








⚠ 1850 Pts - Khorne Daemonkin - Horton Doughton 5th NovaOpen 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (19 ⚔, 765 pts)												
Bloodthirster of Insensate Rage	1		10	10	6	6	5	9	6	9	3+/5(i)	275
(C: KD, pg. 78); Furious Charge; Flying Monstrous Creature (Character); Warp-Forged Armour; Great Axe of Khorne; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fear; Fearless; Hammer of Wrath; Hatred (Daemons of Slaanesh); Jink; Move Through Cover; Rage; Relentless; Skulls for the Skull Throne!; Smash; Vector Strike; Warlord												
Bloodletters	8		5	5	4	3	1	4	1	7	6+/5(i)	80
(C: KD, pg. 83); Furious Charge; Infantry ; Hellblade; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Hatred (Daemons of Slaanesh)												
Bloodletters	8		5	5	4	3	1	4	1	7	6+/5(i)	80
(C: KD, pg. 83); Furious Charge; Infantry ; Hellblade; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Hatred (Daemons of Slaanesh)												
Soul Grinder	1	Grp:	WS: 3	BS: 3	St: 6	In: 3/1	At: 4	FA: 13	SA: 13	RA: 11		165
HP: 4 Save: -/5(i) (C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Phlegm Bombardment; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
Soul Grinder	1	Grp:	WS: 3	BS: 3	St: 6	In: 3/1	At: 4	FA: 13	SA: 13	RA: 11		165
HP: 4 Save: -/5(i) (C: KD, pg. 99); Furious Charge; Vehicle (Walker); Harvester Cannon; Iron Claw; Phlegm Bombardment; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Daemonic Resilience; Deep Strike; Hammer of Wrath; Hatred (Daemons of Slaanesh)												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Gorepack (31 ⁺, 546 pts)												
Gorepack	1	Auxilia 										546
(C:KD, pg. 106); Chaos Bikers; Chaos Bikers; Flesh Hounds; Flesh Hounds; Flesh Hounds; Flesh Hounds; Fury of Khorne; Move Through Cover; Preferred Enemy (Psykers)												
Chaos Bikers	2		4	4	4	5	1	4	1/2	8	3+	[81]
(C: KD, pg. 90); Bikes ; Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol (x2); Close Combat Weapon (x2); Twin-Linked Boltgun (x2); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Very Bulky												
Biker Champion	1		4	4	4	5	1	4	2/3	9	3+	[37]
Bikes (Character); Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol; Close Combat Weapon; Melta Bombs; Twin-Linked Boltgun (x1); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Skulls for the Skull Throne!; Very Bulky												
Chaos Bikers	2		4	4	4	5	1	4	1/2	8	3+	[81]
(C: KD, pg. 90); Bikes ; Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol (x2); Close Combat Weapon (x2); Twin-Linked Boltgun (x2); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Very Bulky												
Biker Champion	1		4	4	4	5	1	4	2/3	9	3+	[37]
Bikes (Character); Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol; Close Combat Weapon; Melta Bombs; Twin-Linked Boltgun (x1); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Skulls for the Skull Throne!; Very Bulky												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Gorepack (31 ⁺, 546 pts)												
Gorepack	1	Auxilia										546
(C:KD, pg. 106); Chaos Bikers; Chaos Bikers; Flesh Hounds; Flesh Hounds; Flesh Hounds; Flesh Hounds; Fury of Khorne; Move Through Cover; Preferred Enemy (Psykers)												
Chaos Bikers	2		4	4	4	5	1	4	1/2	8	3+	[81]
(C: KD, pg. 90); Bikes ; Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol (x2); Close Combat Weapon (x2); Twin-Linked Boltgun (x2); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Very Bulky												
Biker Champion	1		4	4	4	5	1	4	2/3	9	3+	[37]
Bikes (Character); Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol; Close Combat Weapon; Melta Bombs; Twin-Linked Boltgun (x1); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Skulls for the Skull Throne!; Very Bulky												
Chaos Bikers	2		4	4	4	5	1	4	1/2	8	3+	[81]
(C: KD, pg. 90); Bikes ; Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol (x2); Close Combat Weapon (x2); Twin-Linked Boltgun (x2); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Very Bulky												
Biker Champion	1		4	4	4	5	1	4	2/3	9	3+	[37]
Bikes (Character); Frag Grenades; Krak Grenades; Chaos Bike; Power Armour; Bolt Pistol; Close Combat Weapon; Melta Bombs; Twin-Linked Boltgun (x1); Blood for the Blood God!; Counter-attack; Hammer of Wrath; Jink; Mark of Khorne; Rage; Relentless; Skulls for the Skull Throne!; Very Bulky												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Flesh Hounds	6		5	-	4	4	2	4	2	7	6+/5(i)	[96]
(C: KD, pg. 91); Furious Charge; Beasts ; Collar of Khorne; Fear; Blood for the Blood God!; Daemon; Daemon of Khorne; Deep Strike; Fearless; Fleet; Hatred (Daemons of Slaanesh); Scout												
Total Cost:												1857

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Blood for the Blood God!	Blessing of the Blood God (see C:KD, pg. 110).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Daemon	Daemon (see WH40k, pg. 163).
Daemon of Khorne	Daemons of Khorne have the Daemon, Furious Charge, and Hatred (Daemons of Slaanesh) special rules. Chariots with this rule remove their Hammer of Wrath hits at Strength 7. (See C:KD, pg. 110).
Daemonic Resilience	A vehicle with this special rule ignores Crew Shaken and Crew Stunned results on a roll of a 2+ (but still loses a Hull Point). (See C:KD, pg. 99).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Furious Charge	Furious Charge (see WH40k, pg. 164).
Fury of Khorne	Units from this Formation add +1 to the strength of any Hammer of Wrath or Vector Strike attacks they make (see C:KD, pg. 105).

Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hatred (Daemons of Slaanesh)	Hatred (see WH40k, pg. 165).
Jink	Jink (see WH40k, pg. 167).
Mark of Khorne	Models with the Mark of Khorne have the Rage and Counter-attack special rules (see C:KD, pg. 110).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Rage	Rage (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Scout	Scout (see WH40k, pg. 171).
Skulls for the Skull Throne!	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. (See C:KD, pg. 110).
Smash	Smash (see WH40k, pg. 171).
Vector Strike	Vector Strike (see WH40k, pg. 43).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Beasts	See WH40K rulebook, pgs. 44-49.
Bikes	See WH40K rulebook, pgs. 44-49.
Bikes (Character)	See WH40K rulebook, pgs. 44-49.
Flying Monstrous Creature (Character)	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Vehicle (Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Chaos Bike	Chaos Bike (see C:CSM, pg. 66).
Close Combat Weapon	S User; AP - ; Melee.
Collar of Khorne	A unit containing one or more models with a Collar of Khorne has a 2+ bonus to all Deny the Witch rolls (see C: KD, pg. 116).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Great Axe of Khorne	S D; AP 2; Melee, Colossal.
Harvester Cannon	Solid Shells: 48" Range; S 7; AP 4; Heavy 3. Flakk Shells: 48" Range; S 7; AP 4; Heavy 3, Skyfire.
Hellblade	S User; AP 3; Melee.
Iron Claw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Phlegm Bombardment	36" Range; S 8; AP 3; Ordnance 1, Large Blast.
Power Armour	Confers a 3+ Armour Save.
Warp-Forged Armour	Warp-forged armour confers a 3+ armour save (see C:KD, pg. 116).
Weapons	
Twin-Linked Boltgun	24" Range; S4; AP5; Rapid Fire, Linked