



WOEHAMMER ARMIES

BLADES OF KHORNE

Khorne Special Rules

Daemons

Daemons are tied to the power of their warlord, great mortal champions whose dark power helps bridge the gap to the realm of chaos. If the army warlord is killed or otherwise removed from play units with this roll may no longer lose pins by any means, as they begin to suffer from daemonic instability when their Lord's power is defeated. The warlord can in some instances himself be daemonic also.

Daemonic units are not affected by the Dread and Terror rules, and can be broken but not routed. Daemonic units are also not affected by choking or venomous rules.

Collars of Khorne

Units that have collars of Khorne gain a dispel attempt as if they were spell casters, and furthermore the unit does not suffer a pin if the dispel is failed, however this dispel is limited to 24" range. This dispel is attempted by the unit as a whole, rather than each model having a dispel attempt of their own.

Hordes of Chaos

Khorne armies may include units taken from the Marauders and Beastmen lists by giving them the mark of Khorne; note that wizard units may never have the mark of Khorne.

Khorne Magic Items

Khorne despises magic, but permits magical arms, armour, and totems that will aid his champions in shedding blood or stymieing the magical efforts of weak sorcerers.

Hero units may take magical items as listed below, or magical items of the Destruction lore. No one hero can take more than one magical item at a time.

Magic Weapons

Hellfire Axe - *This axe burns with a terrible black fire* - All hits from this sword count as fire damage, inflicting a further pin. In addition, any natural 8s to hit cause an additional 1D3 hits, even if the attack would otherwise have missed - 15 points

Blood Sprayer - *This thirsty blade seeks constantly the gore and viscera of its God's enemies*- If this axe makes any successful hits that are not saved it inflicts an additional hit to units that would bleed... undead, daemonic, mechanical, or otherwise non-organic enemies do not count. - 12 points

Magic Armour

Dark Armour - *This armour melds with it's wearer, like a second, Iron hard skin* - This armour counts as heavy armour but does not carry the heavily laden rule (note that any bodyguards who may be wearing heavy armour would still count as heavily laden) - 12 points

Helm of Eternal Hunger - *This helm is fashioned into the visage of a snarling hound, and is cursed with a malevolent will of its own* - The bearer of this helm always follows on in combat, regardless of whether they wish to, including in combats in which they were defeated but the opponent does not wish to follow on, the blood lust of the helm drives the defeated Champion back into combat none the less, also granting a further + 1 Str, winning or losing. This also applies to any bodyguards the champion may have as they follow their leader, but they do not receive the additional +1 Str for the helm - 10 points

Magic Standards

Standards can be taken by certain heroes or mounted to chariots

Blood Eagle Banner - *Captives of the followers of the Blood God rarely survive for very long, and truly worthy opponents are honoured by being mounted as a Blood Eagle* - All enemy units within 12" and LOS of this banner are subject to the Dread rule - 15 points

Magic Items

Collar of Khorne - *This heavy brass collar robs spell casters of their power*- per Wearers of this collar gain a dispel ability as if they were a spell caster, and furthermore do not suffer a pin if any dispel attempt fails, however this dispel is limited to 24" range - 15 points

Khorne Army List

Army Composition

When choosing a Khorne army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%
Monstrosities / Chariots 25%
Artillery 25%
Elite Troops 25%
Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an armies may take a spell caster per 1,000 points.

Note that the Khorne list is heavy with HQ and Elite choices, this is because the bulk of chaos armies are made up of mortal followers which can be picked from the marauders or Beasts of Chaos list and given the appropriate mark to form the bulk of troop choices.

HQ Units

Daemon Prince of Khorne, 99 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Daemon Prince with large sword	5	5	7	6	8	9	Tough 2, Command, Follow, Wound, 3 x HTH, Dread, Large, Ferocious Charge, Daemonic

Upgrade to Wound 2 @ 12 points. Can be given wings adding the Fly rule @ 40 points. Give unit Giant Weapon @ 2 points adding heavily laden rule

Chaos Lord of Khorne, 108 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour	5	5	6	5(8)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Heavily Laden
2x Bodyguards, with swords, heavy armour	4	5	5	5(8)	6	7	Heavily Laden

Upgrade to Wound 2 @ 18 points. Give unit Large Weapons @ free

Mounted Chaos Lord, 137 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour, riding warhorse	5	5	6	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 8
2 x Chaos Knight bodyguards with swords, heavy armour, riding warhorses	4	5	5	6(9)	6	7	Fast 8
Warhorse			5				1 x HtH SV1

