spattered armaglass at the Tau colony world that would soon know his wrath. He had no interest in this world's name. To him it was simply an offering, a bounty of blood and skulls with which he would honour his wrathful god. The currents of the Warp had borne Vorax and his followers to this world, and the zealous Chaos Lord had no doubt that they had done so at Khorne's behest. Certainly their arrival was well-timed. When the Eightscarred had first boarded it, the hulk had swarmed with greenskins, a foe from whom Vorax's warriors had exacted a great tribute for Khorne. Now, however, the Orks were all but slaughtered, and the Daemonkin had been reduced to preying upon one another to maintain their god's favour. But no more.

Already, the hulk's arrival had been marked by the Tau. Vast columns of energy lanced up from defensive batteries far below, their impacts

causing the deck to shudder beneath Vorax's feet. He sneered, feeling nothing but contempt for a foe who would seek to end this glorious battle before it had truly begun. Turning, Vorax roared the command for his warriors to board their drop-craft. He would bring red ruin to the Tau and their pathetic world, and his bloodthirsty god would look down favourably upon Vorax's works...



DAEMON PRINCES

Immortal avatars of the Blood God's wrath, recipients of the greatest boon a mortal champion can earn, the Daemon Princes of Khorne are ferocity given form. These daemoniac champions tower over even the mighty Chaos Space Marines whom they command. Their strength is so great that they can smash down a fortress' gates with a single blow. Their unnatural resilience is such that they can stride heedless through thundering bombardments of fire. Yet for all this they are slaves as surely as any who follow the Gods of Chaos, for with immortality comes an eternity of servitude. So lost to zealotry and madness are Khorne's Daemon Princes that they do not care. Embracing an existence of constant war, many take their place in the hierarchy of Khorne's daemoniac legions. Others become the godlike leaders of the Khorne Daemonkin, beginning again the cycle of slaughter that saw them gain their own bloody ascension.

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

He rose above the company, taller far than they, and looked with black pride on these 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.

And on that blasted heath his ashen servants turned, gripped by fear and awe alike to see their lord transfigured into that most mighty of creatures which mortals call a Daemon Prince.



BLOODTHIRSTERS



Towering, savage, unstoppable, the Bloodthirsters of Khorne hack down all who oppose them. Their roar is a volcano's wrath, the beat of their wings the crack and boom of cannon fire. Wreathed in the charnel stench of the billions they have slain, Bloodthirsters lead their daemoniac brethren in Khorne's eternal war.

To stand in the shadow of a Bloodthirster is to know death. Bellowing avatars of the Blood God's fury, these Daemons share their master's insatiable hunger for murder, and will kill anyone who dares stand in their way. Bloodthirsters know nothing of mercy or compassion, for to them the inhabitants of the material realm are but blood and skulls to be harvested in Khorne's name. They never tire, never waver, never rest, for their vast, muscle-bound forms are fashioned from the raw stuff of rage. Once unleashed upon the battlefields of realspace, a Bloodthirster will not stop killing until it is banished to the Warp once more.

Were they simply warriors and nothing more, Khorne's Greater Daemons would be terrifying enough. His foes are not so fortunate, however; these demigods of war serve as the generals of the Blood God's daemoniac legions. There are eight distinct hosts of Bloodthirster, but it would be a fatal error to believe that even the lowest ranked – the Bloodthirsters of the eighth host – are in some way lesser warriors than their kin, or that they pose a reduced threat. In truth, only those versed in daemoniac lore have any notion that varied ranks of Bloodthirster exist, for all seem equally terrifying and destructive to the mortals who feel their ire upon the battlefield.

Nonetheless, each of the eight ranks of Bloodthirster possess their own lethal skills, armaments and title. Those of the eighth host, for example, are known as Bloodthirsters of Unfettered Fury. These monstrous beings are skilled if unsubtle generals and, armed with their infamous combination of axe and whip, are most often seen commanding Khorne's daemoniac legions in their attacks on realspace. By comparison, those of the sixth rank, known as Bloodthirsters of Insensate Rage, are berserk destroyers who wield immense axes as tall as a fortress gate. Nothing can stand before such terrors on the battlefield, and the Daemons of Khorne are drawn instinctively on in the wake of their furnace-hot fury. The infamous Bloodthirsters of the third host, meanwhile, are known as the Wrath of Khorne. These beings are fire-breathing braggarts, hunters after glory who delight in humbling the mightiest heroes of the foe and butchering them in the name of their bloody lord.



LORDS OF DESTRUCTION

Though each Bloodthirster is accorded his status by Khorne himself, any can attempt to fight his way up through the ranks of his peers. This is hardly uncommon, for even those of the eighth host – the Bloodthirsters of Unfettered Fury – are unquestionably murderous warriors, and loath to accept the demands of their more senior kin. Should a Bloodthirster issue a challenge to another, the earth-shaking duel to the death which inevitably follows is usually fought within the Bloody Pit, a massive amphitheatre of obsidian and brass in Khorne's realm. Sometimes, however, these titanic single combats are fought in realspace, amongst the carnage and ruin of battle. For those followers of Khorne fortunate enough to witness such a contest of demigods, there is no experience more edifying, for all know that Khorne cares not from whence the blood flows. A Daemonkin warband will pledge themselves to the victor even as he holds aloft the head of his defeated opponent and claims their rank for his own.

There is one amongst these Greater Daemons whose name is spoken darkly, and over whose worship wars have been fought: Skarbrand, the Exiled One. Cast out for daring to strike the Blood God himself, no few Daemonkin warbands have seen Skarbrand as the paragon of Khorne's creed, despite his outcast status.



BLOODLETTERS

Bloodletters are the savage foot soldiers of Khorne's daemoniac legions. Their lean bodies are corded with muscle, while their eyes burn like the heart of a furnace. As echoes of their master's endless rage, they are driven by the desperate desire to kill; a need that their hellblades and razor sharp claws and fangs leave them only too well equipped to fulfil. Even a single Bloodletter is a deadly foe, while a whole pack of these daemoniac killers assembled for war is truly terrifying.

Though they march to war in cohorts and obey the commands of their masters, Bloodletters are in no way strategic creatures. They care nothing for stealth and subtlety. Rage burns through their Warborn frames, seething in every sinew and pumping like fire through their blackened veins. Bloodletters do not simply feel anger; they are anger personified, and they desire nothing more than to hack apart endless ranks of the enemies while bathing in their jetting blood. As such, unless guided by a higher intellect, Bloodletters simply hurl themselves toward the foe with their blades held ready. They care nothing for their own casualties, and will gladly charge headlong through the most intense storm of enemy fire if it means coming to grips with their victims that much sooner.

When brought forth into the material plane by the efforts of a Daemonkin warband, packs of Bloodletters make good use of this innate fury. Loping forward with bolt shells and artillery blasts whipping around them, the Daemons allow their mortal supplicants to provide covering fire while they set to the real business of Khorne – hacking their enemies limb from limb in bloody close quarter combat.

The Daemonkin, in their turn, are inspired beyond words by the manifestation of Khorne's unholy warriors. They scream their devotion as the Bloodletters tear their way through the veil into realspace. The mortals' fanaticism soars to such heights that they foam at the mouths and tear at their own flesh in religious ecstasy. Simply to summon such Daemons from the Warp brings the Daemonkin to the edge of rapture; by comparison, fighting alongside these hissing, snarling terrors is enough to drive many warriors permanently mad. Some Daemonkin have even been known to attempt to emulate those Bloodletters they have witnessed in battle. They scarify their flesh to resemble scales, sharpen their teeth and nails to sharp points, and hammer broken jags of bone into their skulls like horns. The Bloodletters care nothing for such worshipful imitation, of course. Their only interest is in the slaughter of their foes, their only source of pleasure the feel of their hellblades hacking deep into mortal flesh.

*'Slay without pity; triumph without remorse.
You are the legions of Khorne, His favourite warriors.'*

*You shall bring defeat and death to His enemies.
You shall crush their worlds under your heel.
To battle! Let blood flow in His name!*

- Rorath'rath the Skullwearer



HERALDS

Blood sprays in sheets and severed heads tumble from hewn necks wherever the Heralds of Khorne charge into the fray. Ferocious beyond mortal measure, these daemoniac champions wield their hellblades with blinding speed. Even the greatest warriors find themselves hard-pressed to keep pace with a Herald of Khorne in battle, for the skill and strength of these Daemons is breathtaking. Worse, as daemoniac entities, they neither tire nor waver, and their fury is inexhaustible. Countless duellists and vaunted heroes have fallen to the onslaught of a Khornate Herald, arms numbed by repeated hammer-blows against their guard, spirit broken by the Daemon's relentless hate, head finally lopped from their shoulders by its victorious strike.

Heralds of Khorne are more than just warriors. They are exemplars of all that their bloodthirsty god demands, able not only to butcher their foes but to direct the fury of their lesser kin with a commander's strategic skill. Within the ranks of Khorne's legions these entities serve as ranking officers, directing the Daemon packs beneath them to enact the will of their ruling Bloodthirster. Thus they are the counterparts of the Chaos Lords who lead the Khorne Daemonkin, and will often fight alongside these mortal champions in the greatest slaughters.

SKULLTAKER

Said to be Khorne's executioner, the Herald known as Skulltaker revels in the ritual duel. To refuse Skulltaker's bellowed challenge is a death sentence in its own right; those who try to flee the Daemon's wrath will be hacked down and trampled into the filth of the battlefield for their cowardice. Still, these forgotten victims are perhaps the lucky ones. Those who stand and face Skulltaker find themselves on the receiving end of a whirlwind of blows, the Herald's brazen blade moving faster than the eye can follow. Skulltaker expertly dismembers his foe, lopping off one limb at a time and dedicating every hot spray of blood to his wrathful creator.

Only when his victim writhes screaming and helpless upon the ground does Skulltaker end his ritual, tearing their skull free of their spine with a wrenching snap, and claiming it for Khorne. Heroes beyond number have fallen in this manner since Skulltaker began his endless war, and Khorne holds his appointed executioner in high esteem. So it is that a band of the greatest Bloodletters serve at Skulltaker's command. Known as the Cohort of Blood, this assemblage of Warp-spawned champions is selected by Skulltaker from amongst the daemoniac legions' ranks. They are forced to fight each other regularly to weed out the weak, for Skulltaker will lead none but the mightiest to war.





CHAOS SPACE MARINES

Bolters thundering and chainswords roaring, the Chaos Space Marines of the Khorne Daemonkin hurl themselves at the foe with maniacal fury. Every enemy they hack to pieces is an offering to their wrathful god, every bloody deed one of sacred worship. These are renegades who care nothing for revenge upon the Imperium. Instead, they devote themselves entirely to the murderous creed of the Blood God.

Every Space Marine has within him the capacity to cast off the shackles of the Imperium in favour of following his own selfish desires. As warriors regarded with awe by Humanity, those Space Marines who turn renegade fall far and fast, rebelling against a life of servitude with gross acts of betrayal. Some few traitors throw off the leash of their masters altogether, owing no allegiance to any but themselves. However, though a Space Marine may declare that he is free, it is near impossible for him to fight against a lifetime of psycho-conditioning, which compels him to follow and obey. As such, many simply exchange service in the Emperor's name for worship of the Ruinous Powers, eschewing one brand of slavery for another without ever recognising the grim irony of their choice. So it is with the zealots of the Khorne Daemonkin, who believe themselves free to indulge their innate bloodlust. Instead they become ever more Khorne's slaves, their sanity wearing away until violent self-sacrifice in the Blood God's name seems the most glorious reward the galaxy can offer.

Ultimately, this tragic mania only makes the renegade Space Marines of the Daemonkin all the more dangerous. Alongside genetically engineered strength and resilience, peerless martial training, and near-boundless courage, these traitors possess a selfless fanaticism that drives them to the very edge of endurance. While caught up in the frenzied act of worship through war, Daemonkin Chaos Space Marines have been known to literally tear their enemies limb from limb. They will throw themselves into the attack no matter the odds they face, giving no thought to their own survival in their desperation to shed blood. In a normal human, such devotion would make them dangerous enough; in a Space Marine, it is absolutely terrifying. The Dengua IV Slaughter, the Butcher's Rampage on Zarathusican, the Magdal Atrocity; all of these infamous massacres were perpetrated by Daemonkin in the grip of fanatical frenzy, and all have entered Imperial records as examples of the horrifying atrocities that the worshippers of Chaos are capable of.

'I salute you! For though our path has been bloody, you have served our Lord with unflinching courage and the honour of true warriors. We have seen many fall today and must remember, even as we die, that our blood too is welcome...'

- Last words of the Renegade Harkan Ironfist





POSSESSED

Monstrous howls herald the onset of the Possessed. Every swing of their taloned limbs sends sprays of blood fountaining into the air while, in return, the blows of the enemy rebound from armour thickened with daemoniac sinew and scale. These are Chaos Space Marines with Daemons bound to their souls, and their savage onslaught is terrible to behold. Khornate Possessed are especially vicious examples of their kind, for the inherent fury of the possessor Daemons infects their host bodies, warping each into a brutal mass of horns, fangs, blades and armour. The murderous rage of the Daemon becomes manifest in the flesh of the Daemonvessel, driving them on to kill again and again. All the while, the Daemon feeds upon the energies of death, finally becoming so saturated with power that it can burst forth onto the material plane.

Hatred pulsed through the Daemonvessel's tangled veins. He bared his monstrous fangs and welcomed the feeling. His cloven hooves crunched down upon the bones of the slain as his legs pumped furiously, driving him towards the foe. Inside him, the beast writhed and snarled, goading its vessel on through a hail of crude shot. Several of the Orks' slugs found their mark, cracking his warped armour plates. A single round broke through, punching into his ribs and blowing a spray of foul gore from his back. The Daemonvessel barely felt it, his flesh writhing and knitting even as his charge slammed home. With a bloodcurdling roar, the vessel swung one mace-like limb in a thunderous uppercut. The blow lifted his greenskin victim clean off its feet, snapping its neck and sending the alien's broken carcass hurtling over the heads of its fellows. More Orks pressed in from all sides, howling madly in their guttural tongue as they brandished crude axes and clubs. The Daemonvessel roared in return, lashing out with unnatural speed to shred flesh and shatter bone. Orks fell amid sprays of blood, their bodies trampled as their fellows pressed in from behind. The Daemon within howled, and he howled with it. Let them come, the vessel thought, let them all come! Together, we will murder the galaxy.



BERZERKERS

Driven into battle by the frenzied need to kill, Khorne Berzerkers slaughter everything in their path and leave nothing but twitching corpses in their wake. These murderous lunatics have been ritually lobotomized to remove all trace of fear or compassion. In place of these emotions, the Berzerkers receive cortical implants that heighten their aggression to psychotic levels.

These horrific augmetics amplify the adrenaline rush of combat to the point where fighting and killing become the Berzerkers' sole reason to be. The heart of battle is the only place in which a Khorne Berzerker feels truly alive. The release of butchery is so addictive for them that they will gladly turn their blades upon their allies, should they run out of foes to kill. For the Berzerkers, murder is all, for blood is all their god demands.

There is great competition amongst the Daemonkin to attract bands of Khorne Berzerkers to their cause. After all, these are the holy warriors of the Blood God, and their presence upon the battlefield is certain to win Khorne's approval. So determined are many Chaos Lords to recruit these maniacs that they will fight furiously over the surgeons and facilities required to create Berzerkers. For the Khorne Berzerkers' part, they care little whose banner they fight beneath. Their wars are fought for the Blood God alone, their victims slaughtered in his name, and the loyalties or causes of those they kill mean nothing to them.

The ground shook as the Iron Warriors opened fire. Khargen and his Berzerkers watched as, all along the ridge, the enemy trenches lit with muzzle flare. Even from here, the roar of heavy weapons was a constant, deafening wall of sound drumming at his ears. Advancing Khorne Cultists were blasted to bloody mist, while the Skull Cannons of the Barbadax vanished amid a crashing maelstrom of fire. Nothing could live on the rocky slope below the Iron Warriors' guns.

Khargen didn't care. Into that churning cauldron of fire charged the Khorne Berzerkers, with Khargen the Annihilator at the fore. Corpses burst as his armoured boots mashed them into the churned soil. His twin heartbeats thundered in his ears. Acidic froth bubbled between his lips. Through the red haze that overlaid his vision, Khargen saw the trenches atop the ridge grow closer and closer. He was dimly aware of his brothers, blown off their feet one after another by searing beams of energy and hails of explosive bolts. Still he ran, exultation singing through him and chain-axe revving in his fist. Closer. Closer. Finally, with a deafening roar, Khargen vaulted a wire-tangled barricade and

landed feet-first on his nearest foe. He was the only one of his squad to survive the charge, but one true warrior of Khorne was worth a hundred of these ironclad curs. Roaring, Khargen carved down the next two foes and pressed on up the trench, savage joy singing through every nerve. He would reap many skulls for Khorne this day!



THE BUTCHER'S NAILS

When the Chaos Gods snatched the nascent Primarchs from Terra, they flung them far and wide across the galaxy. The amniotic pod of Angron, Primarch of the World Eaters, came to rest upon the world of Nuceria.

Seized by slavers while still virtually a child, the young Primarch was subjected to a horrific form of psycho-surgery. The Nucerians implanted Angron with an augmetic known as the Butcher's Nails, an aggression amplifier that turned the Primarch into a virtual living weapon. For a time, Angron became the king of the Nucerian cybergladiatorial arenas, until finally his gene-coded greatness drove him to lead a pit-slave revolt against his masters.

Angron would have died in battle at the head of his rebellion had the Emperor not snatched him away during their final, desperate battle.

Consumed by a conflicting sense of resentment and inadequacy, Angron violently rejected his Legion at first. By the time he came to name himself their leader, the Primarch's gene-sons were desperate to win his approval.

Angron, for his part, sought to transform the World Eaters into an approximation of his lost army of gladiators. Thus, in an act of the grossest betrayal, the father mutilated his sons, bestowing upon them the Butcher's Nails so that their rage and aggression would echo his own. The degeneration of the World Eaters began upon that day, and it was not long before noble Legiones Astartes had become the first Khorne Berzerkers.

This cruel form of psychosurgery has proliferated since those ancient days, with bastardised versions of the gory techniques involved spreading throughout the Eye and beyond. Still, it was the World Eaters and their Daemon Primarch who first loosed this barbaric practice upon the galaxy, and it is one that the Khorne Daemonkin hungrily exploit at every opportunity.

CHAOS TERMINATORS

Guns blazing, servos whining like damned souls, the Chaos Terminators of Khorne stride into battle. The advance of these hulking killers is relentless and unstoppable. The thick plates of their Terminator armour absorb or deflect anything the enemy can hurl at them, allowing them to push through even the heaviest bombardment. Meanwhile, the Chaos Terminators' weapons reap an ever-increasing tally of lives, one that climbs steeply once these ironclad butchers reach combat. Crackling power weapons scythe through flesh and armour, while power fists and chainfists crush and mangle. Daemonkin Terminators decorate their armour with brazen spikes, chains and butcher's hooks. These hang heavy with the skulls of defeated foes, and are daubed with runes that praise the Blood God. Amongst the ritual organisation of a Blood Host, Chaos Terminators are the mortal equivalents of Khorne's Bloodcrushers, and the heavy, brutish Terminators have a twisted affinity with the trampling daemoniac fury of the Juggernaut-mounted Daemons. When a legion's Bloodcrushers emerge into realspace, the two units will often advance as a single wedge of brass-bound armour and crushing mass, punching into the enemy's ranks like the fist of Khorne himself.

'Though the gates that stand between the mortal world and the immortal Realm of Chaos are now closed to me, still I would rather die having glimpsed eternity than never to have stirred from the cold furrow of mortal life. I embrace death without regret as I embraced life without fear.'

- Kargos Bloodspitter, Champion of Khorne



THE BLOODTUSK BROTHERHOOD

Amongst the ranks of the Skullsworn there marches a band of renegade Terminators whose deeds have become infamous. Calling themselves the Bloodtusk Brotherhood, these brutish murderers have earned great favour with Khorne.

It was during the Slaughterstorm of Icos IV that the Bloodtusk Brotherhood first rose to prominence. Amid the fire and madness of a teleport assault gone terribly wrong, the Bloodtusks fought their way clear of a Raven Guard ambush through sheer brute force. Ignoring wounds that would have seen most warriors dead on the ground, the Terminators waded through the fire of the Raven Guard and smashed into their lines with power axes swinging. After their Champion, Agorath, hacked down the Raven Guard Captain, the Bloodtusk Brotherhood were joined by a howling mass of Daemons that clawed their way from the Warp to join the battle. A whole world's fate turned upon that deed, and as the massacre of Icos IV began, the dark renown of the brotherhood was assured.

BLOODCRUSHERS

Bloodcrushers of Khorne smash into the enemy like battering rams, heads lowered and piston limbs pounding madly. Foes fall screaming beneath the Juggernauts' churning hooves, or else are hacked apart by the Bloodletters that ride them. Tanks are smashed off their tracks and rolled onto their roofs amid showers of sparks as the Juggernauts plough past them. Barricades explode into showers of shattered masonry as the Juggernauts ram straight through them at full tilt. Nothing can stand before the devastating charge of these daemonic shock cavalry, the impact of which has been likened to an armoured avalanche sweeping into the enemy lines.

Juggernauts are amongst the Blood God's most savage and belligerent Daemons. Neither wholly machine nor entirely infernal beast, they are gifted as steeds to those daemonic warriors mighty enough to claim them. Once broken in by a sufficiently determined Bloodletter, the combination of daemonic rider and steed is terrifyingly effective. Within the ranks of Khorne's daemonic legions, these shock cavalry provide the sledgehammer force required to crack open even the most determined enemy defence staged by the foot soldiers of Khorne's infernal brothers.

The Bloodcrushers' role is much the same when fighting alongside Khorne Daemonkin. Thundering in at the head of the warband's attack, packs of Bloodcrushers head straight for the toughest parts of the enemy battle line. Lowering their armoured heads, the Juggernauts slam straight through the enemy's midst, ripping gaping holes in the defences of the foe through which their mortal allies can pour toward victory.

'All Daemons are lies and Falsehood. They are Lies, given the shape of creatures by the Power of Chaos. Fear the Daemons of Khorne for this reason and then fear them once more.'

- Anon.



CHAOS SPAWN



Writhing masses of bloody muscle and pulsating horror, Khornate Chaos Spawn are as dangerous as they are revolting. Each Spawn is a unique vision of insanity, an impossible amalgam of flesh, bone and armour that was once a champion of the Blood God. Wet muscle squirms, lipless mouths gape amid knots of bulging skin, fanged tentacles lash and twitch. All the while, unblinking eyes stare in horror from amidst the ruin of a mighty warrior now fallen from grace.

Many Daemonkin warbands include Chaos Spawn amid their ranks, goading them into battle where they serve as expendable shock troops. Some are the god-cursed remnants of the Daemonkin's former leaders, those Chaos Champions who proved unworthy to become Daemon Princes. Others are gathered by the Daemonkin from the hellish worlds upon which they have fought, or are brought to the fight by Khornate Cultists who venerate them as blessed beings. Whatever the case, in battle the Spawn attack like the mindless beasts they have become. Hungry, savage, and utterly insane, these mutated horrors feel nothing but a furious aggression that sends them flailing into the midst of the foe. There they rend and tear until death takes them, or until there is nothing left to kill.

Amongst the many warbands of Daemonkin, none make greater use of Chaos Spawn than the Bloodblessed. These fanatics round up great hordes of the mutated beasts, believing them to be the true form that Khorne desires for mortal man. Not only do the Bloodblessed accord Chaos Spawn the status of holy warriors but, stranger still, their own Champions aspire not to ascension but to Spawndom. Thus what is seen by most as a dire punishment for failure has become, to the Bloodblessed, the ultimate reward.



CHAOS CULTISTS

Ragged and wild-eyed, the Cultists of Khorne scream praises to the Blood God as they flood across the battlefield. Armed with chattering machine-rifles, crude bludgeons, or even just their bare hands, great hordes of Cultists fling themselves upon the foe in a desperate bid to prove their devotion. Their flesh seared with Khornate runes, their threadbare garb stained with blood, these lesser mortals are at just as fanatical as their Chaos Space Marine masters. Yet Khorne respects only strength, and so it is a rare Cultist indeed who succeeds in earning his wrathful god's favour.

The Chaos Space Marines of the Daemonkin are no more forgiving of their Cultist followers than is Khorne himself. As such, they think nothing of driving thousands of Cultists to their deaths, simply to choke the guns of the foe. Many Chaos Lords will even butcher their Cultist underlings as blood sacrifices to Khorne, slaughtering them mercilessly when better offerings cannot be found. For all this, there is no shortage of Khornate bloodcults hidden throughout the Imperium, for even the most desperate grasp for power is better than the hopeless grind of Imperial servitude.

The Sons of Slaughter made it halfway across the battlefield before coming under enemy fire. One moment, Tholos was dashing through the mud and bodies of no man's land with his autogun clutched close. The next, his goggles were splattered with blood and the drumming thunder of exploding bolt shells had deafened him. Lesser men might have dived for cover, but Tholos' soul sang with the Blood God's wrath. Beneath his gas-hood, his face contorted into a rictus of fury, and he ran on through the deadly storm. All around him warriors were blown off their feet, ripped apart as bolts detonated within their flesh.

Ahead, Tholos could see the rot-bodied worshippers of Nurgle. They were rising from their trenches to meet the Cultists' charge, huge hulks whose slug-white flesh bulged obscenely from cracks in their power armour.

Bolters thumped in their fists, and more Sons of Slaughter fell by the second. Howling his devotion to Khorne, Tholos raised his own gun and fired on the move. The weapon kicked against his chest as it sprayed bullets at the foe, and a lucky round shattered the eye-lense of one of the Death Guard warriors. The Nurgle-worshipper staggered, then continued to fire even as pus and writhing worms bubbled through the hole in his helm.

Screaming their frustration, terror, and rage, the last handful of Khornate Cultists flung themselves at the foe. For a few, frantic

moments, Tholos hammered his gun butt against the rusted breastplate of his opponent. Then, a slime-stained knife slammed into his throat, and his blood sprayed. Agony flared, and the muddy ground rose up to smash Tholos in the side of the head. Fighting for his last painful seconds of life, the Cultist's eyes widened as he saw his lifeblood flowing like mist into the air. Hellish light played across the Death Guard as the veil tore wide, and with his last, rattling breath, Tholos gurgled praise to Khorne.



WARP TALONS

Slicing their way into reality with razor-sharp claws, packs of Warp Talons burst out of thin air to rip their prey limb from limb. Blazing with unnatural flame, shrieking like avian predators, the Warp Talons slaughter everything within reach before taking to the skies in search of fresh victims.

Warp Talons were once renegade Space Marines, though over time the Warp has twisted them into degenerate pack-hunting beasts of savage instinct. Naturally inclined to bloodshed and slaughter, many packs of Warp Talons are drawn to the debased worship of Khorne, for they sense in some crude way that he is their true patron. In turn, the Blood God welcomes their devotion, for the Warp Talons are able to hunt his chosen quarry through the Empyrean itself.

As roaming predators, Warp Talons do not forge formal alliances with the Daemonkin. However, the psychic pyre of bloodshed created by a Slaughtercult at war draws the Warp Talons to it like vultures to a corpse. Thus, when a warband of Khorne Daemonkin is in the thick of battle, packs of Khornate Warp Talons will often tear their way into reality in order to join the carnage and slay their quarry for Khorne. The arrival of Warp Talons is considered almost as auspicious as the summoning of true Daemons. After all, these empyric predators follow the same psychic blood trails as do Khorne's true warriors, and their sudden, shocking arrival often foretells the imminent onset of a Khornate cohort.

