

Khorne Incursion v3.0

By u/icefire789 & u/red5711

“From the wastes, far beyond the horizon come evil men. Evil men accompanied by even greater evil. They bathe in blood and adorn their flesh with scars and brass. Woe to all who see their ungodly carnage firsthand.”

– From the journal of Mezzanar, historian

WARBAND SPECIAL RULES

Mark of Khorne

This warrior *hates* Wizards and has a 5+ Ward save against the effects of hostile spells (*but not prayers*).

Unstable

When this warrior would *flee*, he instead takes one Strength 3 hit with no saves of any kind allowed. If this takes him *out of action*, enemies *will* get experience and promotion rolls as normal.

Frenzied

This warrior is immune to *fear* and *panic* and cannot leave close combat voluntarily.

Khorne's Chosen

This warrior may choose any one skill from the Daemonkin skills list when hired.

Daemonic Inspiration

This warrior may reroll ‘to hit’ rolls of 1 with close combat attacks against an enemy that is also engaged in close combat with a friendly Daemon hero.

Brass Collar (Flesh Pup)

Enemy Wizards within 3” of this model *cannot* generate Power Dice.

Blood Tithe (Blood Cultist)

When this warrior is taken *out of action*, you gain 1 Power Dice that can be used by any Blood Priest during the battle.

Bizarre and Unholy (Possessed)

Enemy warriors within 3” of this warrior have a -1 Leadership penalty (*this effect is cumulative*).

Skulls for the Skull Throne!

Warriors with the rule receive the following:

- **Hero:** During the post-game sequence of a battle, if this warrior was not taken *out of action* this battle, he receives +1 XP for each enemy hero he took *out of action*.
- **Henchman:** This warrior may reroll any The Lad's Got Talent! rolls.

Blood Sacrifice (Blood Priest)

When this warrior attempts a prayercasting roll, you *may* have another friendly non-daemon warrior within 3” suffer one automatic Strength 4 hit with no saves of any kind allowed. If you do, this warrior receives a +2 bonus to that prayercasting roll (*choose before you roll*).

DAEMONKIN SKILLS

Blades of Bone

Throwing axes wielded by this warrior have +3" range (*but still suffer 'to hit' penalties against targets further than 12" as normal*). Additionally, results of 'Deathblow' on the critical hit chart for this warrior's throwing axe attacks deals 2 wounds (*instead of 1 wound*).

Hateful Fury

This warrior's close combat attacks critically hit on a natural 5 or 6 (*instead of the normal 6*). But any results of 'Deathblow' on the critical hit chart for this warrior's close combat attacks deal 1 wound (*instead of 2 wounds*).

Bloodpainted

Whenever this warrior suffers an unsaved wound, he gets +1 Attack and +1 Initiative until the beginning of your next turn.

Decapitator

Results of 'Deathblow' on the critical hit chart for attacks made by this warrior ignore all ward and regeneration saves.

Chaos Blessed

This warrior may acquire two mutations from the Mutation skill list.

Butcher

Warrior must have 21 experience or more to choose this skill. This warrior suffers no -1 'to hit' for fighting with two weapons and can cause critical hits while fighting with two weapons.

Sorcerer's Bane

Enemy Wizard receive a -2 penalty to their spellcasting rolls as long as they are within 3" of one or more warriors with this rule (*this effect is not cumulative*).

Blood Drinker

Bloodreaper and Deathbringer only. Whenever this warrior takes an enemy warrior *out of action*, roll a D6. On a 5+, this warrior recovers one wound lost earlier in the battle. No more than one wound can be recovered this way per battle.



Artist: Conor Burke

WARBAND SPECIAL EQUIPMENT

Hellblade – 20gc

Great Sword: Counts as a great sword for all purposes but is a separate proficiency from normal great swords.

Strength Bonus: +2 Strength in all rounds of combat.

Initiative Penalty: -1 Initiative to strike order in all rounds of combat.

Deathblow: Critical hits with this weapon automatically result in the 'Deathblow' result on the critical hit table.

