

# Khorne Incursion v.1.1

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## Warband Special Rules

### Mark of Khorne

Warrior *hates* Wizards and has a 4+ Ward save against the effects of hostile spells (*but not prayers*).

### Unstable

When a warrior with this rule 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

Warriors with this rule may *not* leave close combat voluntarily.

### Khorne's Chosen

Warriors with this rule may choose any one skill from the Khorne skill list when hired.

### Daemonic Inspiration

Warriors with this rule may re-roll to hit rolls of 1 with close combat attacks against an enemy that is also engaged in close combat with a friendly Daemon.

### Skulls for the Skull Throne!

Warriors with the rule receive the following:

- If warrior is a hero, he receives +1 XP for *each* enemy hero he took *out of action*, and was also not taken *out of action* himself.
- If warrior is a henchmen, he *hates* heroes.

### Blood Tithe

When this warrior attempts a prayercasting roll, you *may* have another friendly non-daemon warrior within 3" suffer a Strength 3 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*).

### Stubborn

This warrior may re-roll failed *fear* and *panic* tests.

## Warband Special Equipment

### Hellblade 20gc

**Great Sword:** Is affected by anything that would normally affect a great sword, 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  
Slow to Swing**

### Axe of Khorne 20gc

**Axe:** Is affected by anything that would normally affect an axe, but is a separate proficiency from normal axes.

**Armor Piercing (1)**

**Strength Bonus:** +1 Strength in the first round of combat.

**Jagged and Bloody:** Warrior may re-roll the first failed 'to wound' roll made with this weapon each turn (*yours and your opponent's*).

### Blood-Runed Armor 30gc

**Heavy Armor:** Is affected by anything that would normally affect heavy armor, and can be worn by anyone that can who can wear normal heavy armor.

**Armor Save:** 4+

**Initiative Penalty:** Wearer has -1 Initiative throughout the entire battle. Even if the warrior's armour save has completely splintered, the Initiative penalty still applies.

**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.

## Khorne Incursion Skill Table

	Combat	Shooting	Academic	Strength	Speed	Khorne
<b>Herald</b>	V		V	V	V	V
<b>Bloodletter</b>	V			V	V	V
<b>Deathbringer</b>	V			V	V	V
<b>Blood Priest</b>	V	(+10gc)	V	V		
<b>Initiate</b>	V	(+10gc)		V	V	(+10gc)

## Khorne Incursion Equipment List

<p><b>Heralds and Bloodletters</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon Hellblade</p> <p><b>Shooting</b> None</p> <p><b>Armor</b> Light Armor</p>	<p><b>Deathbringers, Initiates, and Blood Warriors</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon Morning Star Flail</p> <p><b>Shooting</b> Throwing Axes</p> <p><b>Armor</b> Light Armor Heavy Armor Shield</p>	<p><b>Bloodreavers</b></p> <p><b>Close Combat</b> Hand Weapon Spear</p> <p><b>Shooting</b> Sling Throwing Axes</p> <p><b>Armor</b> Light Armor Shield Net</p>
<p><b>Bloodguard</b></p> <p><b>Close Combat</b> Hand Weapon</p> <p><b>Shooting</b> Bow Light Crossbow Throwing Axes Javelin</p> <p><b>Armor</b> Light Armor Net</p>	<p><b>Berzerkers</b></p> <p><b>Close Combat</b> Great Weapon Flail</p> <p><b>Shooting</b> Throwing Axes</p> <p><b>Armor</b> Light Armor Heavy Armor</p>	<p><b>Blood Priest</b></p> <p><b>Close Combat</b> Hand Weapon Great Weapon</p> <p><b>Shooting</b> Throwing Axes</p> <p><b>Armor</b> Light Armor</p>

## Heroes

### 0-1 Herald of Khorne

65gc to hire  
Starting Experience: 28  
Race: Daemon

M	WS	BS	S	T	W	I	A	Ld
4	5	-	4	3	3	4	1	8

#### SPECIAL RULES

Leader (6<sup>+</sup>), 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: 24  
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+), Frenzied, Mark of Khorne, Unstable

### 0-1 Deathbringer

40gc to hire  
Starting Experience: 6  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration, Khorne's Chosen, Skulls for the Skulls Throne!, Stubborn

### 0-1 Blood Priest

30gc to hire  
Starting Experience: 8  
Race: Human

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

#### SPECIAL RULES

Priest (Rituals of Blood): Starts with 1 prayer, Blood Tithe

### 0-3 Khorne Initiate

25gc to hire  
Starting Experience: 0  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration, Skulls for the Skull Throne!

## Henchmen

### Bloodreaver

25gc to hire  
Starting Experience: 6  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration

### Bloodguard

25gc to hire  
Starting Experience: 6  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration

### 0-3 Khorne Berzerker

35gc to hire  
Starting Experience: 14  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration, Skulls for the Skull Throne!, Frenzied, Immune to Fear and Panic, Cannot Capture Scenario Objectives

### 0-2 Blood Warrior

40gc to hire  
Starting Experience: 16  
Race: Human

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

#### SPECIAL RULES

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

### 0-2 Flesh Hound

45gc to hire  
Race: Daemon

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

#### SPECIAL RULES

Cause Fear, Scaly Skin (6+), Unstable, Frenzied, Animals (*Cannot Climb; Cannot Hide; Flee 3D6*); *Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

# Rituals of Blood

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## **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 Tithes to the Skull Throne 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 Blood Tithe. During the Exploration phase of the Post-Game Sequence of this battle, you may spend any number of accumulated Blood Tithes to modify any Exploration Dice rolled by +1/-1 for each Blood Tithe 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 Blood Tithes*).

**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+/D7+**

*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 (D7+):** The target also gains +1 Strength and an additional +1 Initiative.

## **6 Blood for the Blood God! D9+**

*The priest claims that Khorne has chosen an enemy warrior to die. Glory awaits he who spills that warrior's blood.*

**Range:** 12"; must target an enemy hero

**Effect:** The warrior that takes the target *out of action* gets an additional +1 XP. If a henchman takes the target *out of action*, he may re-roll the result for his The Lad's Got Talent! roll.

**Remains in Play.**

**Version 1.1**

(Apr, 2018)

- Revamped and overhauled most of the warband.