

# **Khorne Incursion**

**an**

**Unofficial WyrdWars Warband**

**by icefire789 & red5711**

# Khorne Incursion v.1.0

## Warband Special Rules

### Hatred (Heroes)

Warriors with this rule have +1 To Hit heroes with close combat attacks in *all* rounds of combat.

### 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.

### Mark of Khorne

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

### Skulls for the Skull Throne!

At the end of the battle, this warrior gets an additional +1 XP if he took one or more enemy heroes *out of action*, and was not taken *out of action* himself.

### Stubborn

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

## Warband Special Equipment

### Hellblade 20gc

**Close Combat Weapon: 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.

**Two-handed**

**Slow to Swing**

### Armor of Khorne 30gc

**Suit of 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:** -1 Initiative

**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
Herald	V		V	V	V	V
Bloodreaper	V			V	V	V
Bloodletter	V			V	V	V
Blood Priest	V	(+10gc)	V	V		
Initiate	V	(+10gc)		V	V	(+10gc)

## Khorne Incursion Equipment List

### Herald, Bloodreaper, and Bloodletters

**Close Combat**

Hand Weapon  
Great Weapon  
Hellblade

**Shooting**

None

**Armour**

Light Armor

### Initiate, Skull Warriors, Skullreaver, Khorne Berserkers

**Close Combat**

Hand Weapon  
Great Weapon  
Morning Star  
Flail

**Shooting**

Throwing Axe

**Armour**

Light Armor  
Heavy Armor  
Shield

### Bloodguard

**Close Combat**

Hand Weapon  
Great Weapon

**Shooting**

Bow  
Crossbow  
Throwing Axe  
Javelin  
Net

**Armour**

Light Armor

### Blood Priest

**Close Combat**

Hand Weapon  
Great Weapon

**Shooting**

Sling  
Throwing Axe

**Armour**

Light Armor

## Heroes

### 0-1 Herald

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"), Cause Fear, Hatred (Heroes), Unstable, Mark of Khorne, Skulls for the Skull Throne!, Scaly Skin (6+)

### 0-1 Bloodreaper

60gc to hire  
Starting Experience: 24  
Race: Daemon

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

#### SPECIAL RULES

Cause Fear, Hatred (Heroes), Unstable, Mark of Khorne, Skulls for the Skull Throne!, Scaly Skin (6+)

### 0-2 Bloodletter

55gc to hire  
Starting Experience: 24  
Race: Daemon

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

#### SPECIAL RULES

Cause Fear, Unstable, Frenzied, Khorne's Chosen, Mark of Khorne, Scaly Skin (6+)

### 0-2 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): Start with 1 prayer

### 0-3 Initiate

20gc to hire  
Starting Experience: 2  
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

### Blood Warrior

30gc to hire  
Starting Experience: 8  
Race: Human

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

#### SPECIAL RULES

Daemonic Inspiration

### 0-3 Bloodguard

20gc 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 Berserker

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

Immune to Fear and Panic, Frenzied, Khorne's Chosen, Daemonic Inspiration, Cannot Capture Scenario Objectives

### 0-2 Skullreaver

50gc to hire  
Starting Experience: 18  
Race: Human

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

#### SPECIAL RULES

Stubborn, Frenzied, Khorne's Chosen, Daemonic Inspiration

### 0-2 Flesh Hounds

45gc to hire  
Race: Daemon

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

#### SPECIAL RULES

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

# Rituals of Blood

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## Signature: Magical Abhorrence D5+

*The priest channels Khorne's hatred of magic and violently rips the magical energies from a nearby warrior.*

**Range:** 18"; may target friendly or enemy warriors

**Effect:** Removes one 'Remains in Play' spell from the target. If a 'Remains in Play' spell was removed this way, the target takes one automatic Strength 4 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:** Every time the target takes an enemy *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+/D11+

*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 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 D6+/D8+

*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 (D8+):** The target also gains +1 Strength.

**Remains in Play.**

## 5 Temporary Possession D4+/D8+

*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.**