AGAINST THE SWARM

Rapacious and destructive, Tyranid splinter fleets are amongst the most dangerous of the galaxy's many threats; a fact that leads the Daemonkin of the Harvest to actively seek them out. Tyranid attacks upon fortified positions are utterly relentless, as wave after wave of bio-beasts surge forward into the bloody meatgrinder of siege warfare. Stood atop the battlements of their stolen fortresses, the warriors of the Harvest relish these headlong assaults for the wealth of blood and skulls they inevitably bring.

Though the battles of these two foes have left countless strongpoints demolished and heaped with corpses, one of their greatest ever clashes came in the cold void of space. Led by packs of snarling Warp Talons, the Harvest audaciously tore their way through the Immaterium and straight into the seething innards of a Tyranid hive ship.

Spilling into the guts of the mega-beast, the Harvest set about slaughtering the writhing creature from the inside out. Though it sent

showers of acid and swarms of weapon beasts against them, the hive ship could not purge its tormentors. Carving a path through the fleshy walls and pulsing viscera that confronted them, the Harvest slew the enormous beast in the name of Khorne, before digging in to resist the inevitable counter-attack. Sure enough, Tyranid bio-craft soon latched onto the hide of their shoal-mate, spewing swarm after swarm of horrors into its carcass. Yet the Harvest counter-charged time and again, the body count rising until Daemons tore through the veil to lend their blades to the battle. Finally, the last Tyranid beasts fell, bodies riddled with bolts and brutally sawn apart. Ichor stained and victorious, the last of the Harvest howled Khorne's praises into the void.



RAPTORS



Plunging from the skies on trails of fire, the Raptors of the Khorne Daemonkin fall upon their prey with blades held ready. Arrogant and twisted, these airborne warriors venerate Khorne as the galaxy's ultimate apex predator, while believing themselves to be his most favoured servants. To show their devotion, the Raptors daub their armour in Khornate symbols or smear it with the lifeblood of their fallen foes. Gone are the terror raids in which most Raptors rejoice, replaced by a headlong plunge into the foe in search of blood and skulls.

Though fervent in their faith, Khornate Raptors see themselves as aerial predators far superior to the worms who fight upon the ground below. This attitude leaves them ill-inclined to take orders from even the mightiest Chaos Lords. At the same time, Khorne Daemonkin are hesitant to include Raptors in their ranks, for their kind do not sit within the Scriptures of Slaughter. Yet there can be no denying the psychological impact that a band of these assault troops has upon the foe, and their strategic versatility makes them valuable. So it is that many Daemonkin Chaos Lords will grudgingly recruit mercenary packs of Raptors, winning their temporary allegiance with promises of war and glory.

No warband makes greater use of Raptors than the mysterious Murderghosts. This bloody-handed host of Daemonkin are thought to have formed less than a century ago, yet already their lightning-fast raids upon outposts and shipping lanes in the vicinity of Fenris has won these piratical warriors quite a name. Their latest attack – which has come to be known as the Battle of Crimson Snows – saw one of Midgardia's principal cities left a collapsed ruin, and earned the personal ire of Wolf Lord Egil Iron Wolf. Twenty of Iron Wolf's finest warriors fell in Midgardia's defence, their heads taken as trophies by the Murderghosts, and Iron Wolf has vowed to avenge this insult no matter the cost.



CHAOS BIKERS



Engines roaring like wild beasts, the Chaos Bikers of the Khorne Daemonkin slam headlong into the enemy lines. Using the armoured bulk of their mechanical steeds, the riders plough through the press of the enemy ranks, grinding their victims beneath churning tyres or slashing off limbs with their bikes' scythe blades. By the time they burst back into the open, the bikers' armour is slick with gore, while the crude machine spirits of their vehicles snarl with pure savagery.

Many armies in the 41st Millennium make use of bike-mounted warriors for reconnaissance or raiding, but the Daemonkin have no use for such subtleties. Instead, they deploy their bikers as fast-moving line breakers. The Khornate bikers carve through the enemy time and again, looping around after each pass with howls of bloodlust before gunning their engines and charging into the foe once more.

Nowhere was this tactic more successful than during the Skullsworn attack upon the Tau colony of Ral'eth. Led by Agrand the Annihilator, hordes of Daemonkin fell upon the orbital defence batteries nestled amid Ral'eth's polar crags. They overran the garrisons they found there, before pouring out of the mountains toward the towns that dotted the tundra beyond. Here, however, Tau resistance suddenly stiffened to spectacular effect. Evacuating their civilian populace south with calm efficiency, the Tau then deployed swift mechanised Hunter Cadres against the invaders. Hitting and fading with practised skill, the Tau forces used the open terrain and the psychotic fury of their foes to their advantage. The Skullsworn were soon strung out across the icy grasslands. They chased furiously after Tau gunlines that rapidly deployed, fired several punishing volleys, then vanished once more like smoke on the breeze.

Only when Agrand loosed a great wave of Chaos Bikers did the battle shift in favour of the Daemonkin. Racing forward through the Tau firepower, the Chaos Bikers drove their charges home before the foe could make their escape. Suddenly, the Hunter Cadres found their lines smashed and their transports crippled by the headlong assault of the bike-mounted renegades. Soon enough, with their foes reeling, the main Daemonkin forces were able to amass once more and push forward, finally overrunning the cornered Tau upon the marshy Yl'aeth peninsula.



FLESH HOUNDS



Merciless and unrelenting, the Flesh Hounds of Khorne hunt their prey throughout reality and beyond. With senses attuned to the psychic spoor of their victims, these ferocious Daemon-beasts can find their quarry no matter where it may hide. Once they have the scent, they will not give up the hunt until their victim is torn to shreds.

Within Khorne's daemonic legions, Flesh Hound packs are used as terror troops. The hounds' heavy brass collars shield them from the craven sorceries of the foe, while their foot-long fangs and jagged claws ensure they can rip a bloody path through their chosen prey. Their role amid Daemonkin warbands is similar, as the hounds are loosed upon their prey to rend and tear at will. The predatory spirits of Flesh Hounds feel a bloody kinship with fast-moving attack troops like Raptors and Chaos Bikers, and so it is most often these feral warriors who fight alongside them.

'First I heard a howling in my sleep, when I could still afford to rest, but now I hear it in my wake, continuous, growing ever louder as they get nearer. I have been running for weeks, but now I'm tired, so tired, and the hounds are almost upon me.'

- Last record in the log of Librarian Agapemachus before his
disappearance



LORD OF THE SLAUGHTER

According to the whim of Khorne, the Daemons of his realm take part in an immense tournament. Khorne takes the Daemonsword known as Khartoth the Bloodhunger, which is capable of cutting through not only matter but also time, and hides it within one of his Flesh Hounds. The legions of Khorne fall upon each other with sword and axe, slaughtering and butchering whilst hunting the Flesh Hounds, who tear apart any Daemon who approaches.

The Daemon brave, strong or fortunate enough to finally slay the Flesh Hound containing the Daemonsword becomes the Lord of the Slaughter and may wield the Bloodhunger. For a day or an age, as Khorne sees fit, the Lord of the Slaughter enjoys great privilege in battle.

When Khorne wearies of his Lord of the Slaughter's exploits, the Blood God begins the tournament again. A Flesh Hound devours both wielder

*and sword, combining their essence, and the Daemons battle again until
Khorne finds a new Lord of the Slaughter.*

HELBRUTES

The ground quakes beneath the tread of Khornate Helbrutes. Skulls beyond count are claimed as their guns roar, and their vicious combat weapons tear and crush. Yet for all their might, these beings are truly cursed. Within the shell of each Helbrute is interred a Daemonkin warrior, wounded almost unto death but sustained by the machineries of his walking tomb. Trapped, the pilot endures endless purgatory, able neither to ascend to glory, nor simply die and end his torment. As a result, Daemonkin Helbrutes are utterly insane, and all the more dangerous for it.

Some Daemonkin Helbrutes are driven to mindless nihilism, seeking simply to annihilate everything within their reach in order to exorcise the worst of their anguish. Yet there are those who, even through the madness, cling to the hope that they may still redeem themselves in the Blood God's eyes. These are the most dangerous of their already lethal breed. After all, a Helbrute pilot who still clings to hope is one who will strive all the harder to slaughter his foes and avoid his own destruction at their hands.

THE IRONGHAST FOUNDRY

A planet-wide industrial hell that would destroy the sanity of most mortals, the Ironghast Foundry is a Chaotic forge sworn to the glory of the Blood God. Bristling with vast, brazen gun towers and spike-studded battlements, the Ironghast Foundry is all but impervious to invasion. Within its towering factorums, caged volcanoes provide near-limitless power to roaring furnaces that march away into the shadows. Brass conveyor belts clank and grind, bone pistons rise and fall with murderous speed, and everywhere boiling blood greases the cogs and gears of infernal industry while slave gangs labour beneath the lash of cruel Daemons.

A conclave of Warpsmiths rule over the Ironghast Foundry, led by a cruel and violent slave-driver known only as the Overseer. It is their oath that, while a single soul remains to man the machineries of their global factory, it will never cease churning out weapons for the Blood God's innumerable wars. The Foundry produces everything from chainaxes and Helbrute sarcophagi, to vast Daemon Engines such as the Lord of Skulls and Lord of Battles. Their blood-encrusted runic circles flare night and day, dragging Daemons from the Empyrean to be bound into rank upon rank of waiting Daemon Engines.

This is a place of vast, horrific industry, and serves as the weapons factory for a great many Daemonkin warbands. The Overseer and his conclave maintain bloody pacts with such diverse Khornate hosts as the

Skullsworn, the Brazen Beasts, and the Eightscarred. In return they demand raw materials, junked war engines, precious metals, and corpses harvested from the fields of war.



BATTLE TANKS

Black smoke and swirling sparks belch from gargoyle-mouthed exhausts as the twisted battle tanks of the Daemonkin roll into battle. Driven forward by devolved machine spirits that resemble ravening animals, these Khornate war engines hunt the living like prey. Their engines rumble like the wet growls of carnivorous monsters, and the flickering light that spills from their hatches and vision-slits is a dark, hellish red.

Whether it be massive traitor Land Raiders or bladed Rhino APCs, the battle tanks of the Daemonkin provide crucial support to the warriors who fight in their shadow. Vast brazen guns blaze, their shots piercing through the thickest armour to blast enemy tanks to pieces or smash breaches in bunkers and barricades. Meanwhile, the thickly armoured hides of the Daemonkin battle tanks provide much needed – if little desired – shelter from heavy enemy fire, ensuring that Khorne's worshippers reach battle without the cowardly foe gunning them down en route. Amid the maddened throng of a Daemonkin warband, battle tanks provide heavy, reliable lynchpins around which the attack can hinge. Meanwhile, if all else fails, the heavy, grinding treads and spiked hulls of these Khornate vehicles allow them to plough over screaming infantry and ram aside enemy vehicles with impunity.

Ghorash felt like a caged beast, his pent-up fury causing his entire body to tremble. Blood pounded in his ears, so loud it almost overwhelmed the roar of the Land Raider in which he rode. The Terminator snarled as the tank tipped back and then slammed violently forward; that had to have been them cresting the ridge. Any second now...

With a sudden scream of hydraulics, the Land Raider's assault ramp crashed down, and the cacophony of battle hammered his autosenses. Ghorash roared a war cry, his amplified voice adding to the deafening din, and stormed down the ramp. His brothers followed, each Terminator striding fearlessly into a storm of lasfire with his combi-bolter blazing. Ghorash hacked down a pair of terrified Guardsmen, then staggered back as a missile streaked in and exploded against his breastplate. Outraged, he stomped forward once more, attempting to close the gap. He could see the panicked Valhallan weapons team behind their sandbags, screaming at each other as they scrambled to load another missile. They raised the launcher to fire, and then vanished, turned to bloody mist by a thunderous salvo of bolt shells. Rumbling up alongside the Terminators, their Land Raider continued to fire, and Ghorash laughed as the foe fled before their combined might.



DEFILERS

Thudding into battle on bladed limbs, the Defiler is a nightmare wrought in bloodied brass. Its scissoring claws chop proud warriors into offal; its roaring arsenal of heavy weapons shivers the air with its constant fury. The Daemon Engine's bellows echo across the battlefield, promising violent death to all who fall beneath its jagged shadow.

Serving as the armoured prison for a Daemon of Khorne, each Defiler deployed by the Daemonkin is considered a walking idol. No matter that the entity within rages constantly against its captivity; the mortal warriors of the Khorne Daemonkin see only the tally of skulls such a mechanical monstrosity can reap for their bloody god. Thus Defilers are a common sight among most Daemonkin Blood Hosts, acting as the realspace counterparts of Khorne's Soul Grinders.

It is a rare warband that does not contain at least one Defiler, for the lords of the Daemonkin go to great and bloody lengths to secure the service of these infernal engines. However, no warband can match the mighty stable of Daemon Engines kept by the Brazen Beasts. Reports exist of entire armoured spearheads of Defilers scuttling at the head of Brazen Beast offensives, the Daemon Engines smashing everything from their path like the wrath of Khorne himself. None can say what dark pacts the Brazen Beasts have sealed in order to acquire such an overwhelming swarm of Defilers, but the effectiveness of the machines on the attack is undeniable.

During their assault upon Shenhemesh, the Brazen Beasts faced the mighty warhost of Craftworld Ulthwé. The Eldar poured from the Exodite world's webway gate led by four towering Wraithknights. These ghost warriors drove deep into the Daemonkin ranks, annihilating everything in their path. For long moments, it seemed the Brazen Beasts would be wiped out. Then, with a thunderous clatter of ironclad limbs, the Defilers charged. Though many were blasted to scrap, the Demon Engines swarmed around the towering Wraith Knights. Claws crunched through wraithbone, dragging the constructs down even as they tried to leap clear. Cannons thundered point blank into slender helms, and graceful limbs were ripped free. The Defilers tore their foes to pieces in a frenzy of destruction and – though the battle raged on for several hours more – any chance for Eldar victory was murdered then and there.

Shrax and his brothers splashed across the marshy ground and launched themselves skyward. The Raptors shrieked with exhilaration as tongues of warpflame carried them aloft, the battle spreading out below like a strategium hololith. Shrax could see an Imperial Knight wading into the marshland from the north. The machine's brightly painted armour and flaring cannon stood stark against the drab browns and greys of the

swamp. Behind the Knight came rank upon rank of Astra Militarum, lasguns laying down great sheets of searing energy that sizzled the swamp-water to steam.

Charging through the massed fire of the Imperial army, the Daemonkin looked horribly outnumbered. Even as he plunged groundward, Shrax saw Adrak's Berzerkers cut down by the sheer weight of fire. It was all blood for the Blood God, Shrax knew that, but as he splashed into the filth once more, he felt violent frustration swell within him. At this rate, the Daemonkin would be cut to pieces before they even reached their foes. Then, with a strident chorus of roars, the warband's Defilers surged to the fore. One of the Daemon Engines scuttled past just yards to Shrax's left, moving with terrifying speed. The Raptor had a fleeting impression of the thing's racing, mud-spattered bulk, its pistoning legs and snapping claws, before the Defiler was past, and he was running in its wake.

A trio of the monstrous Daemon Engines were charging toward the foe, their guns thundering furiously. Shrax saw flashes of energy as the Knight's ion shield soaked up a salvo of battle cannon shells. The third shot punched through, impacting against the massive walker's helm in a blossom of fire. Shrax screamed praise to Khorne, firing his rockets and skimming in low over the boggy ground. His packmates were still with him, speeding headfirst in the Defilers' wake, using the rampaging machines for cover. Shrax could see the Daemon Engines were wreathed in fire, bearing the full brunt of the Imperial guns, yet still they clattered forward.

Finally, inevitably, the Defilers stamped their way into the midst of the enemy ranks. Shrax' Raptors ploughed in alongside them with murderous force. Ignoring the lasbolts cascading from his armour, Shrax swept his chainsword in a long arc and lopped the head from a screaming Guardsman. Glancing up, the Raptor saw the Knight rallying, smoke still pouring from its dented helm as it limped into the fight. It fired its battle cannon point-blank, a pair of shells smashing through the chest of the first Defiler and causing it to explode violently. The Knight stabbed its churning chainblade at the next infernal machine, but the Defiler danced away. Unbalanced by its failed lunge, the Knight was left open as the third Daemon Engine smashed both claws into its armoured leg. Metal screamed, sparks showered, and slowly, horribly, the Imperial engine toppled sideways into the mire. Shrax and his brothers howled as the Knight crashed down in flames, their cries mingling with the disbelieving wails of the Astra Militarum. Now, he thought, now the blood will flow in rivers...



SOUL GRINDERS

*“All of the souls you will reap.
All of your spoils of war.
To be a keeper of the Forge.
But a trifle price for the boon
that is bestowed upon you.”*

- Extract from the Iron Pact

Guns hammering out a staccato roar, Soul Grinders of Khorne smash through the enemy lines in a storm of blood. Horrific amalgams of seething flesh and wheezing, blood-fuelled machinery, these are war engines from beyond the veil of reality. Their animating daemonic entities are trapped within their vast, weaponised bodies, railing furiously against their eternal debt to the Forge of Souls that fashioned them.

Far more terrible than anything wrought by mortal hands, these monstrous engines are impossibly resilient. The heaviest enemy fire splashes off their unnatural hides, or simply passes through their flickering forms. In return, it is a Soul Grinder's burden to slaughter all before them, and a Daemonkin warband boasting such berserk engines amongst its ranks is sure to win great favour from Khorne.

Daemons take to the field as Soul Grinders only as a means to circumvent the thousand years of banishment they would normally suffer when defeated in realspace. This is a swift route to both vengeance and power, for there can be little doubt that each Soul Grinder is mighty indeed. Yet the price that a Daemon must pay for this accelerated rebirth is terrible. The leering masters of the Forge of Souls drive a hard bargain in exchange for the horrific metamorphosis they offer, and in many cases entities that take the Iron Pact are never be able to pay their way to freedom. Thus, while they are Daemons of Khorne, and therefore possessed of their master's endless desire for war and death, Khornate Soul Grinders do not kill their foes just to honour their lord. Instead, every life they take is not only another skull for Khorne, but one more spark of living essence paid to the Forge of Souls. With each such death, another link in the Soul Grinder's chains is broken, bringing them incrementally closer to freedom. Yet the forgemasters raise their price with every passing day, and many Soul Grinders will fight for eternity without ever earning their release.

ETERNITY ENSLAVED

Among the daemonic cohorts of Khorne, Soul Grinders are universally

scorned. Though mighty warriors, they have damned themselves doubly in the eyes of their comrades. Not only have these Daemons suffered the ignominy of defeat in battle – sin enough in the Blood God's eyes – they have then compounded their failures by bending the knee to one other than the Blood God. Tzeentch delights in such an entanglement of loyalties, Slaanesh in his Daemons' submission to their pride, while Nurgle chuckles with paternal sympathy at the foolishness of his beauties. Khorne is not so forgiving.

As such, Soul Grinders within the Legions of Khorne suffer a singularly ignominious existence. They are wielded as enslaved weapons by their contemptuous masters, herded forward to soak up the spells and missiles of the foe. A Soul Grinder that falls in battle will see its debt to the forge increase exponentially, its slavery made all the more inescapable by the price of its repeated resurrection. The Daemon lords of Khorne's cohorts know this full well, and care not at all. To them, the faithless Soul Grinders deserve the eternity of slavery into which they have trapped themselves.

In a mortal, this inescapable cycle of misery would lead to madness and despair. Instead, Khorne's imprisoned Daemons simply become ever more furious, and fight all the harder to regain the respect of their comrades. When summoned onto the battlefields of realspace this killing fury redoubles in its intensity, for the Soul Grinders are determined not to suffer the shame of banishment a second time. Ironically, these violent rampages lead the Daemonkin to worship Soul Grinders as virtual demigods. Yet the regard of mortals means less than nothing to these Daemons, and a Khornate Soul Grinder battling in realspace remains just as much a slave as those that fight within the Realm of Chaos.



Brother Agnos grimaced at the sound of countless skulls grinding under the tracks of his Rhino. Just moments ago he had been guiding Gladius Honorium over the churned mud of no man's land toward the renegade lines. Then a great wash of fire had rolled across his vision slit, and when it cleared the battlefield had transformed into an insane hellscape. He fought his controls, the Rhino slewing out of control on the shifting, uneven surface, then cried out in shock as a massive impact hurled his vehicle sideways. Sparks showered around Agnos, then his helmet clanged against his shoulder guard as a second blow, even heavier than the first, smashed Gladius Honorium off its tracks and flipped it onto its side. The world span madly for a moment, then came to rest amid the crackle of flames and creak of settling metal.

With an oath, Agnos slammed the hatch release and scrambled from the wreck of his tank. He crunched out onto a bed of smashed bonemeal, and straight into the path of the roaring, clanking monster that had destroyed his transport. Agnos looked up at a vision of Chaos made manifest, scrabbling at his belt for a krak grenade as he took in the hissing pistons, blood red flesh and fiery, glowing maw of the Soul Grinder. The Daemon Engine bellowed its fury, rearing up on brass limbs and brandishing its burning sword to the skies. In response, Agnos hurled his primed grenade. The implosive charge span through the air and struck true, detonating with a blinding white flash – yet the Soul Grinder barely flinched. The last sight Brother Agnos knew was an enormous brazen claw, descending like a piledriver to mash him into bloody ruin.

FORGEFIENDS & MAULERFIENDS

Hellfire and blackened ash billows from the power plants of Forgefiends and Maulerfiends as they prowl into battle, wreathing them in a brimstone reek. Hulking and bestial, these brazen war machines roar their fury to the skies as they advance, each deafening hunting cry sending enemies fleeing before them in abject terror.

Forgefiends are walking gun platforms designed to blast the enemy apart from afar. Carrying enough firepower to match the heaviest battle tanks, these warped constructs provide the Daemonkin with long-range support. They lumber into battle with ectoplasma seething through their cable-like veins, guns sweeping left and right as their daemonic sentiences scan for targets. At the first sign of the foe, the Forgefiends brace their clawed feet before laying down storms of fire, their sustained volleys shredding infantry and blowing apart battle tanks with ease.

Maulerfiends, meanwhile, are more akin to huge hunting beasts. Loping across the battlefield on piston-driven limbs, these snarling monsters possess a terrifying turn of speed. Able to smash their way into the heaviest bunker or scale sheer fortress walls, Maulerfiends run down their victims before tearing them to pieces. The ferocious, predatory instincts of these Daemon Engines are put to good use by the Daemonkin, who loose the beasts upon the enemy like gigantic, terrifying attack dogs.

ENGINES OF MURDER

Daemon Engines of Khorne are rampaging monsters of brass and forge-flame. Each contains a Daemon of Khorne, caged with runic wards and arcane bindings. It is this furious entity that drives the machine, the Daemon venting its anger at its captivity in explosive displays of violence.

The vast majority of these abominations are constructed by the Warpsmiths, though reports abound amongst the Ordo Malleus of stranger phenomena – of agglomerate engines birthed from the blood and wreckage of Chaos-cursed battlefields.

According to the malefic lore of the Warpsmiths, certain kinds of Daemon are drawn more easily into particular models of Daemon Engine. Flesh

Hounds or Juggernauts are most commonly trammelled within Forgefiends and Maulerfiends, for example, while only the vast frame of a Lord of Skulls can hope to contain the raging energies of a Bloodthirster. Most Daemons rage against imprisonment in a Daemon Engine, but there are those few that see their cage as the perfect weapon. This is most common amongst Bloodthirsters of the eighth rank, some of whom see the Lord of Skulls as a mighty suit of armour within which they may wage

war upon the denizens of realspace.



LORDS OF SKULLS



Grinding across the battlefield on rumbling tracks, the Lord of Skulls towers over its terrified foes. The very ground cracks apart in its wake, yawning chasms gaping wide to vomit skulls and fire onto the battlefield. Given life by the raging spirit of a Bloodthirster bound within its hull, and powered by the boiling blood of murderers, this unholy engine of war is death to all who stand before it. Its devastating guns reduce swathes of victims to ruin, drowning them in jets of red-hot gore or burying them under rains of gnashing skulls. As it ploughs through the enemy ranks, the Daemon Engine wields its roaring cleaver with a speed and skill that is entirely horrifying in something so huge. Entire ranks of enemy warriors are swept away with a single swing, tanks and monstrous beasts swatted through the air like toys. Even towering war engines such as Stompas or Titans are made to look clumsy and sluggish as the Lord of Skulls hacks off their limbs and tears open their armoured torsos amid blossoms of dirty flame. Few warriors can face the Lord of Skulls and live, for it is a machine of absolute destruction.

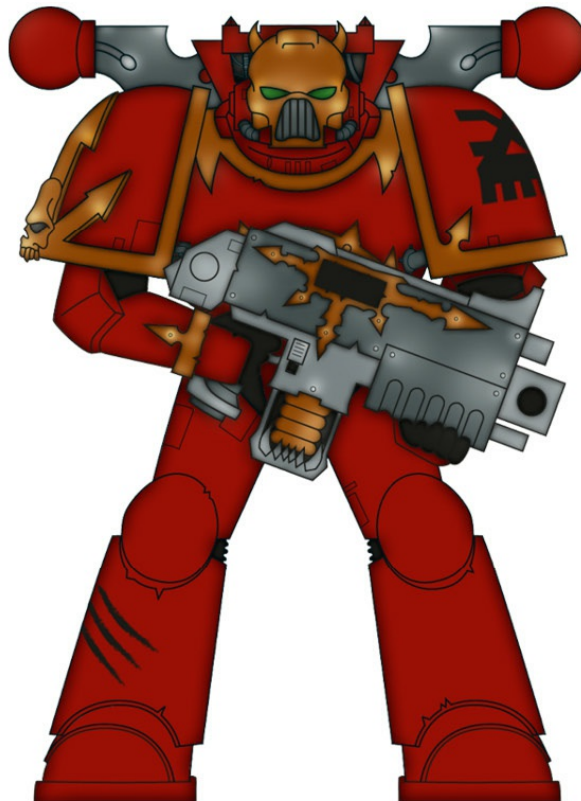
Being the brazen vessels of Bloodthirsters, many Lords of Skulls are worshipped by the Daemonkin, and followed into battle as living altars of Khornate worship. Their track guards will be heaped with skulls and runic fetishes, offerings made by the warriors who charge to war in their shadow. Their every deed is met by howls of adulation from the blood-mad throng, the Daemonkin inspired to new heights of fanatical devotion by the Lord of Skulls' unstoppable rampage. Even manifested Daemons pay deference to these super-heavy Daemon Engines, for the Bloodletters and Juggernauts of Khorne recognise the essence of the Bloodthirster that rages within.