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit large weapons @ free, lances @ 1 point per model. Add up to 2 Bodyguards @ 27 points each

Chaos Lord mounted on Juggernaut of Khorne, 135 points
Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Chaos Lord with sword, heavy armour, riding juggernaut	5	5	6	6(9)	8	8	Tough, Command, Follow, Wound, 3 x HTH, Fast 6, Ferocious Charge, Juggernaut 1 x HtH SV3,
2 x Chaos Knight bodyguards with swords, heavy armour, riding juggernauts	4	5	5	6(9)	6	7	Fast 6, Ferocious Charge, Juggernaut 1 x HtH SV3,

Upgrade to Tough 2 @ 10 points, to wound 2 @ 18 points. Give unit large weapons @ free, lances @ 1 point per model. Add up to 2 Bodyguards @ 27 points each

Note. The warband may include only one Warlord Unit

0 - 1 Herald of Khorne, 91 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald with sword, light armour	5	5	7	6(7)	7	9	Tough 2, Wound 2, Daemonic, Vengeful

0 - 1 Herald of Khorne mounted on Juggernaut, 104 points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Herald with sword, light armour, riding juggernaut	5	5	7	7(8)	7	9	Tough 2, Wound 2, Daemonic, Vengeful, Fast 6, Ferocious Charge, Juggernaut 1 x HtH SV 3

0 - 1 Champion of Khorne, 87 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Khorne Champion with axe, heavy armour	5	5	6	6(9)	9	9	Tough 2, Hero, Wound, 3 x HtH, Heavily Laden

Give Challenge Rule @ 10 points. Upgrade to Wound 2 at @ 18 points. Give unit large weapon @ free

0 - 1 Champion of Khorne riding Juggernaut, 98 Points
Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Khorne Champion with axe, heavy armour, riding juggernaut	5	5	6	7(10)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 6, Ferocious Charge, juggernaut 1 x HtH SV3

Give Challenge Rule @ 10 points. Upgrade to Wound 2 @ 20 points. Give unit large weapon @ free, lance
 @ 1 point

0 - 1 Slaughterpriest, 97 Points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Slaughterpriest with large axe	5	5	6	6	9	9	Tough 2, Hero, Wound, 3 x HtH, Divine Intervention, Collar of Khorne

Give Challenge Rule @ 10 points. Upgrade to Wound 2 at @ 12 points

Elite Units

0 - 1 Units of Knights of Khorne mounted on Juggernauts, 95 Points Mounted Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Knight Leader with sword, heavy armour, riding juggernaut	4	5	5	6(9)	6	8	Tough, Fast 6, Ferocious Charge, Juggernaut 1 x HtH SV3
2 x Knights with swords, heavy armour, riding juggernauts	4	5	5	6(9)	6	7	Fast 6, Ferocious Charge, Juggernaut 1 x HtH SV3

Give unit large weapons @ free, Lances @ 1 point. Add up to 2 Knights @ 27 points each

0 - 1 Units of Chosen Chaos Warriors of Khorne, 152 Points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Leader with axe, heavy armour	4	5	5	5(8)	7	8	Tough, Heavily Laden, Crazy Psychotic, 2 x HtH
4x Warriors with axe, heavy armour	4	5	5	5(8)	7	7	Heavily Laden, Crazy Psychotic, 2 x HtH

Add up to 5 Chaos Warriors @ 28 points per model

0 - 1 Units of Bloodcrushers, 114 Points Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Bloodletters with swords riding juggernauts	5	5	6	7	7	9	Daemonic, Crazy Psychotic, Frenzied Charge, Vengeful, Fast 6, juggernaut 1 x HtH SV 3

Add up to 3 Bloodcrushers @ 38 points

Troops Units

Bloodletters, 135 Points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Bloodletters with sword	5	5	6	6	7	9	Daemonic, Crazy Psychotic, Frenzied Charge, Vengeful

Add up to 5 Bloodletters @ 27 points each

Fleshhounds, 124 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Fleshhound	5	-	7	6	6	8	2 x HtH SV2, Daemonic, Rapid Sprint, Vengeful, Crazy Psychotic, Frenzied Charge, Collar of Khorne

Add up to 3 Fleshhounds @ 38 points each.

Monstrosity Units

Blood Thirster, 489 points
Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Blood Thirster with Improbably Vast Axe	5	5	8	13	7	9	Large, MoD 3, Command, Follow, 5 x HTH, Dread, Terror, Irresistible Charge, Flies, Vengeful