Two-handed

Axe of Khorne – 10gc

Axe: Counts as an axe for all purposes and can be wielded by anyone proficient with axes.

Strength Bonus: +1 Strength during the first round of combat.

Jagged and Bloody: During the first round of combat, wielder may reroll one failed 'to wound' roll made with this weapon.

Armor Piercing (1)

Blood-Runed Armor – 30gc

Heavy Armor: Counts as heavy armor for all purposes and can be worn by anyone proficient with heavy armor.

Armor Save: 4+

Initiative Penalty: -1 Initiative. This penalty still applies even if the armor has been completely sundered.

Anti-Magic Runes: All hostile spells (*not prayers*) that hit this warrior (*including templates and other targeting means*) are resolved at -1 Strength against the wearer.

Brass Idol – 10gc

Special Equipment: The first time an enemy Wizard successfully casts a spell that targets this warrior (*not including templates and other targeting means*), cancel that effects of that spell. One use only.

Totem of Skulls – 15gc

Special Equipment: This warrior cannot *hide*. All friendly warriors within 6" of one or more warriors with this item get +1 Leadership. No effect if this warrior is *fleeing*. Requires line of sight. (*This effect is not cumulative.*)



Artist: Antonio J. Manzanedo

KHORNE INCURSION SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Daemonkin
Bloodreaper	V			V	V	V
Bloodletter	V			V	V	V
Deathbringer	V		(+10gc)	V		V
Blood Priest	(+10gc)	(+10gc)	V		V	(+10gc)
Aspirant	V	(+10gc)		V	V	(+10gc)

KHORNE INCURSION EQUIPMENT LIST

<p>Bloodreaper and Bloodletters</p> <p>Close Combat Great Axe Great Sword Hellblade</p> <p>Shooting None</p> <p>Armor None</p>	<p>Deathbringer</p> <p>Close Combat Hand Weapon Great Weapon Flail Hellblade</p> <p>Shooting Light Crossbow Throwing Axes</p> <p>Armor Light Armor Heavy Armor Shield</p>	<p>Blood Priest</p> <p>Close Combat Hand Weapon Great Weapon Flail</p> <p>Shooting Sling Throwing Axes</p> <p>Armor None</p>
<p>Khorne Aspirant, Skulltaker, Possessed</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Throwing Axes</p> <p>Armor Light Armor Heavy Armor Shield</p>	<p>Blood Cultist</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Light Crossbow Throwing Axes</p> <p>Armor Light Armor Net</p>	<p>Berzerker</p> <p>Close Combat Great Weapon Halberd Flail</p> <p>Shooting None</p> <p>Armor Light Armor Heavy Armor</p>

HEROES

0-1 Bloodreaper

60gc to hire
Starting Experience: 24
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	3	3	4	1	8

SPECIAL RULES

Leader (6"), Cause Fear, Scaly Skin (6+), Mark of Khorne, Khorne's Chosen, Skulls for the Skull Throne!, Unstable

0-2 Bloodletter

50gc to hire
Starting Experience: 18
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	3	3	3	1	7

SPECIAL RULES

Cause Fear, Scaly Skin (6+), Mark of Khorne, Unstable

0-1 Deathbringer

45gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	7

SPECIAL RULES

Mark of Khorne, Khorne's Chosen, Skulls for the Skull Throne!, Daemonic Inspiration

0-1 Blood Priest

30gc to hire
Starting Experience: 6
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	3	2	1	7

SPECIAL RULES

Priest (Rituals to Khorne, Blood Rituals): Starts with 1 prayer, Mark of Khorne, Blood Sacrifice

0-2 Khorne Aspirant

25gc to hire
Starting Experience: 4
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	6

SPECIAL RULES

Mark of Khorne, Daemonic Inspiration

HENCHMEN

0+ Blood Cultist

20gc to hire
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	5

SPECIAL RULES

Blood Tithe, No Promotion

0-2 Skultaker

45gc to hire
Starting Experience: 18
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	3	3	3	1	7