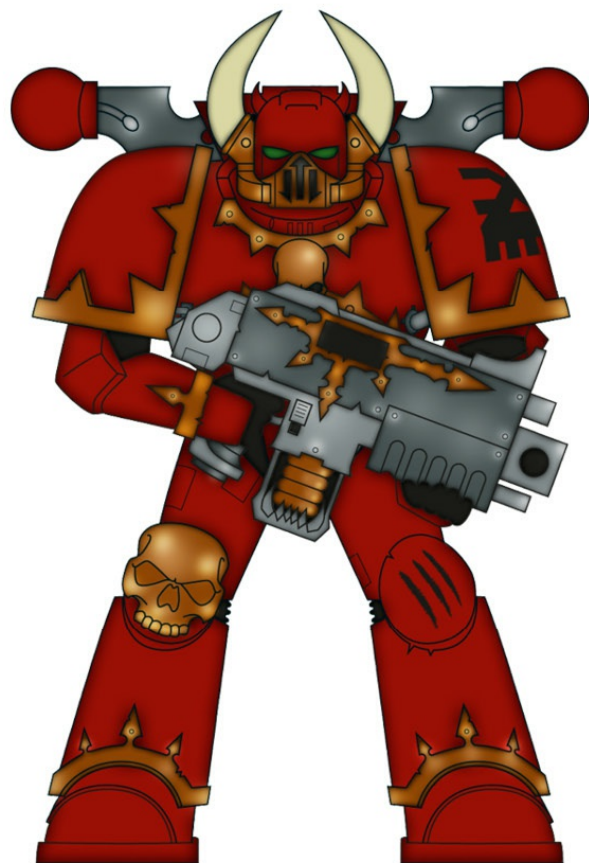
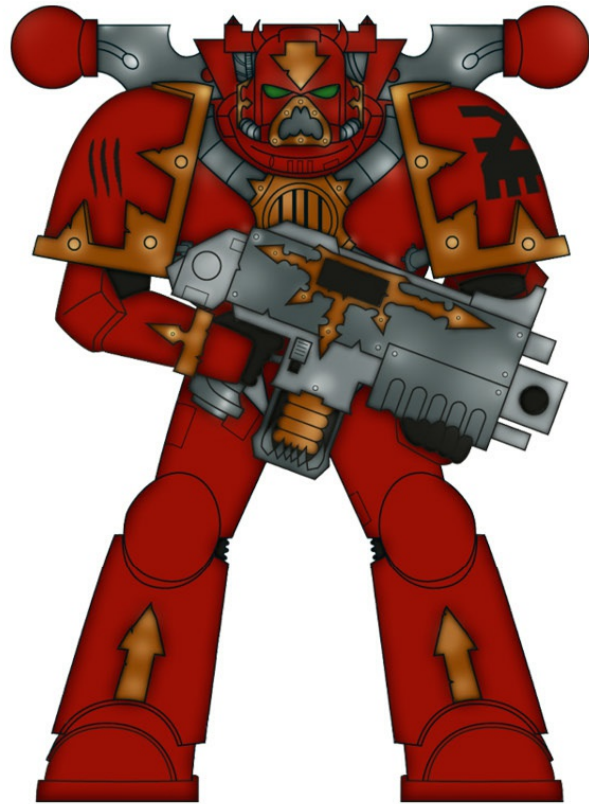


THE SKULLSWORN

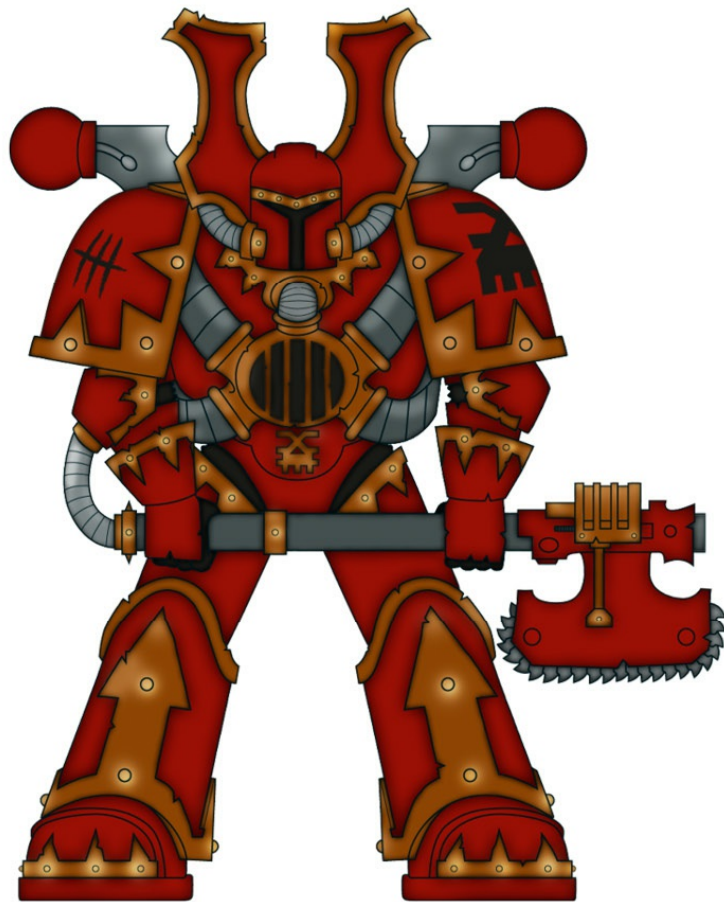


The banner of the Skullsworn depicts Khorne's rune in black upon a background of dark, arterial red.



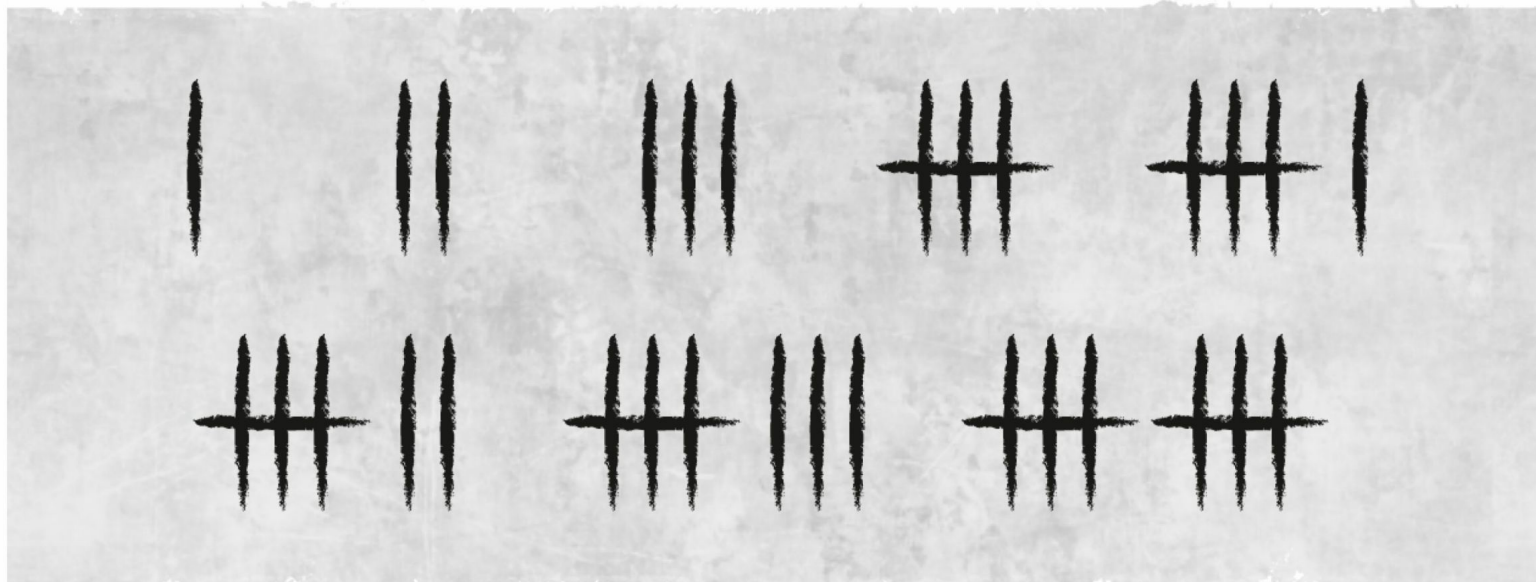


The Skullsworn wear red armour edged with brass. They display squad markings upon shoulders, greaves or knees, and the rune of their warband on their left shoulder guard.

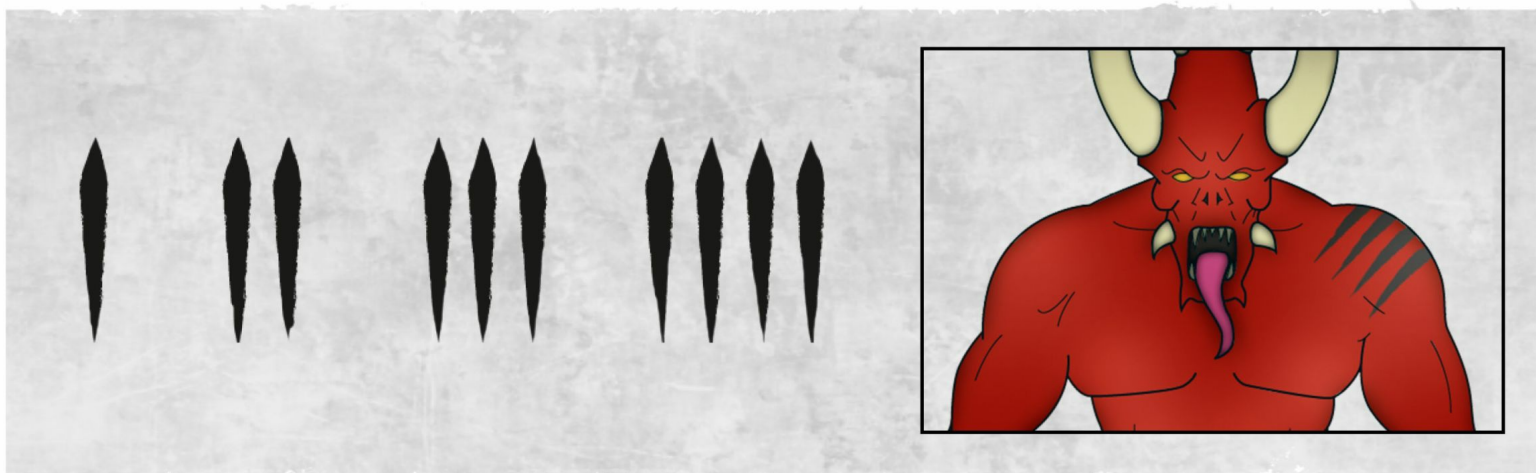




Skullsworn Khorne Berzerkers wear the same colours as the warband's Chaos Space Marines. Skullsworn Terminators sport black loincloths and details, while Bloodletters of the Cohort of Blood have been seen bearing brass blades with black hilts.

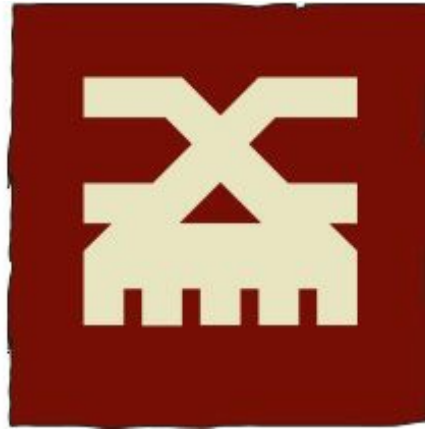


The separate squads of each Skullsworn Slaughtercult are marked with a system of tally marks, which are either daubed onto their armour in black ichor or carved into the ceramite plates themselves.

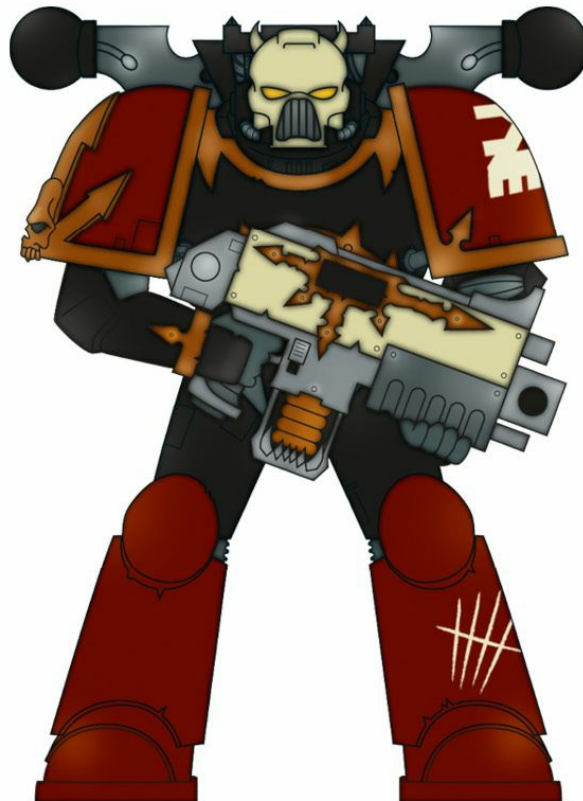


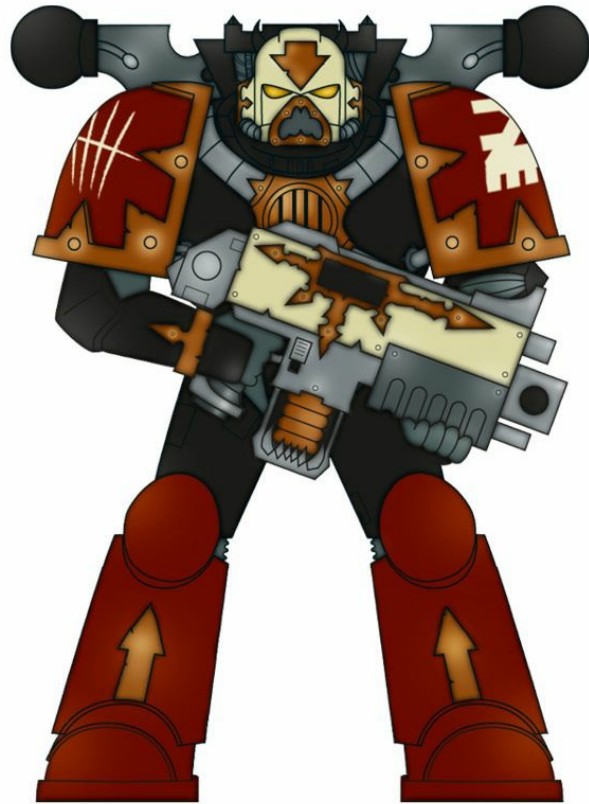
The Daemons of the Cohort of Blood display black ritual claw marks upon their flesh to denote which pack of their cohort they belong to.

THE WRATH



The icon of the Wrath is a bone Khornate rune set upon a crimson background the colour of wet, flayed muscle.



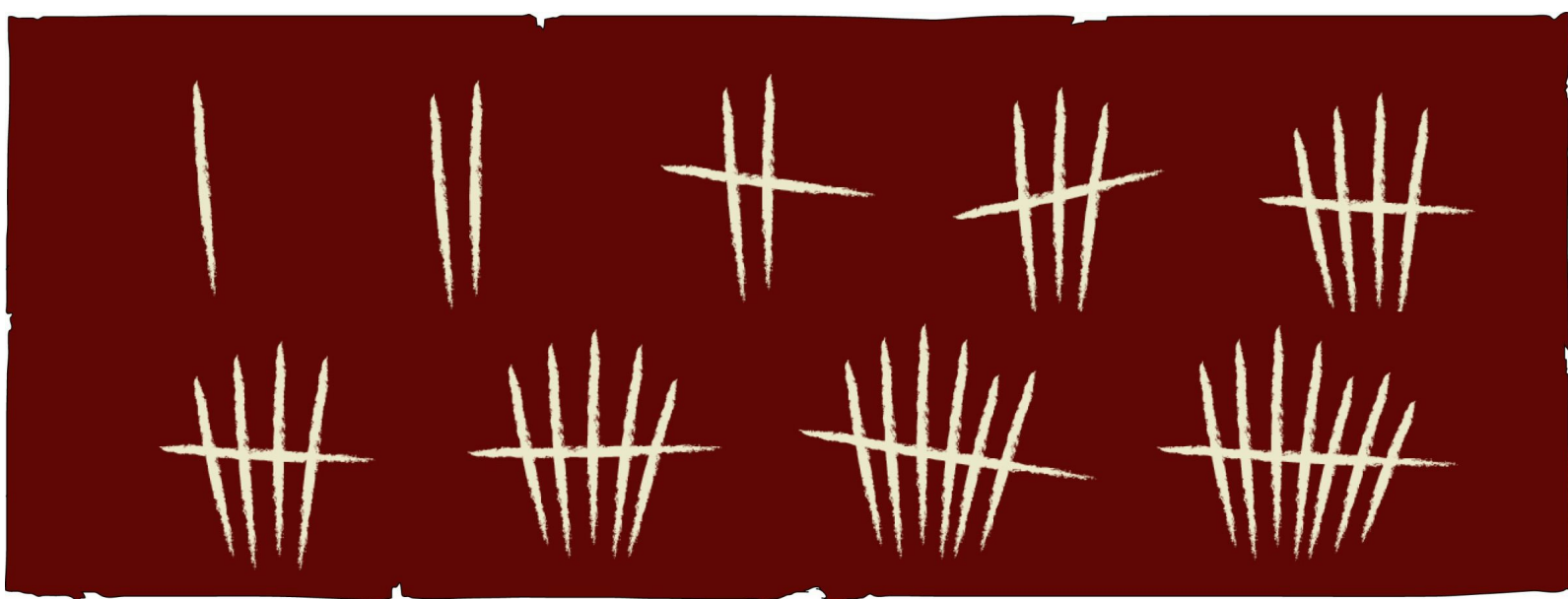


The renegades of the Wrath have bone helms and bolters, black body armour, and red greaves and shoulder guards. They show their warband's rune on their left shoulder guard.

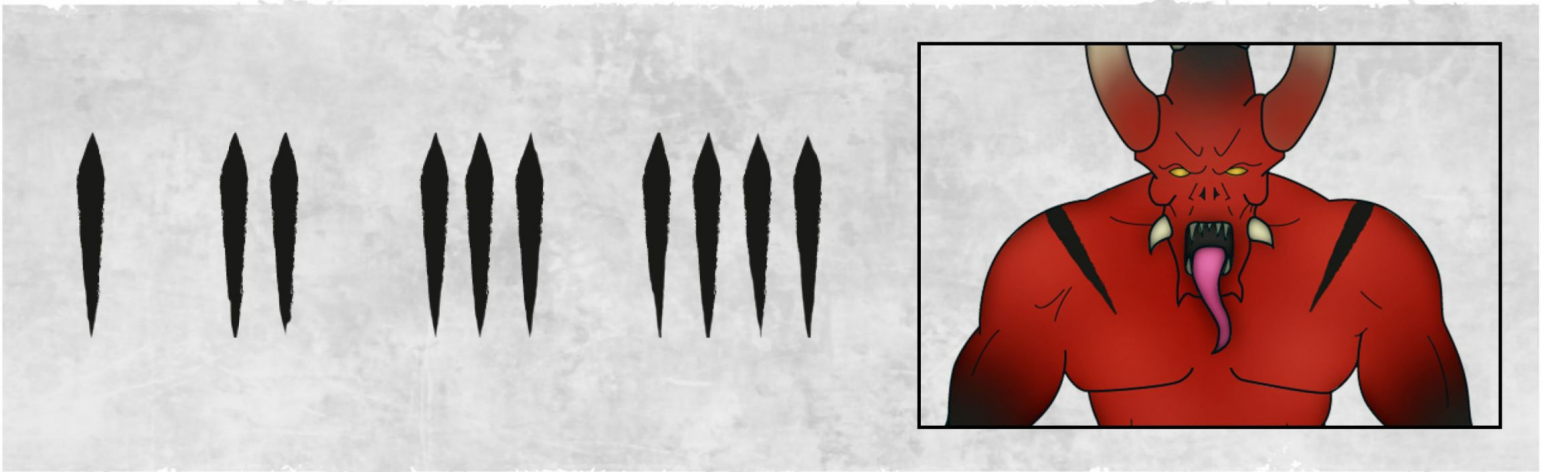




Khorne Berzerkers of the Wrath have bone helms and weapons, as do the warband's Terminators. The Daemons they summon forth have distinctive blackened limbs and carry weapons that appear to be fashioned from bone.



The Wrath use a variation of the tally marks to identify their squads. They cross through the tally marks upon the third marking, but continue this tally to the eighth, etching these markings in the colour of bone on greaves knees or shoulders.

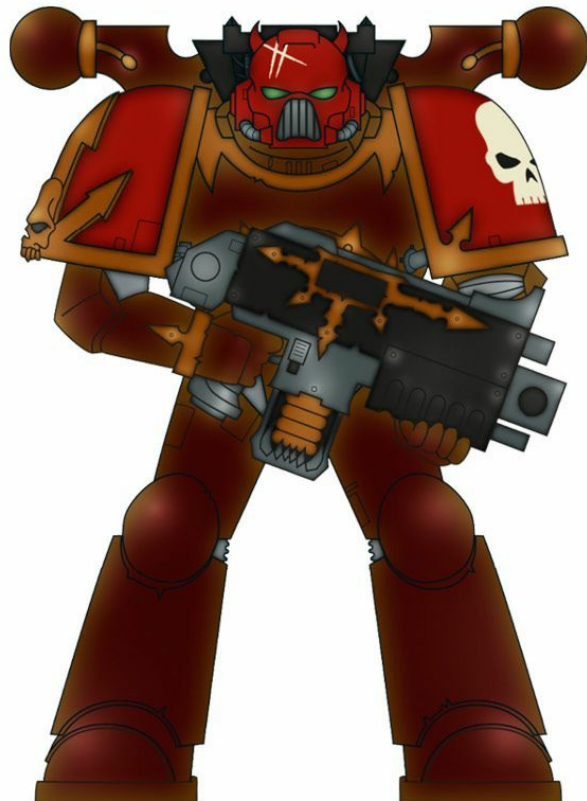


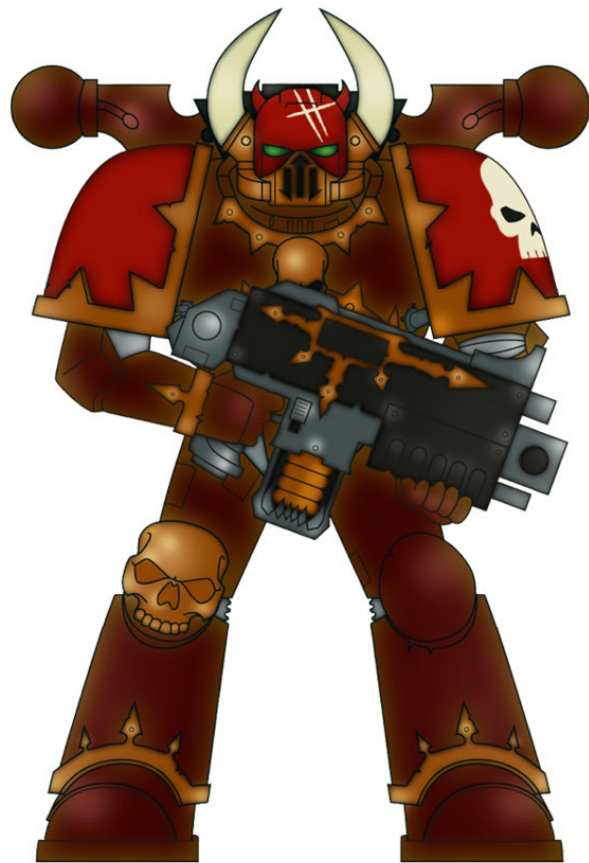
The Daemons summoned forth by the Wrath display the same numbering system used by the majority of Khorne's Daemon cohorts, in the form of black claw marks upon their flesh.

THE BRAZEN BEASTS



The icon of the Brazen Beasts is a crimson Khornate rune upon a bone skull, which contrasts with their red armour.



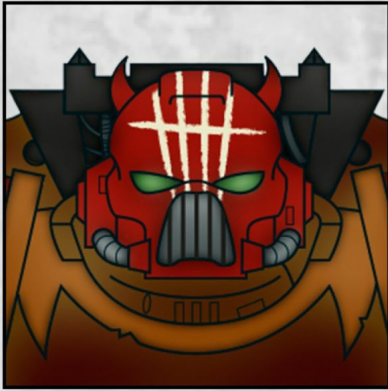


Brazen Beasts Chaos Space Marines bear armour the colour of bloodied brass. Their red helms and shoulder guards usually display white or bone-coloured squad markings.



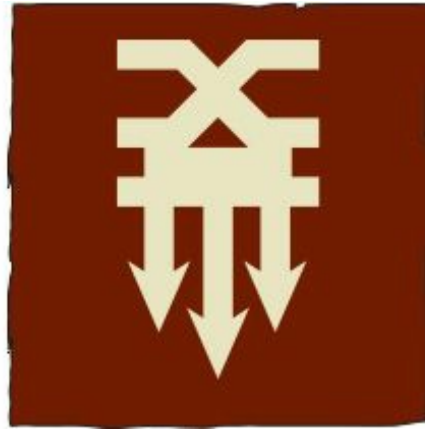


The Khorne Berzerkers and Chaos Terminators of the Brazen Beasts display the same ritual colours as the Chaos Space Marines of their warband. The Bloodletters seen fighting alongside them have deep red flesh and blades of dark brass.

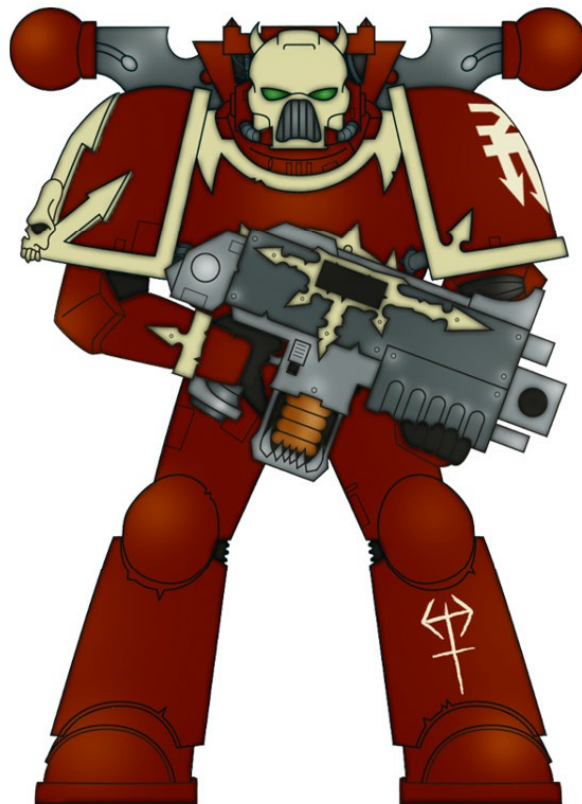


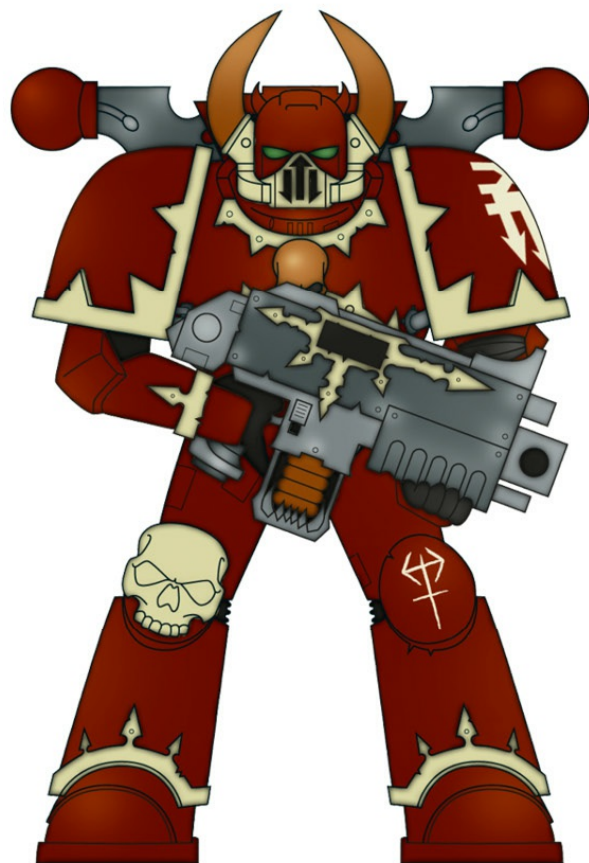
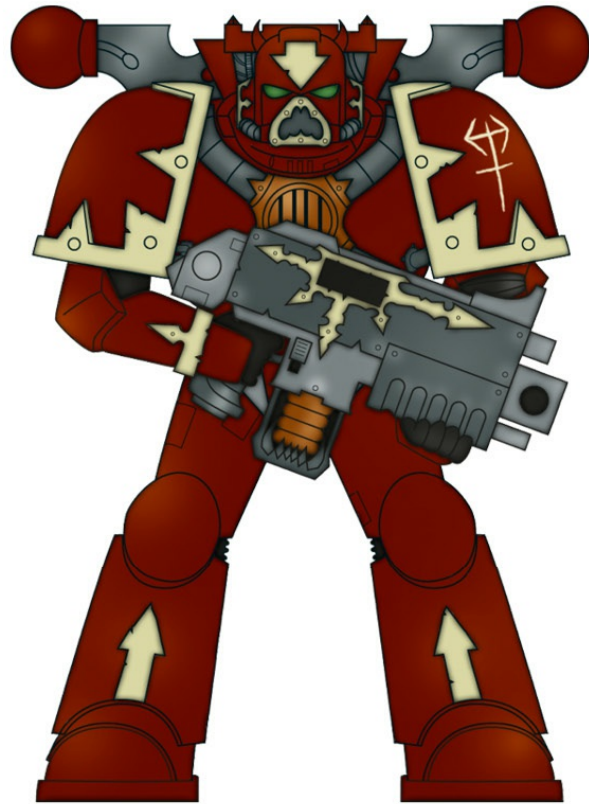
The Brazen Beasts mark their squad numbers straight onto their helmets with an eight bar tally, either painting them on with the powdered bone of their victims, or carving them directly into the warped ceramite.

