

KHORNE DAEMONKIN

6 Stratagems · 4 Enhancements

 2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Disciple of Khorne 15 pts

The bearer has the Deep Strike ability, and it has the BLOOD LEGIONS Faction keyword instead of the WORLD EATERS Faction keyword.

Icon of War 25 pts

While a friendly Blood Legions unit is within 6" of the bearer, that unit has the Blessings of Khorne ability. If the Might of Khorne ability is active for your army, then while a friendly Blood Legions unit is within 6" of the bearer, you can re-roll Battle-shock tests taken for that unit.

Blood-forged Armour 20 pts

The bearer has a Save characteristic of 2+. If the bearer is destroyed, you gain 1 Blood Tithe point.

Blade of Endless Bloodshed 30 pts

Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. Each time the bearer's unit destroys an enemy unit with a melee attack, do not roll to gain a Blood Tithe point, you automatically gain 1 Blood Tithe point instead.

DETACHMENT RULE

Each time a Blood Legions or World Eaters unit from your army destroys an enemy unit, roll one D6; on a 3+, you gain 1 Blood Tithe point (BTP). At the start of the Command phase, you can spend 1 or more of your BTP to activate one of the following abilities until the end of the battle.

Enraged Abjuration [2BTP]

Blood Legions and World Eaters models from your army have the Feel No Pain 5+ ability against Psychic Attacks and mortal wounds.

Daemonic Rage [3BTP]

Melee weapons equipped by Blood Legions units from your army have the [Lance] ability.

Boon of Blood [4BTP]

Blood Legions units from your army have a 4+ invulnerable save.

Might of Khorne [5BTP]

Blood Legions units from your army gain the Blessings of Khorne ability.

STRATAGEMS (6/6)

1 CP

KHORNE DAEMONKIN – STRATEGIC PLOY
STRATAGEM

COMMAND

DAEMONIDE

When: Your Command phase.

Target: One World Eaters unit from your army.

Effect: Select one friendly Blood Legions unit within 6" of your unit. One destroyed Mounted model, up to D3 destroyed Beast models, or up to D6 destroyed Infantry models are returned to that BLOOD LEGIONS unit with their full wounds remaining.

Restriction: This Stratagem cannot be used to return destroyed Character models to Attached units.

1 CP

KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM

SHOOTING

BLESSING OF BURNING BLOOD

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Blood Legions unit from your army that is within 6" of a friendly World Eaters unit that was selected as the target as one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your WORLD EATERS unit have a 5+ invulnerable save. If the Boon of Blood ability is active for your army, then until the end of the phase, models in your WORLD EATERS unit have a 4+ invulnerable save.

1 CP KHORNE DAEMONKIN – EPIC DEED STRATAGEM **FIGHT**

A WORTHY SKULL

When: Fight phase, just after a Blood Legions or World Eaters unit from your army has fought, and one or more enemy CHARACTER or MONSTER models were destroyed as a result of those attacks.

Target: That BLOOD LEGIONS or WORLD EATERS unit.

Effect: You gain D3BTP and you can then spend one or more BTP you have to activate one of the Blood Tithe abilities.

1 CP KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM **FIGHT**

DAEMONIC FURY

When: Start of your Fight phase.

Target: One Blood Legions unit from your army.

Effect: Select one friendly World Eaters unit within 6" of your unit. Until the end of the turn, melee weapons equipped by models in your WORLD EATERS unit have the [LANCE] ability. If the Daemonic Rage ability is active for your army, then until the end of the phase those melee weapons also have the [TWIN-LINKED] ability.

1 CP KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM **FIGHT**

MURDER-CALL

When: End of your opponent's Fight phase.

Target: One Blood Legions unit from your army that is on the battlefield and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM **ANY**

SUMMONED BY SLAUGHTER

When: Any phase, when the last model in a unit is destroyed, before removing it from play. (If that unit is a Transport, any units embarked within that TRANSPORT model must disembark first.)

Target: One Bloodletters unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield wholly within 9" of that destroyed model and more than 6" horizontally away from all enemy units, then remove the destroyed model from play.

Restriction: You cannot use this Stratagem more than once per battle round.