SPECIAL RULES

Mark of Khorne, Khorne's Chosen, Skulls for the Skull Throne!, Daemonic Inspiration

0-3 Berzerker

40gc to hire
Starting Experience: 14
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	-	3	3	3	3	1	7

SPECIAL RULES

Mark of Khorne, Frenzied, Daemonic Inspiration, Cannot Capture Scenario Objectives

0-2 Possessed

45gc to hire
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	3	4	1	7

SPECIAL RULES

Cause Fear, Mark of Khorne, Frenzied, Bizarre and Unholy, Fight Unarmed, Cannot Capture Scenario Objectives, No Promotion

0-3 Flesh Pup

35gc to hire
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	3	3	3	1	6

SPECIAL RULES

Cause Fear, Brass Collar, Unstable, Animals (*Cannot Climb; Cannot hide; Flees 3D6"*); *Cannot use Leader's Ld; Fight Unarmed; Cannot Capture Scenario Objectives; No Promotion*)

Available Hired Swords:

Ogre Bodyguard, Pit Fighter, Slaughterpriest

Rituals to Khorne

Signature: Magical Abhorrence D5+

The priest channels Khorne's hatred of magic to expunge vile magical energies from a nearby warrior.

Range: 18"; may target friendly or enemy warriors

Effect: Removes one 'Remains in Play' spell (*not prayer*) from the target. If a 'Remains in Play' spell was removed this way, the target takes one automatic Strength 3 hit with armor saves as normal.

1 Deliverance of Skulls D8+

Khorne demands skulls and the priest ensures the warrior pays his dues to the Blood God.

Range: 6" or caster

Effect: Each time the target takes an enemy warrior *out of action*, your warband gets one Claimed Skull. During the Exploration phase of the Post-Game Sequence of this battle, you may spend any number of accumulated Claimed Skulls to modify any Exploration Dice rolled by +1/-1 for each Claimed Skull spent (*if you wish, you may modify a single Exploration Dice more than once, e.g. turn a '3' into a '5' by spending two Claimed Skulls*).

Remains in Play: Unlike other 'Remains in Play' spells and prayers, this prayer remains in play even if the caster is taken out of action (*but is removed as normal if the caster attempts to cast this prayer again*).

2 Hatred Incarnate D9+/D10+

The priest overwhelms the emotions of the warrior and replaces every thought with rage and hatred, causing the warrior to recklessly charge into the fray.

Range: 12"; may target friendly or enemy warriors

Effect: The target must immediately attempt a charge move against the closest warrior of the opposing warband. The target counts as charging in all respects.

Augment (D10+): The target also receives a -1 penalty to hit with all close combat attacks this turn.

3 Banish Magic D7+

Such is the power of the Blood God that the mere invocation of his name by the priest is enough to violently rip the magical energies from a Wizard in a fountain of blood.

Range: 12"; must target an enemy Wizard

Effect: Target loses D3+1 Power Dice. Target then takes one Strength X hit with no armor saves allowed, where X was the number of Power Dice removed this way (*note that the Wizard cannot lose more Power Dice than he has*).

4 The Blood Must Flow D7+/D9+

The priest commands the warrior to bring forth the flow of blood, spilling it in the name of Khorne!

Range: 6" or caster

Effect: Target gains the Hatred rule.

Augment (D9+): The target also gains +1 Strength.

Remains in Play.

5 Temporary Possession D5+/D9+

For mere moments, the warrior experiences a fraction of the power it is to be one of Khorne's blessed.

Range: 6" or caster; must target a friendly Human

Effect: Target gains +1 Weapon Skill and +1 Initiative and Causes Fear until the beginning of your next turn.

Augment (D9+): The target also gains +1 Strength and an additional +1 Initiative.

6 Fall of the Brass Skull D8+

The priest entreats Khorne to show his enemies the might of the Blood God firsthand.

Range: 8"

Effect: Target takes one Strength 5 hit with Concussive (1).