THE HARVEST

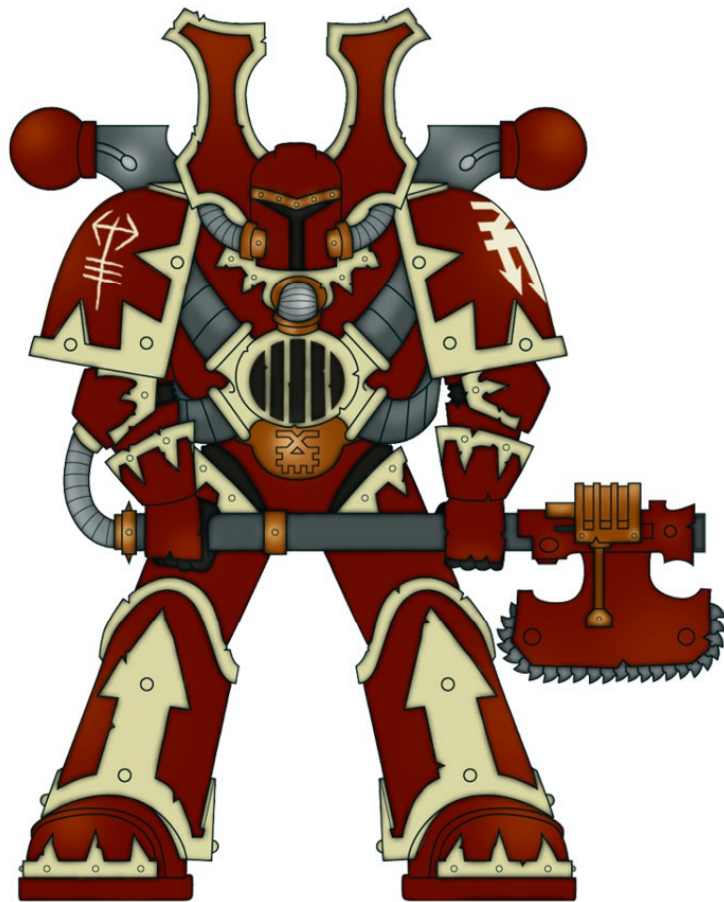


The icon of the Harvest is a stylised Khornate rune resembling a raised bone portcullis.



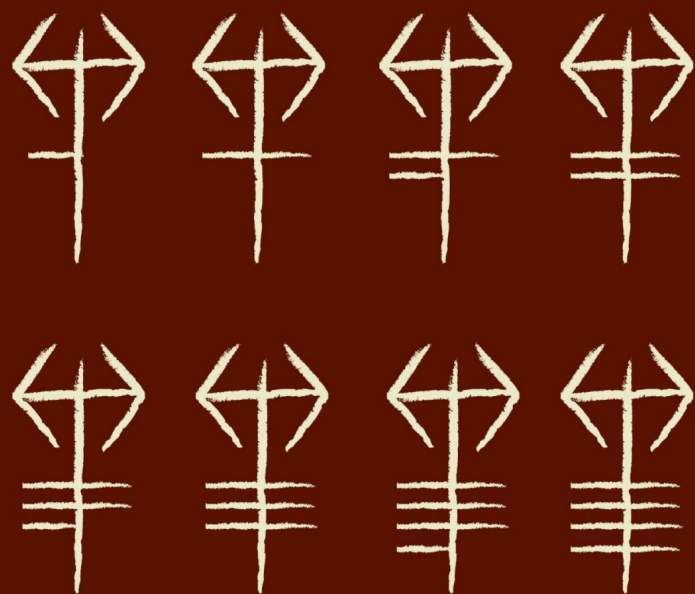


The Harvest wear dark red armour. Very little brass is used in their warband's colours, replaced instead with bone details. They display their rune upon their left shoulder guard.





The Harvest's bone-edged armour motif carries over onto their Khorne Berzerkers and Terminators, the latter of which often wear black loincloths. Their Daemons wield murderous weapons of bone and brass.

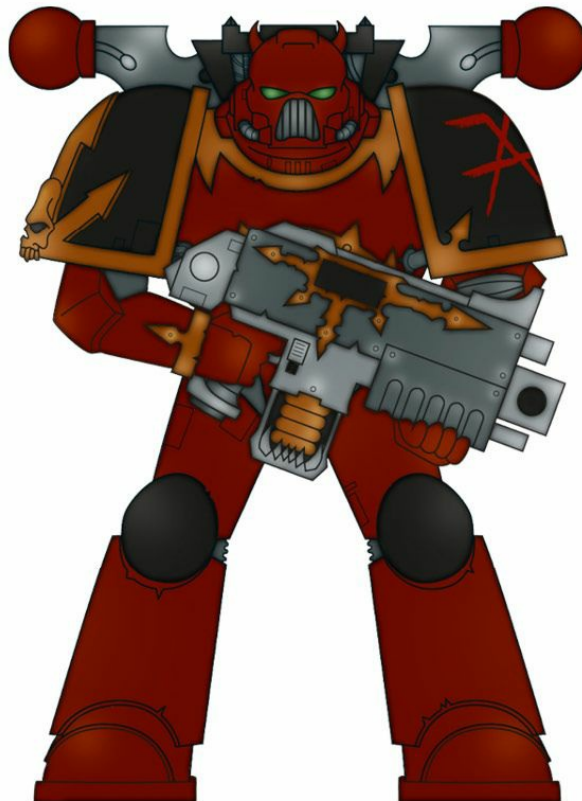


The squad markings of the Harvest are based around a Khornate axe rune with halved tally marks etched along its haft to indicate numbers from one to eight.

THE EIGHTSCARRED



The icon of the Eightscarred is the star of Chaos dominated by a Khornate rune, set in red on black.



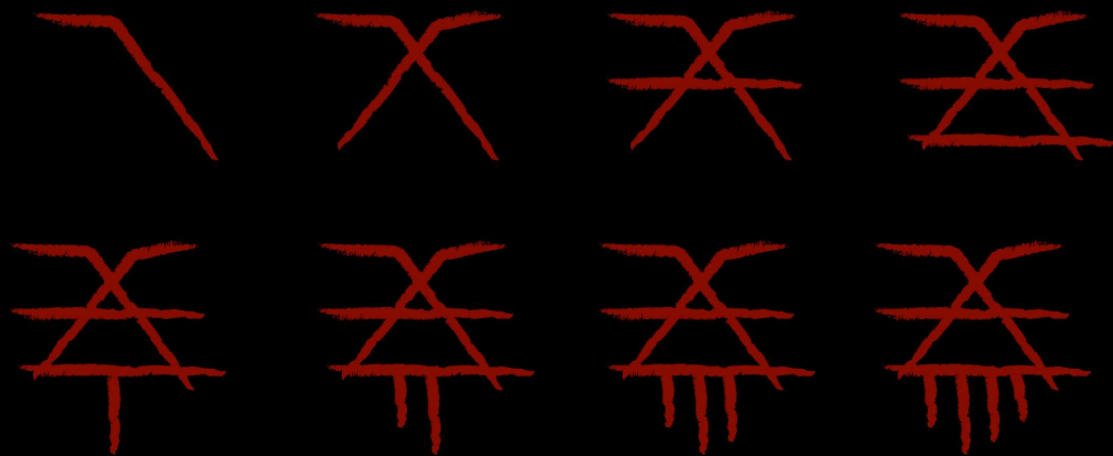


The Eightscarred wear predominately dark red armour, with black knee and shoulder guards. Their squad marking is often displayed on their left shoulder guard.





The elite warriors of the Eightscarred display the warband's rune on their left shoulder guard and their squad markings in various locations, while their Daemons have fire-blackened torsos marked with livid red pack-scars.

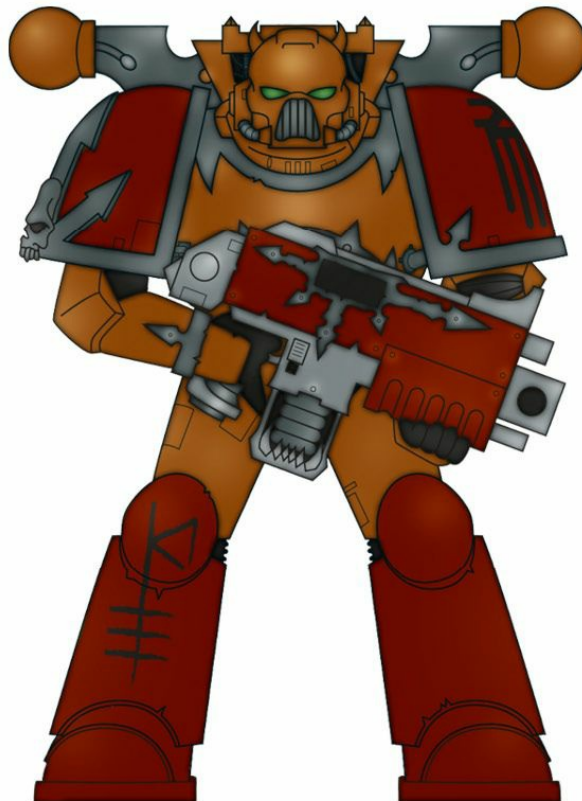


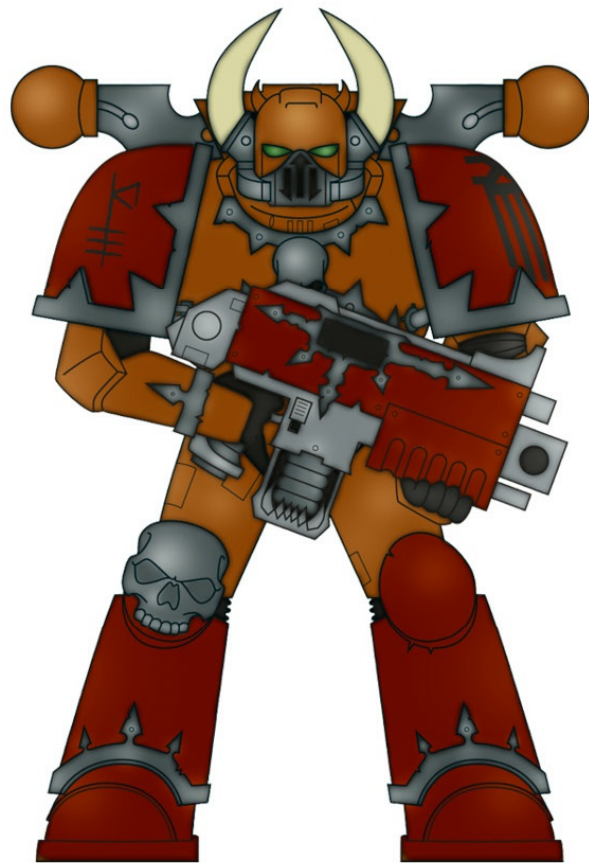
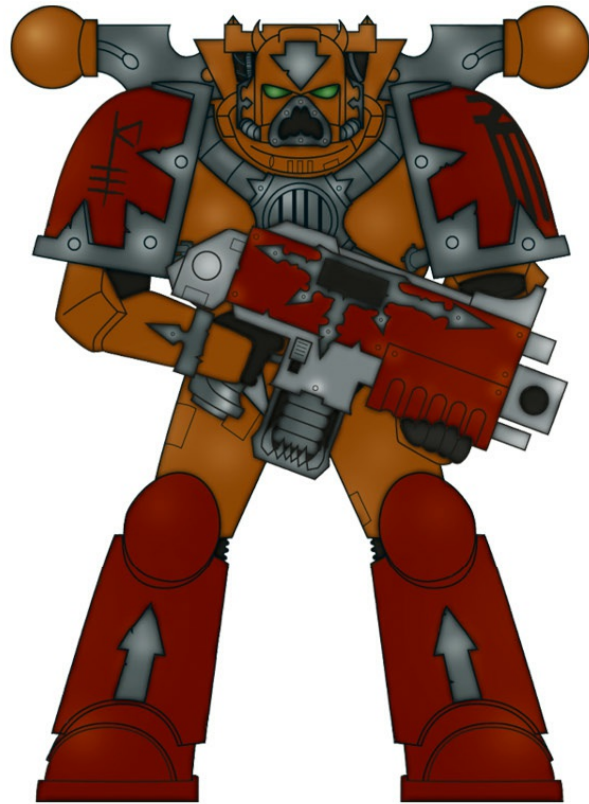
The squad numbering system of the Eightscarred replicates the unholy wounds that mark the flesh of their warriors, each additional stroke creating more of the rune of Khorne.

THE BLOODGORGED



The icon of the Bloodgorged is an elongated rune of Khorne, and is usually displayed in black.



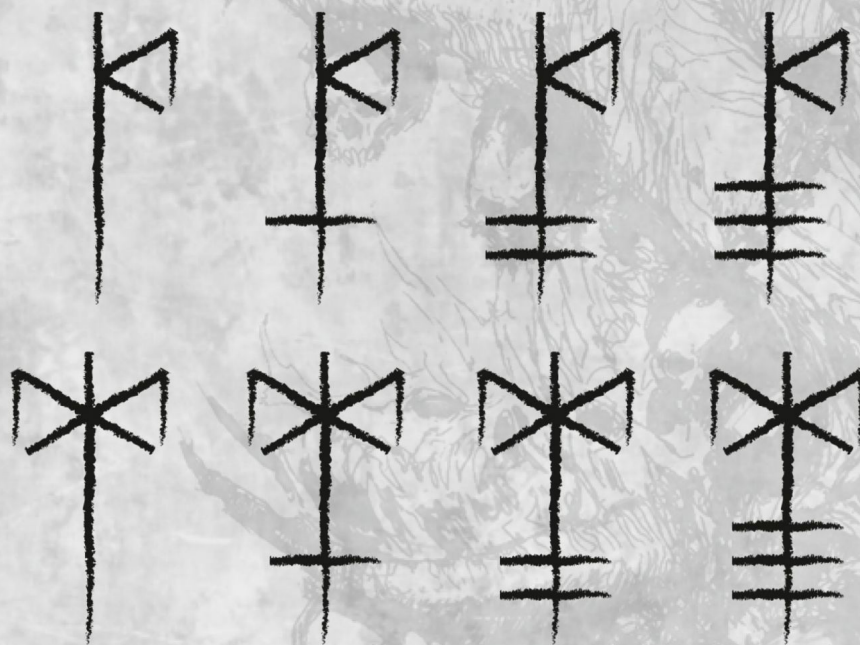


The Bloodgorged wear armour of brass and red edged in gunmetal. They bear their warband's rune upon their left shoulder guard.





Bloodgorged Khorne Berzerkers and Chaos Terminators wear brass and crimson armour, while the Daemons that tear into reality in their wake have dark red flesh, blood red blades, and brazen sword hilts.



The squad numbering system of the Bloodgorged is a variation of the Khornate axe rune; the tally marks take the form of etched lines on the haft and, at five, an additional blade upon the axe itself.



WARRIORS OF KHORNE



The armies of the Khorne Daemonkin are brutal affairs, their armour decorated the colours of blood, brass and bone. Warlike runes and daemonic sigils are much in evidence, gouged into flesh or daubed onto heavy war-plate. The following pages show the colour schemes of some of the greatest Daemonkin warbands, and the grim heraldry they use.

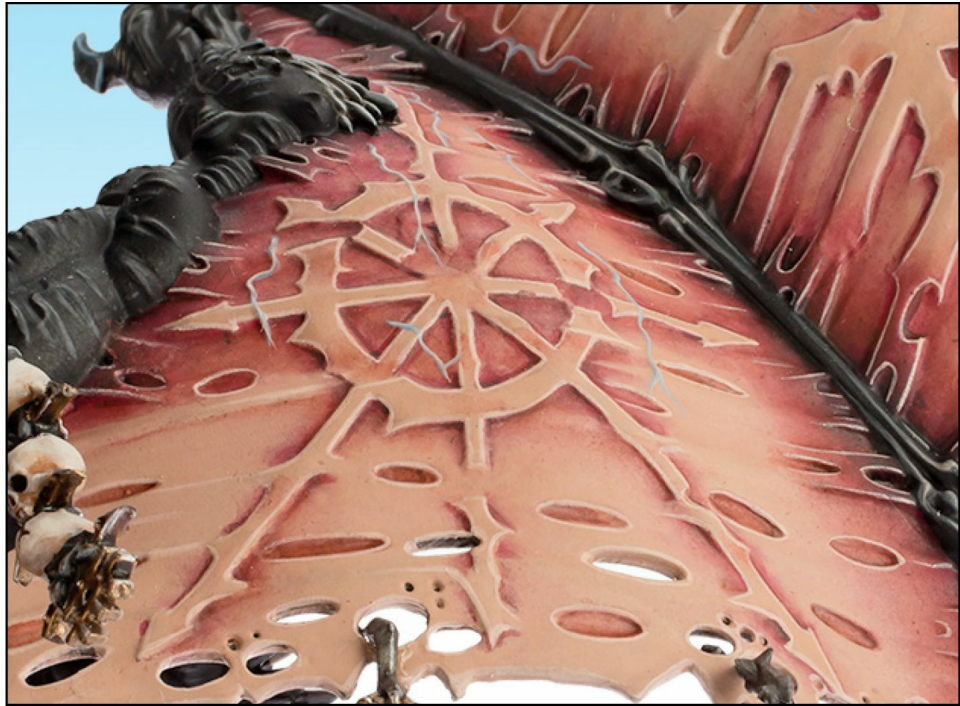






'EAVY METAL
BLOODTHIRSTER OF
UNFETTERED FURY

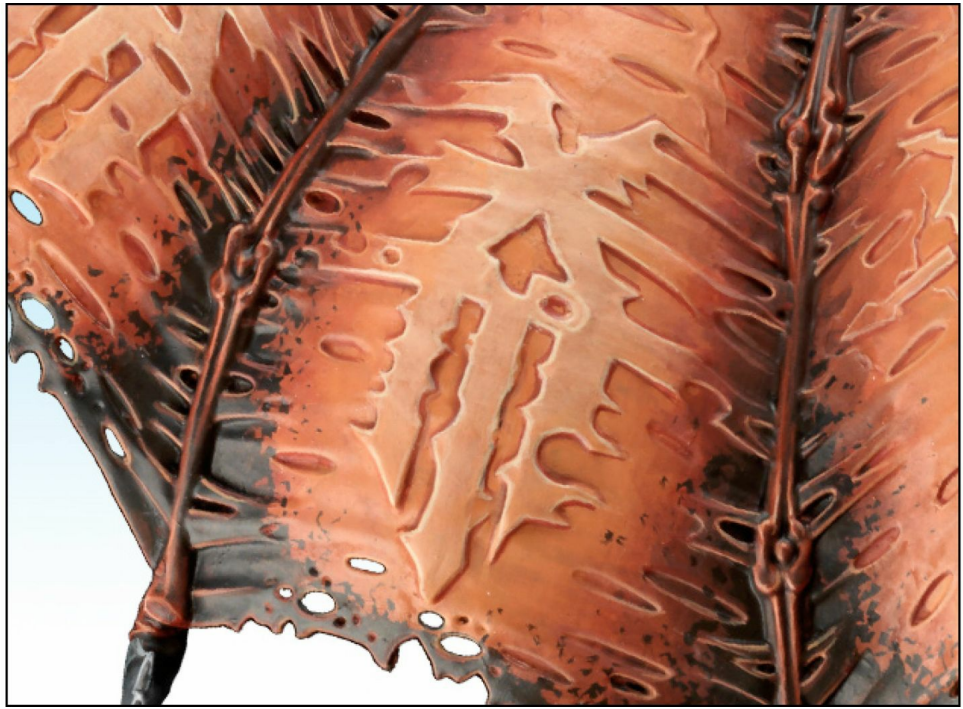




'EAVY METAL

**BLOODTHIRSTER OF INSENSATE
RAGE**

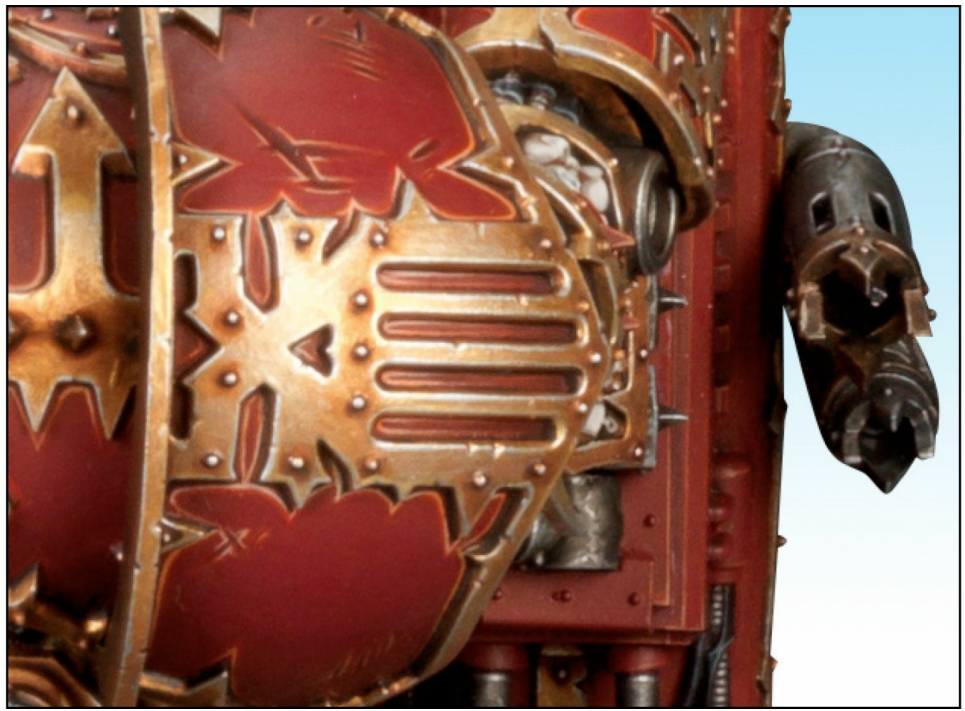


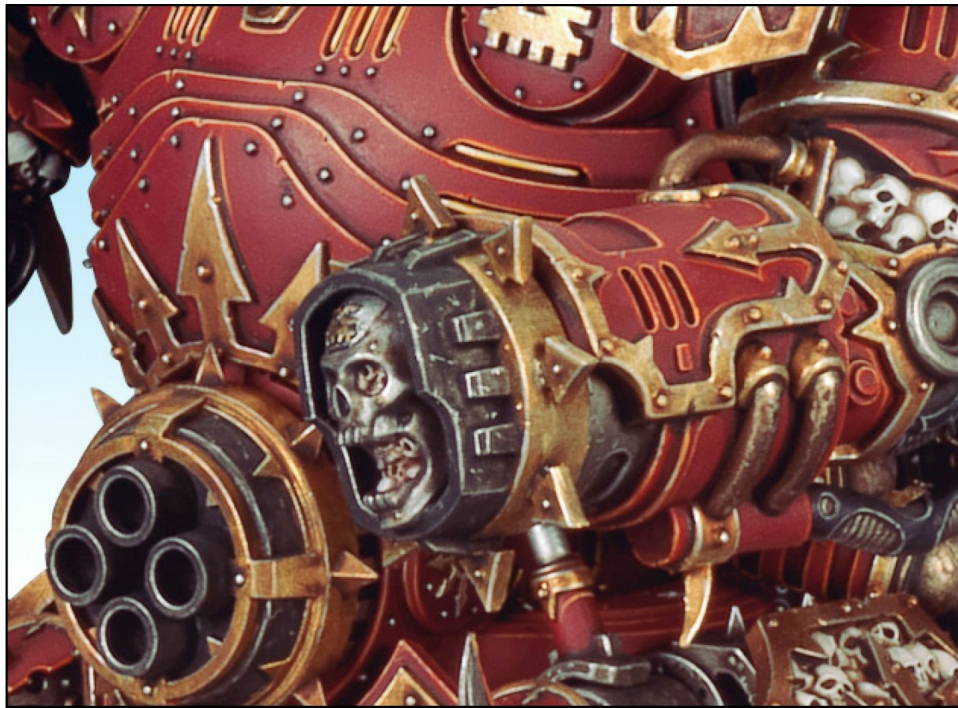
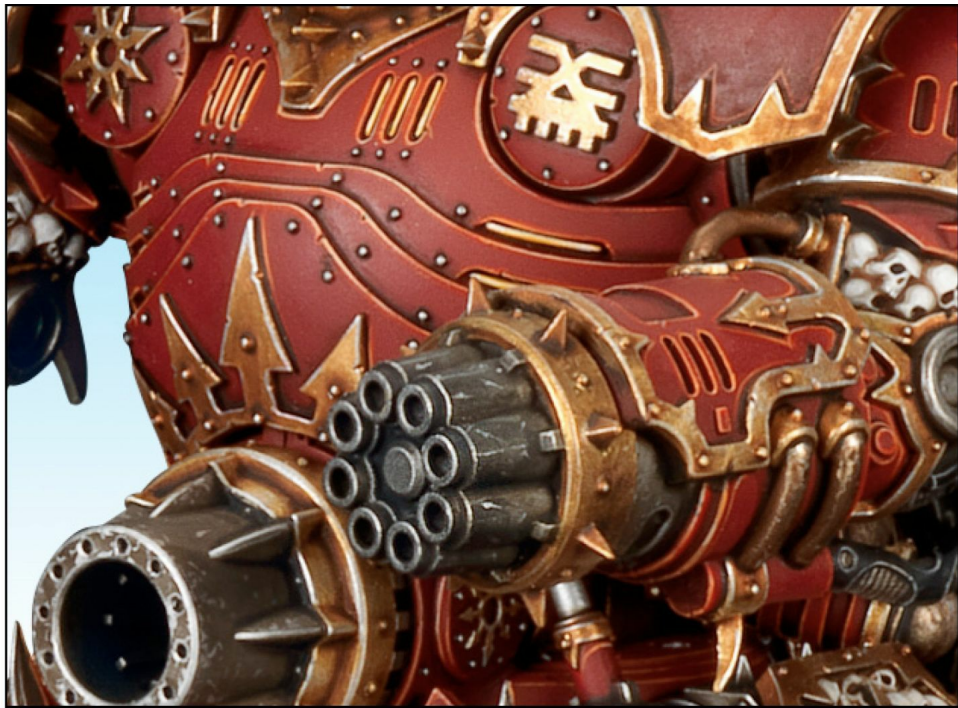


'EAVY METAL

LORD OF SKULLS









'EAVY METAL
BLOODLETTER







'EAVY METAL

RAPTOR





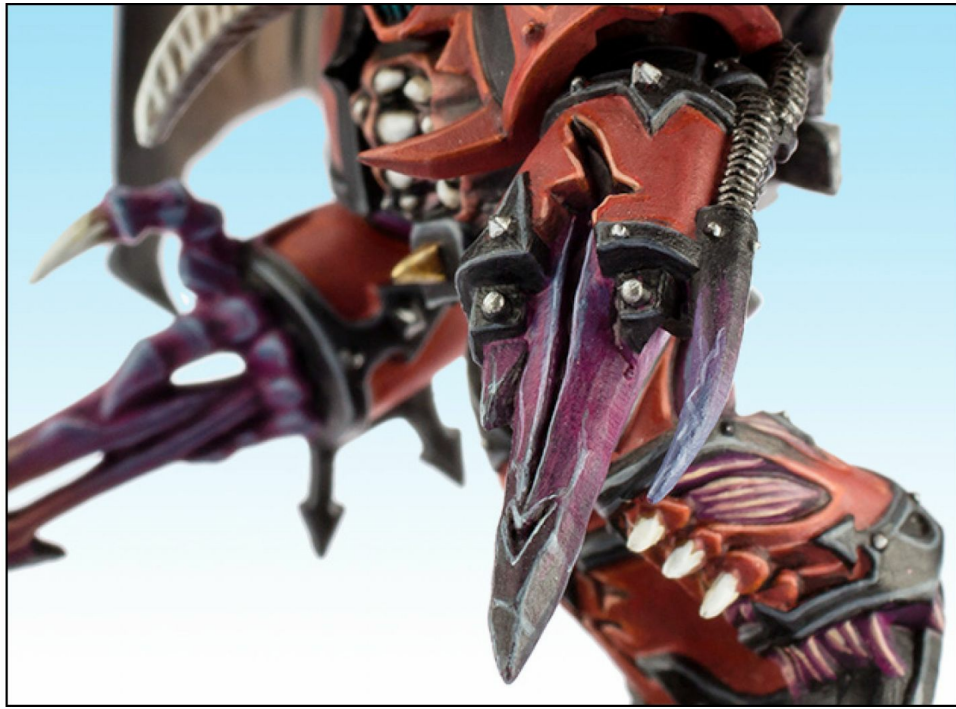
'EAVY METAL
CHAOS SPACE MARINE





'EAVY METAL
POSSESSED







FORCES OF THE KHORNE DAEMONKIN



The following section details background and rules information that describe the forces used by Khorne Daemonkin – their warriors, their vehicles and the characters that lead them to battle. This section will enable you to forge your collection of Chaos Space Marines and Chaos Daemons miniatures into a Khorne Daemonkin army ready to fight battles in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Blood Host Detachment is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Blood Host Detachment are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Blood Host Detachment, that entire Blood Host Detachment is your Primary Detachment.



BLOOD HOST DETACHMENT

The Blood Host Detachment allows you to represent the typical structure of Khorne Daemonkin armies on the Warhammer 40,000 battlefield. Whether you wish to represent a newly dedicated warband, or one that already fights alongside the warriors of their chosen daemonic cohort, the choices below will offer a great way to pick your army.

For example, Andy's Daemonkin collection consists of a Bloodthirster of Unfettered Fury, a Daemon Prince of Khorne, Skulltaker, two units of Khorne Berzerkers, three units of Chaos Space Marines, one unit of Possessed, three Chaos Spawn, two units of Flesh Hounds of Khorne, four units of Bloodletters of Khorne, a unit of Bloodcrushers of Khorne, two Maulerfiends, a Defiler and a Lord of Skulls.

If Andy wishes to organise his collection using the Battle-forged method, all of his units need to be part of a Detachment or a Formation. Andy does this by choosing to organise his units into a Blood Host Detachment.

The Blood Host Detachment in Andy's army consists of one Core choice, a Command choice, and four Auxiliary choices. Specifically, it consists of a Slaughtercult (his Daemon Prince, all of his Berzerkers and Chaos Space Marines, his Possessed and a unit of three Chaos Spawn), a Charnel Cohort (Skulltaker, three units of Bloodletters, a unit of Bloodcrushers and all of his Flesh Hounds), three Auxiliary War Engines (a Defiler and both Maulerfiends) and a Command Formation (the Lord of Skulls).

Andy keeps aside his last unit of Bloodletters and his Bloodthirster – with luck, he'll be able to summon these reinforcements during his games by spending his Blood Tithe points wisely (pg 110), but otherwise they're not considered to be part of his army. As all of his other units belong to a Detachment or a Formation, Andy's army is Battle-forged. As all of these units are part of the Blood Host Detachment, they all have the Blood Frenzy and Chosen of Khorne Command Benefits.

Finally, Andy chooses his Daemon Prince to be his Warlord – his Blood Host Detachment is therefore his Primary Detachment.



Core



Auxiliary



Command



**LORD OF
SLAUGHTER
(0-1 PER
SLAUGHTERCULT)**



**SLAUGHTERCULT
(1+)**

1-8 choices per
Slaughtercult



**BRAZEN
ONSLAUGHT**



**KHORNE'S
BLOODSTORM**



GOREPACK



**CHARNEL
COHORT**



WAR ENGINE



LORD OF SLAUGHTER (0-1 PER SLAUGHTERCULT)

- 1 Bloodthirster of Unfettered Fury, 1 Bloodthirster of Insensate Rage, 1 Wrath of Khorne Bloodthirster or 1 Khorne Lord of Skulls



SLAUGHTERCULT (1+)

- 1 Chaos Lord, Herald ¹, Daemon Prince or Bloodthirster of Unfettered Fury
- 2-8 units of Chaos Space Marines, Berzerkers or Bloodletters, in any combination
- 1-4 units of Possessed
- 0-2 units of Chaos Spawn
- 0-2 units of Chaos Cultists

¹ *Skulltaker or a Blood Throne may be taken in place of a Herald.*



BRAZEN ONSLAUGHT

- 1-4 units of Chaos Terminators
- 2-4 units of Bloodcrushers



KHORNE'S BLOODSTORM

- 2-4 units of Raptors
- 1-4 units of Warp Talons
- 0-1 Heldrake



GOREPACK

- 2-4 units of Chaos Bikers
- 1-4 units of Flesh Hounds



CHARNEL COHORT

- 1 Herald ¹ or Daemon Prince
- 2-8 units of Bloodletters
- 1-4 units of Flesh Hounds
- 1-4 units of Bloodcrushers
- 0-4 Skull Cannons

¹ *Skulltaker or a Blood Throne may be taken in place of a Herald.*



WAR ENGINE

- 1 Helbrute, Defiler, Soul Grinder, Forgefiend, Maulerfiend or Lord of Skulls

RESTRICTIONS:

This Detachment must include at least one Core choice. For each Core choice you must include between 1 and 8 Auxiliary choices, in any combination, and you may also include up to one Command choice. Only the datasheets listed here may be included in this Detachment.

COMMAND BENEFITS:

Blood Frenzy: At the beginning of each of your turns, before deciding whether or not to expend any Blood Tithe points, you automatically generate one additional Blood Tithe point.

Chosen of Khorne: If this Detachment is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Khorne Daemonkin*.

DATASHEETS



Each Khorne Daemonkin unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use your models in your games of Warhammer 40,000.

ARMY LIST ENTRIES

Each Army List Entry contains the following information:

- 1. Faction:** *The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Khorne Daemonkin Faction.*
- 2. Battlefield Role:** *The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.*
- 3. Unit Name:** *Here you will find the name of the unit.*
- 4. Points Cost:** *This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.*
- 5. Unit Profile:** *This section will show the profiles of any models the unit can include.*
- 6. Unit Type:** *This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.*
- 7. Unit Composition:** *This section shows the number and type of models that make up the basic unit, before any upgrades are taken.*
- 8. Wargear:** *This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.*
- 9. Special Rules:** *Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book or in the Special Rules section of Warhammer 40,000: The Rules.*
- 10. Options:** *This section lists all of the upgrades you may add to the unit, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may*

take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.





CHAOS TERMINATOR



	WS	BS	S	T	W	I	A	Ld	Sv	
Chaos Terminator	4	4	4	4	1	4	2	9	2+	
Terminator Champion	4	4	4	4	1	4	2	9	2+	

UNIT TYPE:
Infantry. Terminator Champion is Infantry (Character)



UNIT COMPOSITION:
2 Chaos Terminators
1 Terminator Champion



WARGEAR:

- Terminator armour
- Combi-bolter
- Power weapon



SPECIAL RULES:

- Blood for the Blood God!
- Mark of Khorne
- Skulls for the Skull Throne! (Terminator Champion only)



OPTIONS:

- May add up to seven additional Chaos Terminators...34 pts/model
- Any model may choose any of the following three options:
 - Replace his power weapon with one of the following:
 - Lightning claw...3 pts/model
 - Power fist...7 pts/model
 - Chainfist...12 pts/model
 - Replace his combi-bolter with combi-flamer, -melta or -plasma...5 pts/model



11. Warlord Traits: *Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.*

12. Artefacts of Slaughter: *Some entries have unique items of wargear, the description and rules for which will be listed here.*



SKULLTAKER

THE CHAMPION OF KHORNE



Skulltaker

WS	BS	S	T	W	I	A	Ld	Sv
9	9	5	4	2	9	4	8	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 (Unique)

LOCUS OF KHORNE:
• Lesser Locus of Abjuration

WARLORD TRAIT:
• Favoured of Khorne



SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Independent Character
- Skulls for the Skull Throne!

ARTEFACTS OF SLAUGHTER

Cloak of Skulls: Skulltaker's iron-hard cloak is adorned with the still-screaming skulls of his most prized opponents. The Cloak of Skulls confers a 3+ Armour Save and the Eternal Warrior special rule.

The Slayer Sword: Mortals and Daemons beyond counting have fallen to this hungry blade, wreathed in magical flames.



Range	S	AP	Type
-	User	3	Melee, Decapitating Blow, Soul Blaze

Decapitating Blow: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

13. Unit Description: *This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.*



Like death itself, the Chaos Terminators of the Khorne Daemonkin march relentlessly toward their foe, the heaviest firepower ringing off the plates of their impenetrable armour. In return, the Terminators scythe down their victims; their reaper autocannons roar, spitting hails of shells that tear apart armour warriors and light vehicles with ease, while their heavy flamers and combi-weapons harvest skulls for the Blood God with every squeeze of the trigger. Close up, the Chaos Terminators are more terrible still. Bloodthirsty brutes who delight in proving their superiority by crushing lesser warriors like insects, the Terminators hack and smash their way into the enemy's midst, howling praise to Khorne as they go.





Formations

Formation datasheets are identified by this symbol. The rules for Formations can be found in *Warhammer 40,000: The Rules*. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



KHORNE DAEMONKIN WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the datasheet will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

RANGED WEAPONS

A model may replace his bolt pistol and/or Melee weapon with one of the following:

- Combi-bolter...*3 pts*
- Combi-flamer, -melta or -plasma...*10 pts*
- Plasma pistol...*15 pts*

MELEE WEAPONS

A model may replace his bolt pistol and/or Melee weapon with one of the following:

- Chainaxe...*8 pts*
- Lightning claw...*15 pts*
- Power weapon...*15 pts*
- Power fist...*25 pts*
- Axe of Khorne...*30 pts*

HEAVY WEAPONS

A model may replace its boltgun with one of the following:

- Heavy bolter...*10 pts*
- Autocannon...*10 pts*
- Missile launcher (with frag and krak missiles)...*15 pts*
- Lascannon...*20 pts*

SPECIAL WEAPONS

A model may replace its boltgun with one of the following:

- Flamer...*5 pts*
- Meltagun...*10 pts*
- Plasma gun...*15 pts*

HELBRUTE WEAPONS

A Helbrute may exchange its multi-melta for one of the following:

- Power fist...*free*
- Power fist with built-in combi-bolter...*5 pts*
- Reaper autocannon...*5 pts*
- Thunder hammer...*5 pts*
- Twin-linked heavy bolter...*5 pts*
- Plasma cannon...*10 pts*
- Power scourge...*10 pts*
- Missile launcher (with frag and krak missiles) ¹...*10 pts*
- Power fist with built-in heavy flamer...*15 pts*
- Twin-linked lascannon...*25 pts*

A Helbrute may exchange its power fist for one of the following:

- Power fist with built-in combi-bolter...*5 pts*
- Thunder hammer...*5 pts*
- Power scourge...*10 pts*
- Missile launcher (with frag and krak missiles) ¹...*10 pts*
- Power fist with built-in heavy flamer...*15 pts*

¹ *One per model.*

SPECIAL ISSUE WARGEAR

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

- Melta bombs...*5 pts*
- Jump pack ²...*15 pts*
- Chaos bike ²...*20 pts*
- Sigil of corruption...*25 pts*

² *Chaos Lord only. Not available to a model wearing Terminator armour or riding a Juggernaut of Khorne.*

LOCI OF KHORNE

A model may take one of the following:

- Lesser Locus of Abjuration...*10 pts*
- Greater Locus of Fury...*20 pts*
- Exalted Locus of Wrath...*25 pts*

GIFTS OF KHORNE

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

- Ichor blood...*5 pts*
- Aura of dark glory ³...*15 pts*
- Collar of Khorne...*15 pts*
- Combat familiar...*15 pts*
- Juggernaut of Khorne ⁴...*45 pts*

³ *Chaos Lord only.*

⁴ *Chaos Lord and Herald only. Not available to a model wearing Terminator armour.*

KHORN DAEMONKIN VEHICLE EQUIPMENT

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

- Combi-bolter...*5 pts*
- Combi-flamer, -melta or -plasma...*10 pts*
- Extra armour...*10 pts*
- Havoc launcher...*12 pts*
- Daemonic possession ⁵...*15 pts*

⁵ *Tank models only.*

ARTEFACTS OF SLAUGHTER

Only one of each Artefact of Slaughter may be taken per army. A model may take one of the following:

- The Brazen Rune...*15 pts*
- The Skull-helm of Khorne ³...*15 pts*
- The Blood-forged Armour ^{6, 7}...*50 pts*

A model may instead replace one weapon with one of the following:

- Goredrinker ⁷...*30 pts*
- The Blade of Endless Bloodshed...*35 pts*
- Kor'lath, the Axe of Ruin ⁷...*60 pts*

³ *Chaos Lord only.*

⁶ *Not available to a model wearing Terminator armour.*

⁷ *Chaos Lord or Daemon Prince of Khorne only.*





CHAOS LORD

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Lord	6	5	4	4	3	5	3	10	3+

UNIT TYPE:
Infantry (Character)

UNIT COMPOSITION:
1 Chaos Lord

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Blood for the Blood God!
- Fearless
- Independent Character
- Mark of Khorne
- Skulls for the Skull Throne!

OPTIONS:

- May take any items from the **Melee Weapons**, **Ranged Weapons**, **Gifts of Khorne**, **Special Issue Wargear** and/or **Artefacts of Slaughter** lists.
- Alternatively, the Chaos Lord may replace all of his wargear with Terminator armour, a

power weapon and a combi-bolter...*40 pts*

- A Chaos Lord in Terminator armour may only take items from the **Gifts of Khorne**, **Special Issue Wargear** and/or **Artefacts of Slaughter** lists.
- A model in Terminator armour may replace his combi-bolter with one of the following:
 - Combi-flamer, -melta or -plasma...*7 pts*
 - Power weapon...*12 pts*
 - Lightning claw...*17 pts*
 - Power fist...*22 pts*
 - Chainfist...*27 pts*
- A model in Terminator armour may replace his power weapon with one of the following:
 - Lightning claw...*5 pts*
 - Power fist...*10 pts*
 - Chainfist...*15 pts*
 - Axe of Khorne...*20 pts*



Leading his followers from the very front, a Chaos Lord of the Khorne Daemonkin is a berserk champion against whom no foe can stand. His every blade-swing sees blood spray high into the air, the ruined corpses of his foes smashed aside by the ferocity of his blows. The Chaos Lord's voice is thunder as he bellows praise to Khorne, and his rage-filled stare burns like the fires of the Blood God's infernal forge. In every way, a Daemonkin Chaos Lord is an avatar of the Blood God's rage, a weapon in Khorne's hand and a bellowing mouthpiece for his violent creed.

Part demagogue, part barbarian warlord, each Chaos Lord rules his warband with an iron fist. He butchers every foe that crosses his path, no matter how mighty they may be, and never, ever gives ground in battle. He is no more merciful to those who challenge from within the warband's ranks, cutting them down in ritual combat and offering their severed skulls to Khorne. Truly, there are few warriors in all the galaxy who are as merciless and uncompromising as the lords of Khorne's Daemonkin.



DAEMON PRINCE

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	9	5	6	5	4	8	5	9	-

UNIT TYPE:

Monstrous Creature (Character)

UNIT COMPOSITION:

1 Daemon Prince

WARGEAR:

- Close combat weapon

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Skulls for the Skull Throne!

OPTIONS:

- May take any items from the **Gifts of Khorne** and/or **Artefacts of Slaughter** lists.
- May take any of the following:
 - Warp-forged armour...*20 pts*
 - Daemonic flight...*40 pts*



Whether striding across the battlefield on taloned limbs or swooping overhead on vast, leathery wings, a Daemon Prince is a truly terrifying sight. Towering over their followers, these immortal tyrants smash and slay their way across the field, swatting aside mortal foes with contemptuous ease. Savage claws and daemoniac blades reap a crimson harvest in the Blood God's name. Heads are torn from necks, and blood spilt in great lakes from the sundered bodies of the foe.

Many Daemon Princes of the Khorne Daemonkin go to war clad in brazen armour, said to be forged in the realm of the Blood God. The rune of Khorne is carved, livid and bloody, into flesh, black scale or blood-red muscle and sinew. Curling horns crown their bestial heads, while their mighty fists clutch arcane weapons that possess an infernal sentience all of their own. In battle, these Daemon Princes hurl themselves at the foe without restraint, safe in the knowledge of their immortality and desperate to claim skulls in the name of the warlike god who bestowed it upon them.



Herald

WS	BS	S	T	W	I	A	Ld	Sv
7	7	5	4	2	6	3	8	6+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 Herald

WARGEAR:

- Hellblade

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Independent Character
- Skulls for the Skull Throne!

OPTIONS:

- May take any items from the **Gifts of Khorne**, **Loci of Khorne** and/or **Artefacts of Slaughter** lists.



Loping into battle through the blazing fires of war, a Herald of Khorne is a leering vision of damnation brought to life. The Daemon's jagged fangs and cruel claws drip with the blood of its foes. Its long limbs are thick with muscle, its hide scaled and shimmering with the fires of Khorne's wrath. The Herald clutches the hilt of its brutal hellblade with a strangler's relentless strength, hungry always to shed blood and reap skulls with its razor-sharp edge.

The Herald cannot simply give in to its desire for slaughter, for its kind are the officers of Khorne's legions. To each Herald falls the burden of leadership, their hissed orders sending the Daemons around them charging into combat. Though hardly subtle tacticians, Khorne's Heralds wield the warriors around them like weapons of war, Daemon and Daemonkin mortal alike. Only once they are sure that the Bloodthirsters' orders have been enacted do the Heralds give in to bloodlust, hurling themselves into the fight with vicious abandon.



BLOOD THRONE

	WS	BS	S	T	W	I	A	Ld	Sv
Herald	7	7	5	4	2	6	3	8	6+

	[Armour]				
	BS	F	S	R	HP
Blood Throne	0	12	12	10	3

UNIT TYPE:

Vehicle (Chariot, Open-topped, Character)

UNIT COMPOSITION:

1 Blood Throne

WARGEAR:

- Hellblade

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Skulls for the Skull Throne! (Herald only)

Bloodletter Crew: In the Assault phase, this model makes 2 additional Strength 4 AP3 attacks resolved at Weapon Skill 5. These attacks are made at the Initiative 4 step (this can grant an extra Pile In move). On a turn in which this model charged, the Strength of these attacks is increased to 5.

Gorefeast: Whenever this model's Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 – on a score of 4+, the Blood Throne regains a single Hull Point lost earlier in the battle.

Totem of the Chosen Legion: Units with the Khorne Daemonkin Faction within 6" of this model benefit from the Herald's locus, exactly as if they were part of the same unit.

OPTIONS:

May take any items from the **Gifts of Khorne**, **Loci of Khorne** and/or **Artefacts of Slaughter** lists.



With exhausts belching black, choking smoke, the Blood Thrones of Khorne plough toward the luckless foe. Possessed of crude daemoniac sentience, these brutish Daemon Engines charge headlong into battle, aiming to crush their screaming victims into the bloody ground. However, while Blood Thrones certainly make effective line breakers, they are more than simple weapons. Rather, each Blood Throne is awarded to a Herald of Khorne as a mark of his status in the Blood God's eyes. Echoes of the vast dais upon which Khorne's skull throne sits, these infernal contraptions raise the Herald above the

press of battle, affording him a view of the carnage that unfolds all around. From atop his Blood Throne, a Herald can pick out the very thickest fighting and command his brazen steed to bear him into its midst. Slamming home like a hammerblow, the Herald lays about himself with his hellblade while the Blood Throne below him grinds screaming victims into the floor and greedily devours their corpses.



SKULLTAKER

THE CHAMPION OF KHORNE

	WS	BS	S	T	W	I	A	Ld	Sv
Skulltaker	9	9	5	4	2	9	4	8	3+

UNIT TYPE:

Infantry (Character)

UNIT COMPOSITION:

1 (Unique)

LOCUS OF KHORNE:

- Lesser Locus of Abjuration

WARLORD TRAIT:

- Favoured of Khorne

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Independent Character
- Skulls for the Skull Throne!

ARTEFACTS OF SLAUGHTER

Cloak of Skulls: *Skulltaker's iron-hard cloak is adorned with the still-screaming skulls of his most prized opponents.*

The Cloak of Skulls confers a 3+ Armour Save and the Eternal Warrior special rule.

The Slayer Sword: *Mortals and Daemons beyond counting have fallen to this hungry blade, wreathed in magical flames.*

Range	S	AP	Type
-	User	3	Melee, Decapitating Blow, Soul Blaze

Decapitating Blow: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.



Khorne's executioner strides into battle with an unhurried gait, blood-hungry eyes

sweeping the field for a worthy foe. Only once he has selected some mighty champion does Skulltaker quicken his pace, hacking down all who bar his path. As the Daemon's massive hind claws pound the dirt, he looses a bellowing war cry, an unmistakable challenge that strikes his victim like a physical blow. Some flee in that moment, overcome by their fear of the brass-armoured apparition barrelling toward them. Such cowards receive a swift and ignominious death, as Skulltaker's blade smashes them off their feet before they are trampled to bloody mulch. By comparison, those who stand their ground live a few moments longer, parrying frantically as the Daemon meets them in single combat. All thoughts of attack are swiftly driven from the victim's thoughts as they realise they are fighting a battle not for honour or victory, but simple survival. Even this knowledge cannot save them; soon enough Skulltaker lives up to his name, and leaves another headless corpse in his wake.



BLOODTHIRSTER OF UNFETTERED FURY



Bloodthirster of
Unfettered Fury

WS	BS	S	T	W	I	A	Ld	Sv
10	10	6	6	5	9	6	9	3+

UNIT TYPE:

Flying Monstrous Creature (Character)

UNIT COMPOSITION:

1 Bloodthirster of Unfettered Fury

WARGEAR:

- Warp-forged armour
- Lash of Khorne
- Axe of Khorne

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Skulls for the Skull Throne!



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

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



BLOODTHIRSTER OF INSENSATE RAGE



Bloodthirster of
Insensate Rage

WS	BS	S	T	W	I	A	Ld	Sv
10	10	6	6	5	9	6	9	3+

UNIT TYPE:

Flying Monstrous Creature (Character)

UNIT COMPOSITION:

1 Bloodthirster of Insensate Rage

WARGEAR:

- Warp-forged armour
- Great axe of Khorne

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Rage
- Skulls for the Skull Throne!



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

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



WRATH OF KHORNE BLOODTHIRSTER

Khorne Bloodthirster	WS	BS	S	T	W	I	A	Ld	Sv
Wrath of	10	10	6	6	5	9	6	9	3+

UNIT TYPE:

Flying Monstrous Creature (Character)

UNIT COMPOSITION:

1 Wrath of Khorne Bloodthirster

WARGEAR:

- Warp-forged armour
- Hellfire
- Bloodflail
- Axe of Khorne

SPECIAL RULES:

- Adamantium Will
- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Hatred (Characters)
- Skulls for the Skull Throne!



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



	WS	BS	S	T	W	I	A	Ld	Sv
Cultist	3	3	3	3	1	3	1	7	6+
Cultist Champion	3	3	3	3	1	3	2	8	6+

UNIT TYPE:

Infantry. Cultist Champion is **Infantry (Character)**

UNIT COMPOSITION:

7 Cultists

1 Cultist Champion

WARGEAR:

- Improvised armour
- Autopistol
- Close combat weapon

SPECIAL RULES:

- Blood for the Blood God!
- Mark of Khorne
- Skulls for the Skull Throne! (Cultist Champion only)

OPTIONS:

- May add up to twenty-seven additional Cultists...*6 pts/model*
- Any Cultist may replace his autopistol with an autogun...*1 pt/model*
- For every ten models in the unit, one Cultist may replace his autopistol with one of the following:
 - Flamer...*5 pts*
 - Heavy stubber...*5 pts*

- The Cultist Champion may take a shotgun...2 pts



Advancing upon the enemy in howling, chanting mobs, the Chaos Cultists of Khorne seek only to shed blood in their god's name. Whether they be degenerate mutants gathered from the hellworlds of the Eye of Terror, or frothing fanatics freed from the shackles of Imperial servitude, these mobs of zealots throw themselves at the enemy with little regard for their own lives. So desperate are these mortals to attract Khorne's favour that they will rush headlong at enemy gun lines, charge heedlessly through minefields and razorwire, and fling themselves into combat armed with little more than clubs, axes and crude autopistols. Still, though their Chaos Space Marine masters feel nothing but scorn for these expendable scum, the sheer ferocity with which the Cultists fight has seen more than one outnumbered enemy overwhelmed.



CHAOS SPACE MARINES

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	4	4	4	4	1	4	1	8	3+
Aspiring Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Aspiring Champion is **Infantry (Character)**

UNIT COMPOSITION:

7 Chaos Space Marines

1 Aspiring Champion

WARGEAR:

- **Power armour**
- **Boltgun**
- **Bolt pistol**
- **Close combat weapon** (Aspiring Champion only)
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Mark of Khorne**
- **Skulls for the Skull Throne!** (Aspiring Champion only)

OPTIONS:

- May add up to twelve additional Chaos Space Marines...*15 pts/model*
- Any model may take a close combat weapon...*2 pts/model*
- Any model may instead replace his boltgun with a close combat weapon...*free*

- One Chaos Space Marine may choose one of the following options:
 - Replace his bolt pistol with a plasma pistol...*15 pts*
 - Take one item from the Special Weapons list.
- If the squad numbers ten or more models, one other Chaos Space Marine may take one item from the **Special Weapons** or **Heavy Weapons** list.
- The Aspiring Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Aspiring Champion may take melta bombs...*5 pts*
- One model in the unit may take an icon of wrath...*20 pts*
- The unit may take a Chaos Rhino as a Dedicated Transport.



Inhumanly strong, impossibly resilient, clad from head to toe in blood-stained power armour and wielding monstrous weapons of war, it is the Chaos Space Marines that make up the corrupt heart of each Daemonkin warband. With their lives and souls sworn to the Blood God, these warriors excel in close quarters, coupling their enhanced

strength and skill with a zealous frenzy that makes them all but unstoppable. Bolt pistols bark, spitting volleys of mass-reactive rounds that blast their victims to bloody chunks. Howling chainswords carve through armour and flesh, blood and sparks falling like rain. Flamers roar hungrily, heavy bolters thunder, frag grenades explode with hollow bangs. Over it all rings the war cry of the Chaos Space Marines, screams of 'Blood for the Blood God!' echoing to the skies above.



BERZERKERS

	WS	BS	S	T	W	I	A	Ld	Sv
Berzerker	5	4	4	4	1	4	1	8	3+
Berzerker Champion	5	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Berzerker Champion is **Infantry (Character)**

UNIT COMPOSITION:

- 7 Berzerkers
- 1 Berzerker Champion

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Blood for the Blood God!
- Fearless
- Furious Charge
- Mark of Khorne
- Skulls for the Skull Throne! (Berzerker Champion only)

OPTIONS:

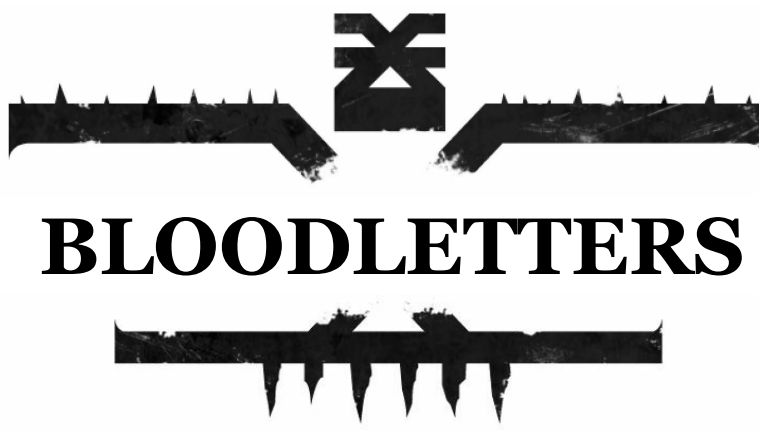
- May add up to twelve additional Berzerkers...*19 pts/model*
- Any model may take a chainaxe...*3 pts/model*

- Up to two Berzerkers may replace their bolt pistol with a plasma pistol...*15 pts/model*
- The Berzerker Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Berzerker Champion may take melta bombs...*5 pts*
- One model in the unit may take an icon of wrath...*15 pts*
- The unit may take a Chaos Rhino as a Dedicated Transport.



Khorne Berzerkers throw themselves at the enemy like rabid animals. With their minds twisted by savage psychosurgery, the Berzerkers feel no fear, knowing only a roaring tide of exhilaration and the absolute desperate need to kill. These are Khorne's holy destroyers, the blood-drenched enforcers of his murderous will. As they pound across the battlefield toward the foe, the Berzerkers shrug off even the heaviest fire, their determination driving them on through wounds that would kill a lesser man thrice over. Their howls of devotion reach fever pitch as they charge headlong into the enemy lines, chainaxes revving and ready to kill. The carnage that follows is terrible to behold,

severed limbs and lopped heads tumbling through the air amid a rain of gore. So perish all who stand before the Berzerkers of Khorne.



Bloodletter
Bloodreaper

WS	BS	S	T	W	I	A	Ld	Sv
5	5	4	3	1	4	1	7	6+
5	5	4	3	1	4	2	7	6+

UNIT TYPE:

Infantry. Bloodreaper is **Infantry (Character)**

UNIT COMPOSITION:

8 Bloodletters

WARGEAR:

- **Hellblade**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Daemon of Khorne**
- **Deep Strike**
- **Fearless**
- **Skulls for the Skull Throne!** (Bloodreaper only)

OPTIONS:

- May add up to twelve additional Bloodletters...*10 pts/model*
- May upgrade one Bloodletter to a Bloodreaper...*5 pts*
- One Bloodletter may take an instrument of Chaos...*10 pts*
- A different Bloodletter may take a banner of blood...*20 pts*



Panting with savage aggression, the Bloodletters of Khorne burst forth from the Empyrean to butcher all before them. These Daemons surge across the battlefield in predatory packs, driven on by the boundless rage of their master, Khorne. Embodiments of his will, they give little thought to the finer points of strategy or tactics, instead hurling themselves headlong at their prey with their blades held high. Bloodletters in battle are a deadly foe, for their apparent frenzy conceals terrifying skill. Every strike of their brazen hellblades is perfectly placed, slamming through weak points in their enemies' armour or hacking limbs and heads from torsos amid fountains of blood. The Bloodletters slice and hack, stab and rend, until even their Daemonkin allies are struck with awe at the scale of the carnage unleashed.



POSSESSED

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	4	4	5	4	1	4	2	9	3+
Possessed Champion	4	4	5	4	1	4	2	9	3+

UNIT TYPE:

Infantry. Possessed Champion is **Infantry (Character)**

UNIT COMPOSITION:

4 Possessed

1 Possessed Champion

WARGEAR:

- **Power armour**
- **Close combat weapon**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Daemon of Khorne**
- **Fearless**
- **Fleet**
- **Mark of Khorne**
- **Skulls for the Skull Throne!** (Possessed Champion only)

Vessels of Chaos: At the beginning of each Fight sub-phase, roll a D3 on the table below for each friendly Possessed unit that is locked in combat. The mutation affects every Possessed model in the unit and lasts for the rest of the game turn.

D3 / Mutation

1 Strength of the Damned: The Possessed re-roll all failed To Wound rolls.

2 Vorpal Claws: The Possessed's Melee weapons are AP3.

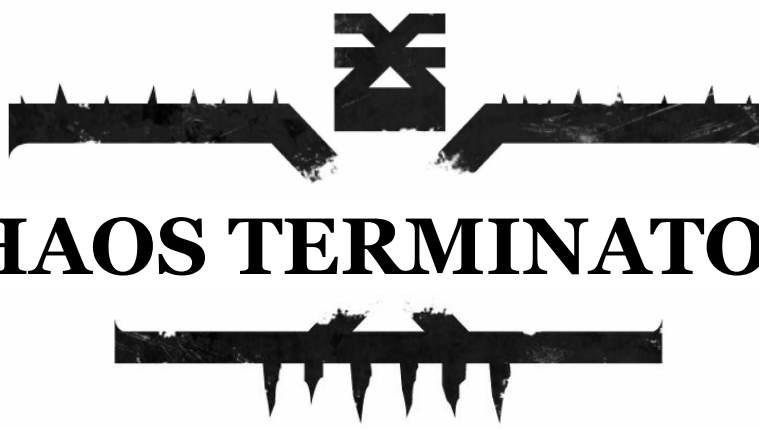
3 Supernatural Speed: The Possessed gain +1 Attack and +1 Initiative.

OPTIONS:

- May add up to fifteen additional Possessed...30 pts/model
- One model in the unit may take an icon of wrath...20 pts
- The unit may take a Chaos Rhino as a Dedicated Transport



Bodies warped and twisted by the blessings of their wrathful god, the Possessed are monstrous to behold. In battle, these symbioses of mortal and Daemon are all but unstoppable, the beast within lending its strength, resilience and speed to its willing host. A squad of Possessed may suddenly be able to sprint inhumanly fast, or flicker a beat ahead of time. Their limbs transmogrify into gnashing pincers and bone-edged blades, while their sheer physical power allows them to tear even Space Marines limb from limb. Truly these warriors are both blessed and cursed, for while they have proven themselves worthy to serve as a vessel to an entity of the Warp, it can be only a matter of time before the horror lurking in their soul tears its way out through their body in search of slaughter.



CHAOS TERMINATORS

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Terminator	4	4	4	4	1	4	2	9	2+
Terminator Champion	4	4	4	4	1	4	2	9	2+

UNIT TYPE:

Infantry. Terminator Champion is **Infantry (Character)**

UNIT COMPOSITION:

2 Chaos Terminators
1 Terminator Champion

WARGEAR:

- Terminator armour
- Combi-bolter
- Power weapon

SPECIAL RULES:

- **Blood for the Blood God!**
- **Mark of Khorne**
- **Skulls for the Skull Throne!** (Terminator Champion only)

OPTIONS:

- May add up to seven additional Chaos Terminators...*34 pts/model*
- Any model may choose any of the following three options:
 - Replace his power weapon with one of the following:
 - Lightning claw...*3 pts/model*
 - Power fist...*7 pts/model*
 - Chainfist...*12 pts/model*

- Replace his combi-bolter with combi-flamer, -melta or -plasma...*5 pts/model*

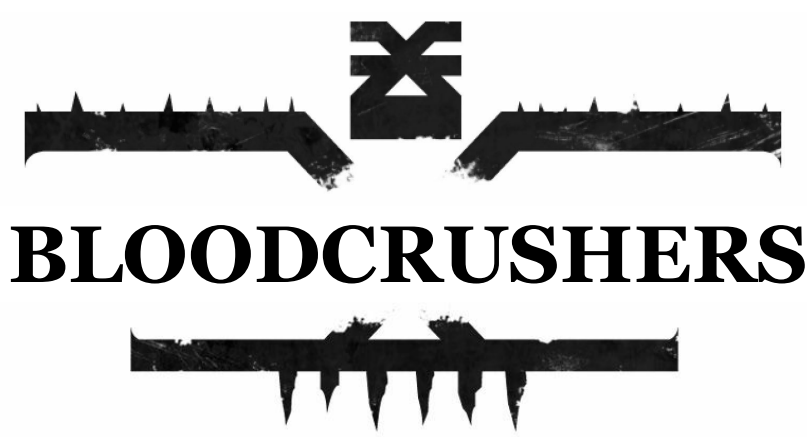
- Replace his combi-bolter and power weapon with a pair of lightning claws...*7 pts/model*

- For every five models in the unit, one Chaos Terminator may replace his combi-bolter with one of the following:
 - Heavy flamer...*10 pts/model*
 - Reaper autocannon...*25 pts/model*
- One model in the unit may take an icon of wrath...*25 pts*
- The unit may take a Chaos Land Raider as a Dedicated Transport.



Like death itself, the Chaos Terminators of the Khorne Daemonkin march relentlessly toward their foe, the heaviest firepower ringing off the plates of their nigh-impenetrable armour. In return, the Terminators scythe down their victims; their reaper autocannons roar, spitting hails of shells that tear apart armoured warriors and light vehicles with ease, while their heavy flamers and combi-weapons harvest skulls for the Blood God

with every squeeze of the trigger. Close up, the Chaos Terminators are more terrible still. Bloodthirsty brutes who delight in proving their superiority by crushing lesser warriors like insects, the Terminators hack and smash their way into the enemy's midst, howling praise to Khorne as they go.



	WS	BS	S	T	W	I	A	Ld	Sv
Bloodcrusher	5	5	5	4	3	4	3	7	6+
Bloodhunter	5	5	5	4	3	4	4	7	6+

UNIT TYPE:

Cavalry. Bloodhunter is **Cavalry (Character)**

UNIT COMPOSITION:

3 Bloodcrushers

WARGEAR:

- **Hellblade**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Daemon of Khorne**
- **Deep Strike**
- **Fearless**
- **Skulls for the Skull Throne!** (Bloodhunter only)

OPTIONS:

- May add up to six additional Bloodcrushers...*45 pts/model*
- May upgrade one Bloodcrusher to a Bloodhunter...*5 pts*
- One Bloodcrusher may take an instrument of Chaos...*10 pts*
- A different Bloodcrusher may take a banner of blood...*20 pts*



The ground shakes at the thunderous charge of the Bloodcrushers. Piston-limbs pounding, brazen bodies jostling together amid showers of ruddy sparks, the armoured Daemons crash into their victims like a landslide. Sulphurous smoke snorts from brass snouts, massive hooves crunch down upon flesh and bone, and the screams of the dying are all but drowned out by the Juggernauts' bestial roars. Leaning down from their mounts' backs, the Bloodletter riders add to the carnage, lashing their hellblades left and right to strike off heads with every swing. Few things in the galaxy can stand against the onset of Khorne's elite cavalry and survive – massed charges of Bloodcrushers have even been known to lay low Titans, smashing their legs out from under them a tidal wave of stampeding fury.



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

UNIT TYPE:

Beast

UNIT COMPOSITION:

1 Chaos Spawn

SPECIAL RULES:

- Blood for the Blood God!
- Fear
- Fearless
- Mark of Khorne
- Rage
- Very Bulky

Random Attacks: At the beginning of each Fight sub-phase, roll a D6 for each friendly Chaos 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, before rolling for their Random Attacks, roll a D3 on the table below for each friendly Chaos Spawn unit that is locked in combat. The mutation affects every Chaos Spawn model in the unit and lasts for the rest of the turn.

D3 / Mutation

1 Subcutaneous Armour: The Chaos Spawn have an Armour Save of 4+.

2 Grasping Pseudopods: The Chaos Spawn unit rolls two D6 and picks the highest for their Random Attacks.

3 Toxic Haemorrhage: The Chaos Spawn's Attacks have the Poisoned (4+) special rule.

OPTIONS:

- May add up to four additional Chaos Spawn...32 pts/model



Gibbering and howling, screeching and roaring, packs of Chaos Spawn lurch madly towards the enemy. They squirm and stagger, bound and lope, tentacles and talons waving with idiot hunger as they close the gap. The lumpen bodies of the Spawn are shockingly resilient, enemy fire blasting chunks of flesh and blubber from their insane forms to no appreciable effect. The Spawn, meanwhile, can move with surprising speed, lunging suddenly into the foe with fangs gnashing and pincers snipping. Hungrily, the mutated horrors tear their victims apart, barely seeming to notice as blades hack off their limbs and guns are discharged point-blank into their fleshy mass. Uncaring, the Spawn continue to hack, bite, lash and crush, revelling in the mindless act of destruction with no thought for their own survival.



CHAOS RHINO

	BS	[Armour]			HP
		F	S	R	
Chaos Rhino	4	11	11	10	3

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Chaos Rhino

WARGEAR:

- Combi-bolter
- Searchlight
- Smoke launchers

SPECIAL RULES:

- **Blood for the Blood God!**

Repair: If a Chaos Rhino is Immobilised, then in subsequent turns it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6, the vehicle is no longer Immobilised. Note that a successful repair does not restore a Hull Point.

TRANSPORT:

Transport Capacity: Ten models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points: Two models can fire from the Chaos Rhino's top hatch.

Access Points: The Chaos Rhino has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- May take a dozer blade...5 pts
- May take items from the **Khorne Daemonkin Vehicle Equipment** list.



Engines roaring, brass tracks raising fans of blood and dust, the Rhino APCs of the Khorne Daemonkin hurtle across the battlefield. Since time immemorial, the Rhino APC has served as the mainstay transport of Adeptus Astartes – both loyal and renegade. Resilient, reliable, and easily repaired, the Rhino is a workhorse of a vehicle that can carry its passengers straight into the heart of the most ferocious war zone. Those Rhinos maintained by the Khorne Daemonkin are usually daubed with Khornate symbols and smeared in the blood of the slain, their once-noble machine spirits corrupted and insane. Their engines snarl like hunting beasts, and they desire nothing more than to speed into battle, impaling the enemy upon the spikes that adorn their hulls.



CHAOS BIKERS

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	4	4	4	5	1	4	1	8	3+
Chaos Biker Champion	4	4	4	5	1	4	2	9	3+

UNIT TYPE:

Bike. Chaos Biker Champion is **Bike (Character)**

UNIT COMPOSITION:

- 2 Chaos Bikers
- 1 Chaos Biker Champion

WARGEAR:

- Power armour
- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Chaos bike

SPECIAL RULES:

- Blood for the Blood God!
- Mark of Khorne
- Skulls for the Skull Throne! (Chaos Biker Champion only)

OPTIONS:

- May add up to seven additional Chaos Bikers...*22 pts/model*
- Up to two Chaos Bikers may replace either their close combat weapon or their bike's twin-linked boltgun with one of the following:

- Flamer...5 pts/model
- Meltagun...10 pts/model
- Plasma gun...15 pts/model

- The Chaos Biker Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Chaos Biker Champion may take melta bombs...5 pts
- One model in the unit may take an icon of wrath...20 pts



Boltguns thunder and engines scream as the Chaos Bikers of the Khorne Daemonkin race into battle. Eschewing such niceties as reconnaissance or raiding, Khornate Chaos Bikers bear down upon the foe at breakneck speed, slamming back and forth through the enemy ranks like knights in some infernal joust. Daemonkin Chaos Bikers delight in hunting down especially worthy offerings for Khorne, using their speed to run their victims to ground before the rest of the warband can catch up. Psykers are a favoured quarry, for the Blood God hates all forms of sorcery, and reserves a special hell of brass and fire for the souls of those witches slain by his faithful. Thus, as they speed across the

battlefield, many Chaos Bikers ride armoured steeds adorned with the harvested skulls of psykers they have slain.



FLESH HOUNDS

	WS	BS	S	T	W	I	A	Ld	Sv
Flesh Hound	5	0	4	4	2	4	2	7	6+

UNIT TYPE:

Beasts

UNIT COMPOSITION:

5 Flesh Hounds

WARGEAR:

- Collar of Khorne

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike
- Fearless
- Scout

OPTIONS:

- May add up to fifteen additional Flesh Hounds...*16 pts/model*



Loping alongside the mortal warriors of the Daemonkin come the Flesh Hounds of Khorne. Once these infernal creatures have the scent of their prey they will hunt it through all of reality and beyond, taking neither rest nor pause until their quarry lies dead at their feet. Each Flesh Hound is larger than a fully armoured Space Marine, and is capable of outrunning a horse at full gallop. Their crushing jaws and savage claws can tear an armoured man to pieces, while their scaly hides and brazen Collars of Khorne protect them from attacks both physical and psychic. Once a pack of Flesh Hounds bursts into reality with the scent of their prey in their flaring nostrils, that luckless individual can expect only a short, brutal battle for survival. It is a fight that few win.



RAPTORS

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

UNIT TYPE:

Jump Infantry. Raptor Champion is **Jump Infantry (Character)**

UNIT COMPOSITION:

4 Raptors
1 Raptor Champion

WARGEAR:

- **Power armour**
- **Bolt pistol**
- **Close combat weapon**
- **Frag grenades**
- **Krak grenades**
- **Jump pack**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Fear**
- **Mark of Khorne**
- **Skulls for the Skull Throne!** (Raptor Champion only)

OPTIONS:

- May add up to ten additional Raptors...*19 pts/model*
- Up to two Raptors may replace their bolt pistol with a plasma pistol...*15 pts/model*

Or take one of the following:

- Flamer...5 pts/model
- Meltagun...10 pts/model
- Plasma gun...15 pts/model

- The Raptor Champion may take items from the **Melee Weapons** and/or **Ranged Weapons** lists.
- The Raptor Champion may take melta bombs...5 pts
- One model in the unit may take an icon of wrath...15 pts



The first the enemy knows of the Raptors' attack is a terrible screeching cacophony. Plummeling from the skies leaving contrails of brimstone and flame, the Raptors crash down upon their foes, revelling in the joy of the kill. Chainswords rise and fall, blood spraying in their wake. Bolt pistols thunder and metallic talons tear through flesh as the Raptors butcher their shocked victims. All the while, the vox-grilles and daemoniac maws that stud their armour broadcast amplified war cries, unnatural screams that sow panic and terror through the enemy. Before long the briefly sated assault troops are leaping

*skywards once more, plumes of dirty flame carrying them high above the butchered,
headless corpses they leave in their wake.*



WARP TALONS

	WS	BS	S	T	W	I	A	Ld	Sv
Warp Talon	4	4	4	4	1	4	1	8	3+
Warp Talon Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Jump Infantry. Warp Talon Champion is **Jump Infantry (Character)**

UNIT COMPOSITION:

4 Warp Talons
1 Warp Talon Champion

WARGEAR:

- **Power armour**
- **Two lightning claws**
- **Jump pack**

SPECIAL RULES:

- **Blood for the Blood God!**
- **Daemon of Khorne**
- **Mark of Khorne**
- **Skulls for the Skull Throne!** (Warp Talon Champion only)

Warpflame Strike: Immediately after a unit of Warp Talons has arrived from Deep Strike Reserve, all enemy units within 6" count as having been hit by a weapon with the Blind special rule.

OPTIONS:

- May add up to five additional Warp Talons...*34 pts/model*



Amid the roiling madness of the Warp, specks of corporeal life soar upon the turbulent currents. These are Warp Talons on the hunt, and as the psychic spoor of their prey draws close, they gather about it like vultures above a corpse. Raising their vorpal claws, the Warp Talons slash open the veil between worlds, darting through the rent amid blazing coronae of warpflame. A thunderclap of sundered energies announces their arrival, their prey reeling and blinded as the Warp Talons explode into reality. As one, the Warp Talons shriek their devotion to the Blood God before falling upon their quarry in a frenzy of slashing claws and slicing talons. The enemy are ripped apart one by one, their heads torn from their necks as offerings to Khorne and their bodies discarded as worthless meat.



HELDRAKE

	BS	[Armour]			HP
		F	S	R	
Heldrake	3	12	12	10	3

UNIT TYPE:

Vehicle (Flyer, Hover)

UNIT COMPOSITION:

1 Heldrake

WARGEAR:

- Daemonic possession
- Hades autocannon

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- It Will Not Die

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge may be activated. For the rest of the phase, the model may re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

Meteoric Descent: A Heldrake has the Vector Strike special rule. Furthermore, hits caused by a Heldrake's Vector Strike are resolved at Strength 7.

OPTIONS:

- The Heldrake may replace its hades autocannon with a baleflamer...free



The Heldrakes of Khorne blaze through the sky like flaming comets. Monstrous avian predators, these winged Daemon Engines swoop and bank menacingly amid the aircraft of the foe, tearing them open with swipes of their brass talons. Even as the stricken craft smash to the ground in flaming ruin, the Heldrakes soar onward. Those who fall beneath their shadow shrink back in fear, raking the sky with panicked weapons fire. Unperturbed by the frantic hail of shots, the Heldrakes swoop low over the heads of the foe with their jagged maws gaping wide, chattering cannon rounds or gouts of hellish flame vomited from their yawning mouths. As the Heldrakes wheel away once more into the smoke-wreathed skies, they leave only fiery devastation and a sulphurous reek behind them.



CHAOS LAND RAIDER

	BS	[Armour]			HP
		F	S	R	
Chaos Land Raider	4	14	14	14	4

UNIT TYPE:

Vehicle (Tank, Transport)

UNIT COMPOSITION:

1 Chaos Land Raider

WARGEAR:

- Twin-linked heavy bolter
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Assault Vehicle
- Blood for the Blood God!

TRANSPORT:

Transport Capacity: Ten models.

Fire Points: None.

Access Points: Chaos Land Raiders have one Access Point on each side and one at the front.

OPTIONS:

- May take items from the **Khorne Daemonkin Vehicle Equipment** list.



Engines bellowing, Chaos Land Raiders grind inexorably across the battlefield to spread murder and death. Armoured in inches-thick adamantium, these hulking tanks smash their way through the heaviest enemy firepower unharmed. In return, their plethora of heavy weapons allows the Land Raiders to mow down enemy infantry and blast apart armoured vehicles with equal ease, all the while bearing their Daemonkin passengers safely into the heart of the battle. Arrogant and brutish, the corrupt machine spirits of Khornate Land Raiders are malevolent things that glory in claiming blood and skulls for their god. Roaring into the enemy's midst, they run down anyone too slow to leap aside, their churning tracks turning bloody red as they crush flesh and bone into the muddy ground.



FORGEFIEND

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Forgefiend	3	3	6	12	12	10	3	2	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Forgefiend

WARGEAR:

- Two hades autocannons
- Daemonic possession

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Fleet
- It Will Not Die

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge can be activated. For the rest of the phase, the model can re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

OPTIONS:

- May replace both hades autocannons with ectoplasma cannons...*free*
- May take an additional ectoplasma cannon...*25 pts*



Thrown into stark silhouette by the blazing fires of war, the centauroid form of the Forgefiend is as unmistakable as it is terrifying. As it crunches across rubble and bone on splay-clawed limbs, the Daemon Engine braces for a moment, filthy smoke billowing from its twisted exhausts. A growing whine fills the air as intestinal ammo hoppers and molten power-forges feed ammunition to the Forgefiend's fang-muzzled guns. Then, with sudden, blinding fury, the Daemon Engine opens fire. Hails of scalding shells and white-hot ectoplasma rake the enemy battle-line, warriors screaming as they are blown apart or dissolved. Buildings shudder and come crashing down. Tanks explode in gouts of oily flame. Finally, the firestorm abates, the Forgefiend stalking on in search of new victims.



MAULERFIEND

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Maulerfiend	3	3	6	12	12	10	3	2	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Maulerfiend

WARGEAR:

- Two power fists
- Daemonic possession
- Two magma cutters

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Fleet
- It Will Not Die
- Move Through Cover

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge can be activated. For the rest of the phase, the model can re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

Siege Crawler: Maulerfiends can move up to 12" in the Movement phase and are not slowed by difficult terrain (even when charging). In addition, in close combat,

Maulerfiends add 1 to armour penetration rolls against buildings.

OPTIONS:

- May replace both magma cutters with two sets of lasher tendrils...10 pts



Loping across the battlefield with frightening speed, the Maulerfiend bears down upon its victims like a brazen nightmare. Weapons fire ricochets from its armoured hide, serving only to stoke the Daemon Engine's bestial fury. Moments later it is amongst the foe, pouncing with a savage, mechanical bellow. Torn bodies are sent cartwheeling through the air with each claw-swipe. Blood sprays as hydraulic jaws crunch down on armour, flesh and bone. Even armoured targets are easy prey, the Maulerfiend's huge talons and hissing magma-cutters allowing it to pinion such victims and cut them apart methodically. Among the Khorne Daemonkin these engines are especially prized, their ferocious savagery and capacity for carnage making them favoured tools of the Blood God's faithful.



DEFILER

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Defiler	3	3	8	12	12	10	3	3	4

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Defiler

WARGEAR:

- Battle cannon
- Reaper autocannon
- Twin-linked heavy flamer
- Two power fists
- Daemonic possession
- Searchlight
- Smoke launchers

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Fleet
- It Will Not Die

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge can be activated. For the rest of the phase, the model can re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

OPTIONS:

- May replace its twin-linked heavy flamer with one of the following:
 - Havoc launcher...5 pts
 - Power scourge...25 pts
- May replace its reaper autocannon with one of the following:
 - Power fist...free
 - Twin-linked heavy bolter...free
 - Twin-linked lascannon...20 pts
- May take extra armour...10 pts



Few sights encompass the horror of Chaos so perfectly as a rampaging Defiler. Piston-limbs crashing and clanging, the Daemon Engine lurches toward the foe with a horribly insectile gait. As its head swivels hungrily to track the foe, the Defiler's nightmarish sentience is evident in the way it hunts down its victims. The thunder of the Defiler's guns shakes the air with every salvo, shells and energy blasts reducing its targets to blasted ash. Its mechanical strength is horrible to behold, the Daemon Engine's huge

claws and lashing tendrils hefting its victims high into the air before tearing them bloodily asunder. Each Defiler is a mechanised embodiment of Khorne's wrath, and many Daemonkin warbands worship them as idols to the Blood God's glory.



SOUL GRINDER

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Soul Grinder	3	3	6	13	13	11	3	4	4

UNIT TYPE:

Vehicle (Walker)

UNIT COMPOSITION:

1 Soul Grinder

WARGEAR:

- Harvester cannon
- Iron claw

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike

Daemonic Resilience: A vehicle with this special rule ignores Crew Shaken and Crew Stunned results on a 2+ (but still loses a Hull Point).

OPTIONS:

- May take one of the following:
 - Baleful torrent...*20 pts*
 - Warp gaze...*25 pts*
 - Phlegm bombardment...*30 pts*
- May take a warpsword...*25 pts*



Horrific fusions of Daemon and war engine, Soul Grinders of Khorne rampage through the foe with howls of maddened rage. Bloody muscle and ectoplasmic flesh ripples and twists as the Soul Grinders lay about themselves with claw and blade. Daemonic maws yawn wide to vomit forth blasts of crackling energy and roaring sheets of flame. Meanwhile, the Daemons' aptly named harvester cannons chatter madly, their overwhelming firepower claiming more skulls for Khorne by the minute. Soul Grinders fight to pay off the impossible soul-debt that their mechanical bodies have cost them, yet their frantic need to kill serves Khorne also. After all, every life claimed by a Soul Grinder means another skull to lay at the foot of the Blood God's throne.



HELBRUTE

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Helbrute	4	4	6	12	12	10	4	2	3

UNIT TYPE:
Vehicle (Walker)

UNIT COMPOSITION:
1 Helbrute

WARGEAR:

- Multi-melta
- Power fist

SPECIAL RULES:

- Blood for the Blood God!

Crazed: Each time a Helbrute takes a glancing or penetrating hit but isn't destroyed, place a crazed marker by the model. At the start of each of your Movement phases, roll a D3 on the table below if the Helbrute has one or more crazed markers next to it. After rolling, remove all crazed markers from the Helbrute.

D3 / RESULT

1 Fire Frenzy: The Helbrute is Immobilised until the end of your turn. If unengaged, it fires all of its weapons twice this Shooting phase. If possible, the target must be a unit that caused one or more glancing or penetrating hits on the Helbrute in the previous turn; if not, the target must be the nearest visible enemy.

2 Rising Fury: The Helbrute immediately recovers from Crew Stunned and Crew Shaken results. It has the Rage special rule until the end of the turn.

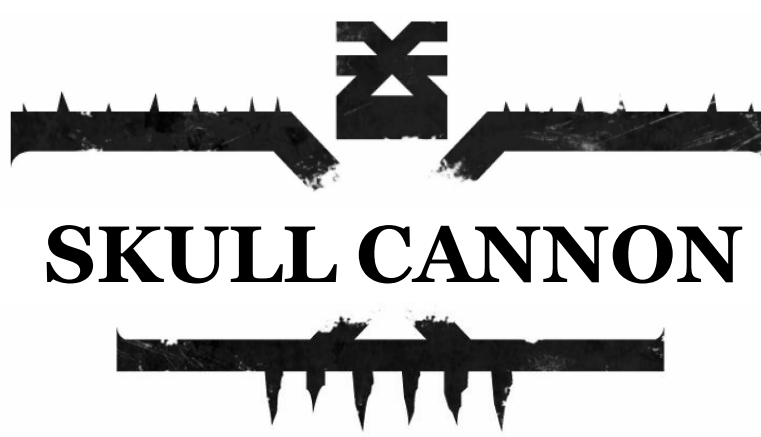
3 Blood Rage: The Helbrute immediately recovers from any Crew Stunned and Crew Shaken results. It has the Fleet and Rage special rules until the end of the turn. If, during this turn's Shooting phase, the Helbrute is not within maximum charge range of any enemy units, it must Run as far as possible towards an enemy unit. If this is not possible for any reason, it may fire its weapons as normal.

OPTIONS:

- May take items from the **Helbrute Weapons** list.



Madness hangs thick and cloying about the flesh-metal sarcophagi of the Helbrutes. Condemned to an eternity of war, the tormented pilots of these machines hurl themselves at the enemy with anguished howls. They care nothing for their own survival, lumbering heedless through the thickest firestorms with guns blazing. Their very madness makes them deadly, for a Helbrute will plough headlong into any danger in order to get to grips with the foe. Packs of Helbrutes are therefore deployed by Daemonkin as line breakers, the savage hammerblow of their assault toppling barricades and overrunning enemy positions. For their part, the Helbrute pilots care only about inflicting as much carnage as they can, exacting bloody revenge upon the galaxy for their horrible fate.



SKULL CANNON

	BS	[Armour]			HP
		F	S	R	
Skull Cannon	5	12	12	10	3

UNIT TYPE:

Vehicle (Chariot, Open-topped)

UNIT COMPOSITION:

1 Skull Cannon

WARGEAR:

- Skull cannon

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Deep Strike

Bloodletter Crew: In the Assault phase, this model makes 2 additional Strength 4 AP3 attacks resolved at Weapon Skill 5. These attacks are made at the Initiative 4 step (this can grant an extra Pile In move). On a turn in which this model charged, the Strength of these attacks is increased to 5.

Gorefeast: Whenever this model's Hammer of Wrath hits cause one or more unsaved Wounds in a single phase, roll a D6 – on a score of 4+, the Skull Cannon regains a single Hull Point lost earlier in the game.



The attack of the Skull Cannon is heralded by a volley of flaming, gibbering skulls that rain down upon their victims' position. As each macabre projectile strikes home it detonates in a wash of sulphurous flame, hurling burning bodies through the air and driving the enemy from cover. As they stumble into the open, the shell-shocked foe have just enough time to register the snarl of the Skull Cannon and the bellows of its Bloodletter crew. Then it is amongst them, maw snapping and heavy rollers crushing victims into paste. Brave foes try to fight back, hacking and blasting at the cannon's Daemon-metal hide. Others flee screaming from the monster set loose in their midst. They will all be dead soon enough, run down and butchered by the Daemon Engine and its mortal allies.



LORD OF SKULLS

	WS	BS	S	[Armour]			I	A	HP
				F	S	R			
Lord of Skulls	4	3	10	13	13	11	3	4	9

UNIT TYPE:

Vehicle (Super-heavy Walker)

UNIT COMPOSITION:

1 Lord of Skulls

WARGEAR:

- Gorestorm cannon
- Hades gatling cannon
- Great cleaver of Khorne
- Daemonic possession

SPECIAL RULES:

- Blood for the Blood God!
- Daemon of Khorne
- Fleet
- It Will Not Die
- Rage

Daemonforge: Once per game, at the start of any Shooting or Assault phase, the Daemonforge can be activated. For the rest of the phase, the model can re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

Fuelled by Rage: For every Hull Point the Lord of Skulls has lost, it gains an additional

Attack, even if that Hull Point is later regained (keep a note of Hull Points lost). Note that its Attacks characteristic cannot exceed 10.

Tracked Behemoth: A Lord of Skulls can Tank Shock or Ram using the Thunderblitz table, in the same manner as a Super-heavy vehicle, but it may not Stomp.

OPTIONS:

- May replace gorestorm cannon with one of the following:
 - Ichor cannon...10 pts
 - Daemongore cannon...65 pts
- May replace hades gatling cannon with a skullhurler...60 pts



So vast and mighty is the Lord of Skulls that its enemies seem like insects scurrying in terror before the wrath of a terrible god. The very fabric of reality shudders beneath its grinding tracks, splitting into chasms that brim with lava and skulls. When its guns speak, they echo Khorne's own mighty roar, their crash and thunder so vast that the sound alone can slay an unprepared foe. When their gigantic cleavers bite home, they

bring fortress walls crashing down, or split war engines in two amid showers of sparks and flames. Driven by the rage of the Bloodthirster trapped within, fuelled by the boiling blood of murderers, each Lord of Skulls is a terrifying blight upon the galaxy and a focus of worship for entire warbands of Khorne Daemonkin.



SLAUGHTERCULT



FORMATION:

- 1 HQ unit chosen from the following:
 - Chaos Lord
 - Daemon Prince
 - Herald
 - Blood Throne
 - Bloodthirster of Unfettered Fury
 - Skulltaker
- 2-8 units chosen from the following (in any combination):
 - Chaos Space Marines
 - Berzerkers
 - Bloodletters
- 1-4 units of Possessed
- 0-2 units of Chaos Cultists
- 0-2 units of Chaos Spawn

RESTRICTIONS:

None.

SPECIAL RULES:

Chosen of Khorne: If this Formation is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Khorne Daemonkin*.

Blood Sacrifice: If a unit of Chaos Cultists from this Formation fails a Morale test, you can choose to remove the remaining models in the unit as casualties.

Boon of Khorne: Each time you expend one or more Blood Tithe points, choose a second result from the Blood Tithe table (see the Appendix) that has a lower value than the first (but not a value of more than 4). This second result applies to all units in the Formation. These effects are in addition to the first result you chose on the Blood Tithe table, and last until the beginning of your next turn.



Chanting the praises of their bloody god, the warriors of a Slaughtercult hurl themselves into battle to claim the skulls of their foes. These are the most fervent mortal worshippers of Khorne, serving no agenda but that of the Daemons they venerate, seeking nothing but glory in the eyes of their chosen god. Khorne looks with favour upon the bloodthirsty endeavours of these fanatics, armouring them in his contempt of sorcery and imbuing them with an echo of his endless rage. In battle these warbands fight as dictated by the Scriptures of Slaughter, echoing the organisation of the Blood God's Daemon cohorts. They care nothing for their own losses, the champions of Khorne spending the lives of their underlings willingly in furtherance of their aims. However, once they reach the enemy lines, it is the foe whose blood falls like rain.



BRAZEN ONSLAUGHT



FORMATION:

- 1-4 units of Chaos Terminators
- 2-4 units of Bloodcrushers

RESTRICTIONS:

None.

SPECIAL RULES:

Khorne's Chosen Slaughterers: At the start of each Fight sub-phase, check to see if any units from this Formation are involved in a combat that contains more enemy models than friendly models (count all models locked in the combat, not just those models that are engaged). If a unit from this Formation is outnumbered, all models in that unit add 1 to their Attacks characteristic until the end of the phase.



Like a great mailed fist, the Brazen Onslaught smash into the foe. The sheer resilience of this warrior host allows them to shrug off even the most punishing enemy fire, snarling contemptuously as hails of shot ricochet from their ironclad forms. As they plough toward the enemy lines, their momentum builds, the ground shaking beneath the thunderous tread of so many mighty warriors. Daemon and mortal alike howl their devotion to Khorne, the Terminators exulting at the manifestation of their daemoniac counterparts. Blood spills, armour and flesh tear asunder, and heads topple from spurting necks as Khorne's favoured vent their fury. Enemy numbers count for nothing against these heavily armed and armoured killing machines, for the greater the odds, the greater the glory earned in the eyes of their wrathful god.



KHORNE'S BLOODSTORM



FORMATION:

- 2-4 units of Raptors
- 1-4 units of Warp Talons
 - 0-1 Heldrake

RESTRICTIONS:

None.



SPECIAL RULES:

Fury of Khorne: Units from this Formation add +1 to the Strength of any Hammer of Wrath or Vector Strike attacks they make.



The skies seethe crimson at the onset of Khorne's Bloodstorm, like blood spilled into water. Plunging from amid the ruddy clouds, this swarm of airborne killers descends upon their victims with predatory shrieks. A furnace-hot wind billows at their backs, seeming to hurl the warriors of the Bloodstorm down upon their foes all the faster, while in their wake fall squalls of bloody rain that blind and terrify in equal measure. The warriors of the Bloodstorm strike with ferocious speed, lashing through the enemy ranks like the talons of some vast daemoniac beast. The luckiest of their foes die quickly. The rest are borne aloft into the crimson skies, there to have their heads torn from their necks by screeching Daemonkin. Even as the sundered bodies rain back to the earth, Khorne's Bloodstorm surges onward in search of new victims.



GOREPACK



FORMATION:

- 2-4 units of Chaos Bikers
- 1-4 units of Flesh Hounds

RESTRICTIONS:

None.

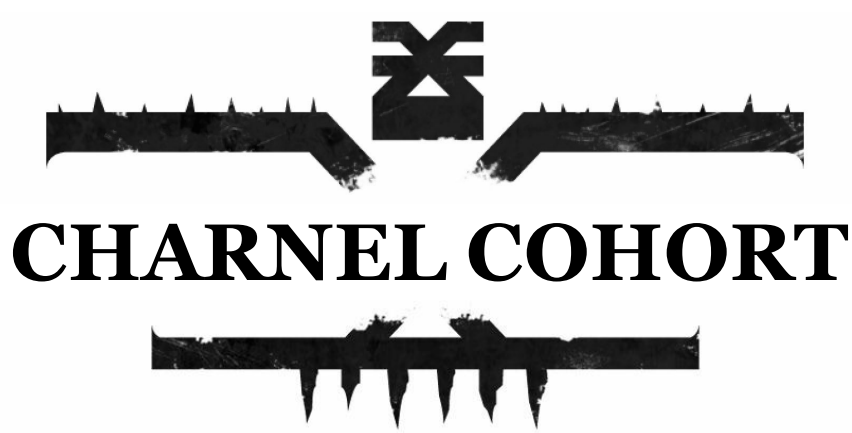
SPECIAL RULES:

- **Move Through Cover**
- **Preferred Enemy (Psykers)**

Run them to Ground!: Flesh Hound units in this Formation have the Hammer of Wrath special rule. Chaos Biker units in this Formation have the Shred special rule when resolving Hammer of Wrath attacks.



The baying of daemonic hounds and the roar of mighty engines heralds the coming of the Gorepack. Drawn to the scent of their foes' fear, these merciless huntsmen will run their quarry to ground no matter how far they may flee. Should the enemy stand and fight, the Gorepack arrows straight toward their heart, packs of loping Flesh Hounds and speeding Chaos Bikers vying to be first into the fray. Nothing can stay the charge of these Daemonkin; the energies of the Warp swirl around them, allowing them to flicker through obstructions as though they were not there. Though they will claim the skulls of any who stand in their path, the favoured prey of the Gorepack are those who disgust Khorne through their use of cowardly witchcraft. For such prey, the Gorepack will stalk the very edges of reality and beyond.



FORMATION:

- 1 HQ unit chosen from the following:
 - Daemon Prince
 - Herald
 - Blood Throne
 - Skulltaker
- 2-8 units of Bloodletters
- 1-4 units of Flesh Hounds
- 1-4 units of Bloodcrushers
 - 0-4 Skull Cannons

RESTRICTIONS:

None.

SPECIAL RULES:

- **Counter-attack**

Chosen of Khorne: If this Formation is your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in *Codex: Khorne Daemonkin*.

Lord of the Blood Host: If this Formation's HQ unit is in Deep Strike Reserve, you can choose to re-roll Reserve Rolls for that unit. Other units from this Formation arriving from Deep Strike Reserve do not scatter as long as the first model is placed within 6" of this Formation's HQ unit, even if they arrive from Deep Strike Reserve during the same turn as it.

The Blood Host Unleashed: Enemy units have a -2 penalty to their Leadership characteristic when taking Fear tests caused by units from this Formation.



Unnatural annihilators from beyond the veil, Khorne's Daemon cohorts pour into realspace to murder and destroy. Should a Daemonkin Warband achieve their ultimate aim, their ranks will be bolstered by the summoned daemons of their chosen patron, until an entire daemonic cohort stands alongside them. Ruled over by bellowing arch-fiends, and wielding the hellish weapons of Khorne's own forges, such a host of unnatural entities can devastate armies and murder worlds. As rank upon rank of blood-spattered Daemons hack their way through their desperate foes, the sky darkens with a rain of flaming skulls. Blood runs in rivers, corpses pile up in heaps, and above it all booms the cruel, booming laughter of Khorne.

APPENDIX



This section of the book details many of the rules for using a Khorne Daemonkin army in your games of Warhammer 40,000. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

ARMY SPECIAL RULES

A Khorne Daemonkin army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

BLOOD FOR THE BLOOD GOD!

As the Daemonkin shed blood they draw Khorne's burning gaze; whether the sacrifice is theirs or their foes' matters not.

A Khorne Daemonkin army generates Blood Tithe points during the course of each battle; the controlling player must keep a record of how many points his army accrues. A Blood Tithe point is generated each time one of the following events occurs during the game (this may mean that you earn multiple Blood Tithe points simultaneously):

- A unit containing at least one model with the Blood for the Blood God! special rule is completely destroyed, or destroys an enemy unit.
- A character with the Blood for the Blood God! special rule is slain, or slays an enemy character in a challenge.

The maximum number of Blood Tithe points an army can have at any one time is 8; any additional points generated are lost. The controlling player can choose to expend Blood Tithe points at the start of any of his turns. To do so, pick one reward on the Blood Tithe table opposite that has a value equal to or less than your number of Blood Tithe points. When one or more Blood Tithe points are expended, any remaining points are lost, though more points can be generated later in the game as normal.

DAEMON OF KHORNE

The savagery of these ferocious warriors can sweep aside any foe.

Daemons of Khorne have the Daemon, Furious Charge and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule resolve their Hammer of Wrath hits at Strength 7.

MARK OF KHORNE

Those who bear the Mark of Khorne know only frenzied bloodlust.

Models with the Mark of Khorne have the Rage and Counter-attack special rules.

SKULLS FOR THE SKULL THRONE!

Khorne respects only the strong and boundlessly murderous.

A model with the Skulls for the Skull Throne! special rule must always issue and accept a challenge whenever possible. If you have several models with this special rule in a combat, you can select which model issues or accepts the challenge.

LEVELS OF ALLIANCE

Models with the Khorne Daemonkin Faction have the following levels of alliance with other units from different Factions in the same army:

Battle Brothers: Chaos Daemons, Chaos Space Marines.

Allies of Convenience: Necrons, Orks.

Desperate Allies: Dark Eldar, Tau Empire.

Come the Apocalypse: Armies of the Imperium, Eldar, Harlequins, Tyranids.



WARLORD TRAITS

When generating Warlord traits for a Warlord with the Khorne Daemonkin Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules* or roll on the table below.

WARLORD TRAITS TABLE

D6 / WARLORD TRAIT

1 Icon of War: *This Warlord leads from the very front, his warriors borne along in his bloody wake.*

Your Warlord and all friendly units with the Blood for the Blood God! special rule within 12" of him re-roll failed charge rolls.

2 Disciple of Khorne: *This Warlord's howls of fury are infectious, whipping his men into a frenzy.*

Your Warlord has the Zealot special rule.

3 Arch-slaughterer: *This Warlord is a whirlwind of carnage, hacking and hewing with every stroke.*

Add 1 to your Warlord's Attacks characteristic.

4 Favoured of Khorne: *So brutal is this Warlord that the Blood God favours him above all others – for now.*

Your Warlord generates one additional Blood Tithe point each time he slays an enemy character in a challenge.

5 Butcher King: *This Warlord has a butcher's mastery of anatomy, knowing just where to strike.*

Your Warlord has the Preferred Enemy special rule.

6 Destined for Glory: *Khorne has long observed this Warlord's bloody deeds, and will reward him accordingly when the time is right*

When resolving the Dark Apotheosis or Fury Unbound results on the Blood Tithe table (see below), your Warlord will automatically pass the Leadership test if chosen as the character.

BLOOD TITHE TABLE

POINTS EXPENDED / REWARD

1 Infernal Contempt: *The Blood God's hatred of witchcraft is legendary, his fury anathema to those who rely upon the power of the Warp to slay their foes.*

All friendly units with the Blood for the Blood God! special rule have the Adamantium Will special rule until the start of your next turn.

2 Insatiable Bloodlust: *Fuelled by the spilling of so much blood, an irresistible urge to perform ever greater acts of violence washes across Khorne's servants.*

All friendly units with the Blood for the Blood God! special rule have the Furious Charge and Rage special rules until the start of your next turn.

3 Unstoppable Ferocity: *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.*

All friendly units with the Blood for the Blood God! special rule have the Feel No Pain special rule until the start of your next turn.

4 Apocalyptic Fury: *As the bloodshed increases, Khorne's minions are filled with a measure of their master's wrath.*

All friendly units with the Blood for the Blood God! special rule add 1 to their Attacks characteristic until the start of your next turn.

5 Daemontide: *Drawn forth from the Warp by the carnage, a warband of Khorne's Daemons tears through the veil and into the mortal plane, eager to spill blood.*

A unit consisting of either 8 Bloodletters or 5 Flesh Hounds (controlling player's choice) is summoned (see below) within 12" of any friendly unit with the Blood for the Blood

God! special rule.

6 Harbingers of Blood and Brass: *Brazen horns echo across the field, their warped howl heralding a thunderous charge as Khorne's daemoniac cavalry crash through the veil to join the slaughter.*

A unit consisting of either 3 Bloodcrushers or a Skull Cannon (controlling player's choice) is summoned (see below) within 12" of any friendly unit with the Blood for the Blood God! special rule.

7 Dark Apotheosis: *Khorne is greatly pleased by the destruction wrought in his name, and rewards one of his favoured champions with immortality.*

Choose one friendly character with the Blood for the Blood God! special rule who does not have the Daemon of Khorne special rule on the board. That character must immediately take a Leadership test. If the test is failed, a Chaos Spawn is summoned (see below) within 6" of that character. If the test is passed, a Daemon Prince equipped with Warp-forged armour (and Daemoniac Flight if the model being used to represent it has wings) is summoned within 6" of that character. In either case, the chosen character is removed as a casualty. If the chosen character was your Warlord, your opponent does not earn the Slay the Warlord Secondary Objective until the newly summoned model is removed as a casualty. Furthermore, the Daemon Prince will retain any Warlord Trait and Artefacts of Slaughter your Warlord had (ignoring the usual restrictions on these items).

8 Fury Unbound: *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.*

Choose one friendly character with the Blood for the Blood God! special rule who does not have the Daemon of Khorne special rule on the board. That character must immediately take a Leadership test. If the test is failed, that model is immediately removed as a casualty. If the test is passed, a Bloodthirster of Unfettered Fury is summoned (see below) within 6" of that character, and then the chosen character is removed as a casualty. If the chosen character was your Warlord and passed its Leadership test, your opponent does not earn the Slay the Warlord Secondary Objective until the newly summoned model is removed as a casualty. Furthermore, the Bloodthirster will retain any Warlord Trait your Warlord had.

Designer's Note: *When a rule indicates that a unit is summoned, a new unit under your control immediately arrives via Deep Strike within range of the specified unit(s) on the board. If the unit's Army List Entry has the option to take a banner of blood, an instrument of Chaos and/or the option to upgrade one model to a character, you may take any of these options for free provided you have the appropriate model available. Unless stated otherwise, a summoned unit cannot take any further upgrades or options. If you do not have enough models to place the entire unit on the board, place as many as you can – any excess are considered destroyed.*



TOOLS OF BUTCHERY



This section of *Codex: Khorne Daemonkin* lists the weapons and equipment used by the Daemonkin, along with the rules for using them in your games of Warhammer 40,000. Equipment carried by named characters is detailed in the appropriate entry in the datasheets, while weapons and equipment used by all the other types of units are detailed here.

RANGED WEAPONS



Profiles for the following ranged weapons can be found in the Profiles section.

- Autocannon
- Autogun
- Autopistol
- Battle cannon
- Boltgun
- Bolt pistol
- Combi-weapons
- Flamer
- Heavy bolter
- Heavy flamer
- Heavy stubber
- Lascannon
- Meltagun
- Missile launcher
- Multi-melta
- Plasma cannon
- Plasma gun
- Plasma pistol
- Shotgun

BALEFLAMER

Baleflamers channel the roiling flames that burn within a Daemon Engine's heart. Anything caught in such a sheet of daemoniac fire is consumed instantly, burned down to the last embers of their soul.

Range	S	AP	Type
Template	6	3	Heavy 1, Soul Blaze, Torrent

BALEFUL TORRENT

The Soul Grinder's yawning maw belches forth a tide of living fire.

Range	S	AP	Type
Template	6	4	Assault 1, Torrent

BLOODFLAIL

Brandished by the mighty Bloodthirsters of the third host, bloodflails strike with the wrath of Khorne himself. Each link of the bloodflail's long chain is forged from the armour of a mortal champion who has been hunted and slain by its infernal wielder.

Range	S	AP	Type
12"	7	2	Assault D3
-	User	2	Melee, Specialist Weapon

COMBI-BOLTER

These bulky weapons are essentially two boltguns fused together for increased weight of fire. Though they generate enough recoil to break an unaugmented human's arms, combi-bolters nonetheless lay down a hammering storm of fire.

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

DAEMONGORE CANNON

This horrific weapon lives up to its name, spewing a mighty jet of the Lord of Skulls' boiling ichor. Those engulfed by the vile tide stand little chance of survival, for armour, flesh and bone alike are reduced to molten slurry in seconds by its furnace heat.

Range	S	AP	Type
Hellstorm	9	3	Primary Weapon 1, Gets Hot, Instant Death

ECTOPLASMA CANNON

Ectoplasma cannons draw their ammunition straight from the raw stuff of the Warp. Each retching blast hurls a great gout of superheated soulstuff into the enemies' midst, drowning them in screaming, tortured souls that incinerate mortal forms.

Range	S	AP	Type
24"	8	2	Heavy 1, Blast, Gets Hot

GORESTORM CANNON

The gorestorm cannon is a simple but horribly effective weapon that sprays a high-pressure torrent of boiling blood across a wide area. Those not dissolved amid the horrific flood are drowned, or else cooked alive inside their armour.

Range	S	AP	Type
Hellstorm	8	3	Primary Weapon 1

HADES AUTOCANNON

A horror of heretical engineering, the Hades autocannon was developed by Warpsmiths to be mounted on their heavier Daemon Engines. Fed brass-and-brimstone bullets from multiple hoppers, the Hades' six barrels rotate with a scream like the souls of the damned. The rate of fire this weapon is overwhelming – lesser foes are simply cut to pieces, while even the mightiest targets are driven to their knees and riddled with bloody, gaping holes.

Range	S	AP	Type
36"	8	4	Heavy 4, Pinning

HADES GATLING CANNON

If the Hades autocannon generates a rain of fire, the vastly enlarged Hades gatling cannon summons forth a hurricane. Firing several hundred rune-graven rounds per second, this weapon churns everything in its sights to unrecognisable pulp.

Range	S	AP	Type
48"	8	3	Heavy 12, Pinning

HARVESTER CANNON

Smoking bullet-casings fall to the ground like so many skulls offered to Khorne as the harvester cannon's barrels thunder. The weapon spits sawing lines of fire that mow down infantry or shred aircraft with equal ease.

	Range	S	AP	Type
Solid shells	48"	7	4	Heavy 3
Flakk shells	48"	7	4	Heavy 3, Skyfire

HELLFIRE

The wrathful Bloodthirsters of Khorne’s third host can breath fiery gouts of daemonic flame over their foes.

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

	Range	S	AP	Type
	Template	5	4	Assault 1, Soul Blaze

ICHOR CANNON

The ichor cannon fires huge brass shells that combine a sizeable explosive charge with a bubbling reservoir of daemonic gore. Those not blown apart by the cannon’s blast or torn to pieces by red-hot shrapnel are scorched and drowned under a wave of foul ichor.

	Range	S	AP	Type
	48"	7	2	Primary Weapon 1, Large Blast

LASH OF KHORNE

Great coiling whips possessed of a cruel sentience, each lash of Khorne is a potent weapon that can cut an armoured man in two with a single, lightning-fast strike.

	Range	S	AP	Type
	12"	6	2	Assault 1

REAPER AUTOCANNON

The archaic reaper autocannon is a cumbersome but deadly weapon. It is mostly used by Chaos Terminators, its twin barrels and sizeable magazine allowing them to lay down a punishing hail of shots. Coupled with the Terminators’ unnaturally augmented senses, this ensures that few who fall beneath their crosshairs survive for long.

Range	S	AP	Type
36"	7	4	Heavy 2, Twin-linked

PHLEGM BOMBARDMENT

Certain Soul Grinders of Khorne can spit great wads of molten brass and acidic saliva – a bombardment as thoroughly noxious as it is utterly lethal.

Range	S	AP	Type
36"	8	3	Ordnance 1, Large Blast

SKULL CANNON

The Skull Cannon devours the skulls of fallen foes, storing them deep in its throbbing guts before belching them forth in great flaming bombardments. Wherever the skulls strike home they detonate in violent bursts of flame, driving into the open those who cower in cover and forcing them to fight as warriors should.

Range	S	AP	Type
36"	8	5	Heavy 1, Dreadskulls, Ignores Cover, Large Blast

Dreadskulls: Place a marker next to each unit that takes one or more hits from this weapon. Any friendly unit with the Khorne Daemonkin Faction that charges a unit so marked does not suffer the Initiative penalty when charging through difficult terrain. Remove any Dreadskulls markers at the end of the Assault phase.

SKULLHURLER

When roused to wrath, mighty Khorne has been known to rise from his throne to hurl giant bronze skulls, screaming brazen projectiles that crash down amongst his enemies and slaughter them en masse. The skullhurler emulates this gesture of godly rage, vomiting a cascade of shrieking, chattering skulls across the foe’s ranks. This horrific ordnance falls amid the enemy like macabre hail, fanged jaws gnashing and chewing frantically. Armour is gnawed away to mangled scrap, flesh and bone mulched and mashed amid screams of agony and horror. Soon, all that remains of the once-numerous foe is a charnel field of bloody offal in which still-chewing skulls writhe like fat white maggots.

Range	S	AP	Type
60"	9	3	Primary Weapon 1, Apocalyptic Blast, Gnaw

Gnaw: Successful saving throws against this weapon must be re-rolled.

WARP GAZE

Channelling all its rage and hatred into a single, searing beam, a Soul Grinder can blast the accumulated energies forth from its eyes. Anything struck is blasted to ash in an instant – even the mightiest armoured war engines crumple into scorched ruin before the Soul Grinder’s wrathful gaze.

Range	S	AP	Type
24"	10	1	Heavy 1



MELEE WEAPONS

Profiles for the following Melee weapons can be found in the Profiles section.

- Chainfist
- Close combat weapon
- Lightning claw
- Power fist
- Power weapons
- Thunder hammer

BLADES OF THE BLOOD GOD

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

	Range	S	AP	Type
Axe of Khorne	-	User	2	Melee, Decapitating Blow, Specialist Weapon
Great axe of Khorne	-	D	2	Melee, Colossal
Hellblade	-	User	3	Melee

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

Decapitating Blow: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.

BLOODFLAIL

Brandished by the mighty Bloodthirsters of the third host, bloodflails strike with the wrath of Khorne himself. Each link of the bloodflail’s long chain is forged from the armour of a mortal champion who has been hunted and slain by its infernal wielder.

Range	S	AP	Type
12"	7	2	Assault D3
-	User	2	Melee, Specialist Weapon

CHAINAXE

A brutal variant of the chainsword, a chainaxe’s head whirs with razor-like teeth that chew through armour and flesh.

Range	S	AP	Type
-	User	4	Melee

GREAT CLEAVER OF KHORNE

Each of these vast, brazen blades weighs as much as a battle tank. Swung with psychotic fury by a Lord of Skulls, a great cleaver can shear the leg from a Titan with a single blow.

Range	S	AP	Type
-	D	1	Melee

IRON CLAW

Many Soul Grinders possess huge, piston-powered claws, which are more than capable of crushing the life out of the hardest of victims.

Range	S	AP	Type
-	x2	2	Melee, Specialist Weapon, Unwieldy

POWER SCOURGE

Essentially a nest of flailing metal claws sheathed in crackling energy, these horrible weapons can cut an armoured man to pieces in seconds and are almost impossible to block or avoid.

Range	S	AP	Type
-	8	2	Melee, Flail

Flail: If one or more enemy models are in base contact with a model with a Flail weapon at the beginning of the Fight sub-phase, roll a D3 and subtract the result from the Weapon Skill of those models (to a minimum of 1) for the duration of that phase.

WARPSWORD

Fashioned from the Soul Grinder’s raw fury at its captivity and swung with all of the Daemon’s massive strength, the warpsword is a terrifying weapon indeed.

Range	S	AP	Type
-	User	3	Melee, Master-crafted, Specialist Weapon



Hellblade



Chainaxe



Boltgun

SPECIAL ISSUE WARGEAR

Rules for the following items can be found in the Profiles section.

- Frag grenades
- Krak grenades
- Melta bombs

CHAOS BIKE

Snarling beasts of brass and steel, Chaos bikes speed their riders into the thick of battle, their guns roaring hate at the foe.

Models with a Chaos bike change their unit type to Bike, as described in *Warhammer 40,000: The Rules*. A Chaos bike is fitted with a single twin-linked boltgun.

INSTRUMENT OF CHAOS

These Warp-spawned instruments produce a horrific cacophony that summons allies from beyond the veil.

When a unit with an instrument of Chaos in Deep Strike Reserve successfully passes its Reserve Roll, you can also choose another unit. This unit must be:

- entirely composed of models with the Daemon special rule
- still in Deep Strike Reserve
- yet to make a Reserve Roll this turn

The chosen unit automatically arrives from Reserve (no roll is made).

JUMP PACK

As though borne on wings of daemoniac flame, a jump pack allows its wearer to soar across the battlefield in great bounding leaps. Hurtling over whatever obstacles bar their path, the jump pack's wearer plunges into combat with the fury of a warlike god.

Models equipped with jump packs have the Jump unit type, as described in the *Warhammer 40,000: The Rules*.

SIGIL OF CORRUPTION

Khorne's greatest champions bear twisted sigils upon their armour, icons of jagged brass and bone whose aura of power encircles and protects them.

A sigil of corruption confers a 4+ invulnerable save.



ICONS OF KHORNE

BANNER OF BLOOD

Blood wells constantly from within this brass standard, pattering down upon the Daemons below and driving them mad with the desperate need to kill. Its metal finial burns like a beacon in the Warp, luring the Daemons of Khorne like hounds to a fresh kill.

When determining assault results, add one to your total if there are one or more friendly units with a banner of blood locked in that combat.

In addition, once per game, the unit bearing a banner of blood can charge D6+6" instead of the usual distance. Declare you are using the banner before the charge distance is rolled.

Furthermore, if the first model from a friendly unit arriving by Deep Strike is placed within 6" of at least one model with a banner of blood, the following rules apply:

- If the unit attempting to Deep Strike is entirely composed of models with the Daemon of Khorne special rule then it does not scatter.
- If the unit attempting to Deep Strike is entirely composed of models with a different daemonic alignment (i.e. they have the Daemon of Tzeentch, Daemon of Nurgle or Daemon of Slaanesh special rule) then they scatter D6", rather than the usual amount.
- If the unit attempting to Deep Strike is not entirely composed of models with the Daemon special rule, the banner of blood has no additional effect.

ICON OF WRATH

The red-hot curses of the Blood God resound in the minds of those in the shadow of this icon, compelling them to hurl themselves into the fray like savage animals.

When determining assault results, add one to your total if there are one or more friendly units with an icon of wrath locked in that combat.

In addition, all models with the Mark of Khorne in a unit equipped with an icon of wrath have the Furious Charge special rule. Furthermore, when determining its charge range, a unit with this icon may re-roll the result.



GIFTS OF KHORNE

AURA OF DARK GLORY

The Blood God cloaks his most favoured champions in baleful energies, protecting them from harm in battle.

An aura of dark glory confers a 5+ invulnerable save.

COLLAR OF KHORNE

The dread sigils inscribed upon these weighty brass collars provide the Daemonkin with the Blood God's own protection against psykers and their otherworldly powers.

A unit containing one or more models with a Collar of Khorne has a +2 bonus to all Deny the Witch rolls.

COMBAT FAMILIAR

Khorne's favoured champions may be gifted with some strange and diabolical servant to fight at their side, be it a sentient, hovering blade, a snarling Warp-hound, or a vicious Lesser Daemon.

A model with a combat familiar makes two additional Strength 4 AP- Melee Attacks. The combat familiar is always assumed to be on the same base as its master. If you wish to represent it separately you can. However, the model itself plays no part in the game; if the model gets in the way, move it to one side.

DAEMONIC FLIGHT

The Blood God has granted this Daemon Prince the gift of a vast pair of bat-like wings in the image of his mighty Bloodthirsters.

A Daemon Prince with daemonic flight has the Flying Monstrous Creature (Character) unit type (see *Warhammer 40,000: The Rules*).

ICHOR BLOOD

It is not blood that runs through this champion's veins, but searing ichor, molten brass or some such vile and deadly substance likely channelled straight from the Blood God's unholy realm.

Any unit that causes one or more unsaved Wounds on a model with ichor blood during the Fight sub-phase immediately takes a Strength 3 AP4 hit per Wound caused.

JUGGERNAUT OF KHORNE

Some champions of Khorne, having proved their worth beyond all measure, will be

gifted a hulking Daemon steed to bear them to battle and trample their foes beneath its crushing hooves.

The model receives +1 Toughness, +1 Wound, +1 Attack and its unit type becomes Cavalry (see *Warhammer 40,000: The Rules*).



ARMOUR

IMPROVISED ARMOUR

Daubed in bloody Khornate symbols, the scavenged armour worn by Daemonkin Cultists provides little in the way of real protection. Still, this mess of leather, furs and hotchpotch flak plate will occasionally keep a Cultist alive long enough to reach combat, and afford him his chance to catch the Blood God's eye.

Improvised armour confers a 6+ Armour Save.

POWER ARMOUR

Splattered with the blood of the foe, the tainted power armour of the Daemonkin bonds to them like a twisted second skin.

Power armour confers a 3+ Armour Save.

TERMINATOR ARMOUR

Servo-assisted Terminator armour grants the resilience of a walking tank – and quite frequently the weaponry to match.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

WARP-FORGED ARMOUR

Clad in daemoniac armour laden with unholy runes, the Daemon's hide is all but immune to the blows of mortals.

Warp-forged armour confers a 3+ armour save.



LOCI OF KHORNE

Heralds of Khorne can act as focus points for the Blood God's immeasurable power, and inspire Khorne's mortal followers and Daemons alike to greater acts of bloodshed.

There are three tiers of locus, rising from weakest to strongest: lesser, greater and exalted. If a unit contains two or more loci, only the strongest takes effect – the rules for the others are ignored whilst there is a stronger locus in the unit. If the model with the strongest locus is slain, the next strongest immediately comes into effect.

Lesser Locus of Abjuration: The model has the Adamantium Will special rule.

Greater Locus of Fury: The model, and all models in the unit, have the Rage special rule.

Exalted Locus of Wrath: The model, and all models in the unit, have the Hatred special rule.

KHORNE DAEMONKIN VEHICLE EQUIPMENT

Rules for the following items can be found in *Warhammer 40,000: The Rules*.

- Combi-weapons
- Dozer blade
- Extra armour
- Searchlight
- Smoke launchers

COMBI-BOLTER

These bulky weapons are essentially two boltguns fused together for increased weight of fire. Though they generate enough recoil to break an unaugmented human's arms, combi-bolters nonetheless lay down a hammering storm of fire.

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

DAEMONIC POSSESSION

Instead of mortal crew, this vehicle is animated by the malefic sentience of a Daemon, once a member of the Daemonkin warband's chosen legion.

The vehicle’s Ballistic Skill is reduced to 3. It ignores the effects of Crew Shaken and Crew Stunned results on a roll of a 2+. Embarked units are still affected by these results.

Roll a D6 each time a unit embarks on a vehicle with the daemonic possession upgrade (including rolling at the start of your first turn if a unit begins the game embarked upon such a vehicle). On a roll of a 1, the Daemon devours a randomly chosen model in the unit – remove that model as a casualty with no saves of any kind allowed. The vehicle then recovers one Hull Point lost earlier in the battle.

HAVOC LAUNCHER

Havoc launchers fire swarms of high explosive missiles, their rune-scrawled warheads seething with the unstable energies of the Warp.

Range	S	AP	Type
48"	5	5	Heavy 1, Blast, Twin-linked

LASHER TENDRILS

These long metallic tendrils whip and writhe around some Maulerfiends, snaking out to bind the foe in their crushing grip.

Each set of lasher tendrils reduces the Attacks characteristics of every model (friend and foe) in base contact with the bearer by 1 (to a minimum of 1) whilst they remain in base contact. The effects of multiple sets are cumulative.

For example, if a model is in base contact with two Maulerfiends, each of which has two sets of lasher tendrils, he has 4 fewer Attacks.

MAGMA CUTTERS

These industrial cutting tools are designed to scythe apart the metallic skin of even the heaviest armoured vehicle.

If a Maulerfiend hits with at least one Attack in the Fight sub-phase, it may make an additional Attack with one of its magma cutters against one of the models it hit. If it hit with all of its Attacks, it instead makes two additional Attacks with its magma cutters against one of the models it hit. These Attacks hit automatically and are resolved at Initiative 1 with the following profile:

Range	S	AP	Type
-	8	1	Armourbane





ARTEFACTS OF SLAUGHTER

Artefacts of Slaughter are Warp-tainted objects of terrifying power, bestowed upon Khorne's mightiest champions by the will of the Blood God himself. Only one of each of the following artefacts may be chosen per army.

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 glutted upon its bloody feast, Goredrinker's mere touch is death.

Range	S	AP	Type
-	+1	2	Melee, Blood Feast, Unwieldy

Blood Feast: Keep a count of all unsaved Wounds caused by the bearer's Melee attacks. At the start of each of your turns, consult the table below to see what effects Goredrinker will have on its bearer. These effects are cumulative.

Wounds	Effect
0	No effect.
1-2	Add 1 to the bearer's Strength characteristic.
3-4	The bearer gains the Rampage special rule.
5-7	Double the bearer's Strength characteristic.
8+	The bearer's Melee attacks gain the Instant Death special rule.

THE BLOOD-FORGED ARMOUR

Legend tells 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.

The Blood-forged Armour confers a 3+ armour save and the Eternal Warrior and Feel No Pain special rules.

THE BRAZEN RUNE

Khorne's hatred of witchery made manifest, the Brazen Rune is a burning brand that sears itself into the very skull of its bearer. Though agonising, the rune wards off the

psychic machinations of the foe, preserving its bearer from pernicious spellcraft. Furthermore, the bearer can expend the rune's power, sending its energies roaring forth like a hurricane to shatter sorcerous incantations and burn out the minds of enemy psykers.

The bearer of the Brazen Rune has the Adamantium Will special rule. Furthermore, once per game at the start of your opponent's Psychic phase, you can declare that the bearer is unleashing the power bound within the Brazen Rune. For the rest of the phase, any enemy Psyker unit within 24" of the bearer that attempts to manifest a psychic power and rolls any double will suffer Perils of the Warp. At the end of the phase in which the Brazen Rune's power was unleashed, the bearer loses the Adamantium Will special rule.

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.

Range	S	AP	Type
-	User	3	Melee, Deluge of Gore

Deluge of Gore: At the end of any Assault phase in which the bearer inflicted one or more casualties, the controlling player generates one Blood Tithe point in addition to any others he generated during that Assault phase.

THE SKULL-HELM OF KHORNE

This ancient helm was carved from the skull of an unknown entity in an age long since forgotten. It is emblazoned with the rune of Khorne, and imbues its wearer with a shadow of Khorne's own terrible aspect.

The bearer of the Skull-helm of Khorne has the Fear special rule. In addition, every time the bearer of the Skull-helm rolls a 6 To Hit in close combat he can immediately make another Attack at the same Initiative Step. However, these bonus Attacks cannot confer additional Attacks.

KOR'LATH, THE AXE OF RUIN

The essence of a mighty Bloodthirster rages within every axe of Khorne, the entities bound forcibly within the blades by leering daemoniac smiths. Of all of these imprisoned demigods it is Kor'lath of the Unfettered Fury, caged within the Axe of Ruin, who rails most violently against his imprisonment. Should this berserk entity ever break free, he will vent his murderous anger upon those unfortunates caught nearby, before plunging back into the Warp to seek revenge on those who caged him.

Range	S	AP	Type
-	User	2	Melee, Caged Fury, Decapitating Blow, Specialist Weapon

Caged Fury: If the bearer of the Axe of Ruin is reduced to 0 Wounds or is otherwise removed as a casualty, a Bloodthirster of Unfettered Fury is summoned (see the Blood Tithe table in the Appendix) within 6” of that character before he is removed as a casualty. At the end of each of the controlling player’s remaining turns, the Bloodthirster automatically loses D3 Wounds. Invulnerable saves are allowed against these Wounds as normal; other saves are not.

Decapitating Blow: Any To Wound rolls of 6 made with this weapon have the Instant Death special rule.



TACTICAL OBJECTIVES



Codex: Khorne Daemonkin describes six Tactical Objectives to use in your games that are exclusive to Daemonkin players and help to reflect their uncompromisingly violent and bloodthirsty method of war.

If your Warlord has the Khorne Daemonkin Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) described in *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Khorne Daemonkin player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), generate the corresponding Khorne Daemonkin Tactical Objective instead, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated normally.

D66 Result

- 11 Khorne Cares Not
- 12 Altar of Gore
- 13 Blood and Skulls for Khorne
- 14 Unfettered Butchery
- 15 Murder-call
- 16 The Blood God's Scorn

11 KHORNE CARES NOT

TYPE: KHORNE DAEMONKIN

Friend or foe, crazed follower or craven unbeliever, the Lord of Rage cares only that they bleed.

Score 1 Victory Point at the end of your turn if at least one unit (friend or foe) was completely destroyed during your turn. If 3-5 units (friend or foe) were completely destroyed, score D3 Victory Points instead. If 6 or more units (friend or foe) were completely destroyed, score D3+3 Victory Points instead.

12 ALTAR OF GORE

TYPE: KHORNE DAEMONKIN

Lesser forces might look to seize strategic locations; true warriors seek only to daub them in blood and bury them in the corpses of the unworthy.

Score 1 Victory Point at the end of your turn if at least one enemy unit that was

controlling an Objective Marker at the start of your turn was completely destroyed. If, additionally, one of your units is controlling that Objective Marker at the end of your turn, score D3 Victory Points instead.

13 BLOOD AND SKULLS FOR KHORNE

TYPE: KHORNE DAEMONKIN

Only the skulls of the greatest champions are worthy of a place beneath Khorne's mighty throne.

Score 1 Victory Point at the end of your turn if at least one enemy character was killed in a challenge during your turn. If at least one enemy with the Independent Character special rule was killed in a challenge during your turn, score D3 Victory Points instead.

14 UNFETTERED BUTCHERY

TYPE: KHORNE DAEMONKIN

To spill the blood of the enemy whilst roaring in rage is to sing the praise of Khorne.

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during the Assault phase of your turn.

15 MURDER CALL

TYPE: KHORNE DAEMONKIN

The veil between reality and the Immaterium is sundered by the death screams of Khorne's foes.

Score 1 Victory Point at the end of your turn if, during your turn, at least one unit with the Daemon of Khorne special rule arrived from Deep Strike Reserve or was summoned as a result of the Blood for the Blood God! special rule.

16 THE BLOOD GOD'S SCORN

TYPE: KHORNE DAEMONKIN

Cowards and those who dabble with Warp-magic are the most contemptible foes, deserving of only an agonising death.

Score 1 Victory Point at the end of your turn if at least one enemy unit that was Falling Back at the beginning of your turn or one enemy unit with either the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

**DESIGNER'S NOTE - TACTICAL OBJECTIVES
CARD DECK**

If you own a deck of Khorne Daemonkin Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.

PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Bloodthirster of Insensate Rage	10	10	6	6	5	9	6	9	3+	FMC (ch)
Bloodthirster of Unfettered Fury	10	10	6	6	5	9	6	9	3+	FMC (ch)
Chaos Lord	6	5	4	4	3	5	3	10	3+	In (ch)
Daemon Prince	9	5	6	5	4	8	5	9	-	MC (ch)
Herald	7	7	5	4	2	6	3	8	6+	In (ch)
Skulltaker	9	9	5	4	2	9	4	8	3+	In (ch)
Wrath of Khorne Bloodthirster	10	10	6	6	5	9	6	9	3+	FMC (ch)

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Aspiring Champion	4	4	4	4	1	4	2	9	3+	In (ch)
Berzerker	5	4	4	4	1	4	1	8	3+	In
Berzerker Champion	5	4	4	4	1	4	2	9	3+	In (ch)
Bloodletter	5	5	4	3	1	4	1	7	6+	In
Bloodreaper	5	5	4	3	1	4	2	7	6+	In (ch)
Chaos Cultist	3	3	3	3	1	3	1	7	6+	In
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	In
Cultist Champion	3	3	3	3	1	3	2	8	6+	In (ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Bloodcrusher	5	5	5	4	3	4	3	7	6+	Cv
Bloodhunter	5	5	5	4	3	4	4	7	6+	Cv (ch)
Chaos Terminator	4	4	4	4	1	4	2	9	2+	In
Possessed	4	4	5	4	1	4	2	9	3+	In
Possessed Champion	4	4	5	4	1	4	2	9	3+	In (ch)
Terminator Champion	4	4	4	4	1	4	2	9	2+	In (ch)

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bk
Chaos Biker Champion	4	4	4	5	1	4	2	9	3+	Bk (ch)
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Be
Flesh Hound	5	0	4	4	2	4	2	7	6+	Be
Raptor	4	4	4	4	1	4	1	8	3+	In, J
Raptor Champion	4	4	4	4	1	4	2	9	3+	In, J (ch)
Warp Talon	4	4	4	4	1	4	1	8	3+	In, J
Warp Talon Champion	4	4	4	4	1	4	2	9	3+	In, J (ch)

VEHICLES

	WS	BS	S	⌈ F	Armour S	⌋ R	I	A	HP	Unit Type
Blood Throne	-	0	-	12	12	10	-	-	3	Ct, O (ch)
Chaos Land Raider	-	4	-	14	14	14	-	-	4	Tk, T
Chaos Rhino	-	4	-	11	11	10	-	-	3	Tk, T
Defiler	3	3	8	12	12	10	3	3	4	W
Forgefiend	3	3	6	12	12	10	3	2	3	W
Helbrute	4	4	6	12	12	10	4	2	3	W
Heldrake	-	3	-	12	12	10	-	-	3	Fl, H
Lord of Skulls	4	3	10	13	13	11	3	4	9	ShW
Maulerfiend	3	3	6	12	12	10	3	2	3	W
Skull Cannon	-	5	-	12	12	10	-	-	3	Ct, O
Soul Grinder	3	3	6	13	13	11	3	4	4	W

UNIT TYPES

Beasts = Be, *Bike* = Bk, *Cavalry* = Cv, *Chariot* = Ct, *Flyer* = Fl, *Flying Monstrous Creature* = FMC, *Hover* = H, *Infantry* = In, *Jump unit* = J, *Monstrous Creature* = MC, *Open-topped* = O, *Super-heavy Walker* = ShW, *Tank* = Tk, *Transport* = T, *Walker* = W, *Character* = (ch)

RANGED WEAPONS

Weapon	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2
Autogun	24"	3	-	Rapid Fire
Autopistol	12"	3	-	Pistol
Baleflamer	Template	6	3	Heavy 1, Soul Blaze, Torrent
Baleful torrent	Template	6	4	Assault 1, Torrent
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Bloodflail	12"	7	2	Assault D3
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Daemongore cannon	Hellstorm	9	3	Primary Weapon 1, Gets Hot, Instant Death
Ectoplasma cannon	24"	8	2	Heavy 1, Blast, Gets Hot
Flamer	Template	4	5	Assault 1
Frag grenade	8"	3	-	Assault 1, Blast
Gorestorm cannon	Hellstorm	8	3	Primary Weapon 1
Hades autocannon	36"	8	4	Heavy 4, Pinning
Hades gatling cannon	48"	8	3	Heavy 12, Pinning
Harvester cannon				
- Solid shells	48"	7	4	Heavy 3
- Flakk shells	48"	7	4	Heavy 3, Skyfire
Havoc launcher	48"	5	5	Heavy 1, Blast, Twin-linked
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Hellfire	Template	5	4	Assault 1, Soul Blaze
Ichor cannon	48"	7	2	Primary Weapon 1, Large Blast
Krak grenade	8"	6	4	Assault 1
Lascannon	48"	9	2	Heavy 1
Lash of Khorne	12"	6	2	Assault 1
Meltagun	12"	8	1	Assault 1, Melta

RANGED WEAPONS

Weapon	Range	S	AP	Type
Missile Launcher				
- Frag missile	48"	4	6	Heavy 1, Blast
- Krak missile	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Phlegm bombardment	36"	8	3	Ordnance 1, Large Blast
Shotgun	12"	3	-	Assault 2
Skull cannon	36"	8	5	Heavy 1, Dreadskulls, Ignores Cover, Large Blast
Skullhurler	60"	9	3	Primary Weapon 1, Apocalyptic Blast, Gnaw
Warp gaze	24"	10	1	Heavy 1

Weapon	MELEE WEAPONS			
	Range	S	AP	Type
Axe of Khorne	-	User	2	Melee, Decapitating Blow, Specialist Weapon
Chainaxe	-	User	4	Melee
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Close combat weapon	-	User	-	Melee
Great axe of Khorne	-	D	2	Melee, Colossal
Hellblade	-	User	3	Melee
Bloodflail	-	User	2	Melee, Specialist Weapon
Great cleaver of Khorne	-	D	1	Melee
Iron claw	-	x2	2	Melee, Specialist Weapon, Unwieldy
Krak grenade	-	6	4	-
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Melta bomb	-	8	1	Armourbane, Unwieldy
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Power lance	-	+1/User	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power scourge	-	8	2	Melee, Flail
Power sword	-	User	3	Melee
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy
Warpsword	-	User	3	Melee, Master-crafted, Specialist Weapon



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