

# WHITE DWARF™

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WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 60

21 MARCH 2015

DROWN THE GALAXY IN BLOOD!

## CODEx: KHORNE DAEMONKIN

CHAOS SPACE MARINES AND DAEMONS FIGHT AS ONE FOR THEIR MURDEROUS MASTER!



# WHITE DWARF™

ISSUE 60  
21 March 2015



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# OPENING SALVO

Rejoice, disciples of Chaos, for this week the full brutal wonder of the new plastic Bloodthirster kit becomes available for you to wreak havoc in the Warhammer 40,000 universe.

The new Codex: Khorne Daemonkin sees the Blood God's mightiest servants leading a new faction into war – one composed of Chaos Space Marines and their war machines who have given themselves over to worship of Khorne, fighting alongside the infernal hosts of the mightiest Chaos power. And to ensure Codex: Chaos Daemons fans don't get left out of the fun, we're proud to present three new datasheets for the Bloodthirster of Unfettered Fury, the Bloodthirster of Insensate Rage and the Wrath of Khorne, with which to wreak havoc upon the denizens of the Warhammer 40,000 universe. What are you waiting for?





# KHORNE DAEMONKIN

Across the galaxy rage the Khorne Daemonkin, warbands of Chaos Space Marines and Cultists determined to bathe the stars in gore and summon the Daemons of Khorne into the material realm. They are brutal fighters who live only to slake Khorne's thirst.



While some Chaos warbands vie for power or to avenge ancient grudges, the brutal



warriors known as the Khorne Daemonkin fight only to honour their patron and unleash his daemoniac legions upon the galaxy. Daemonkin warbands consist of Chaos Space Marines, packs of Daemons and Daemon Engines, and hordes of Cultists who are all utterly devoted to their blasphemous cause – summoning the daemoniac legions of Khorne into the material universe. To gain the favour of their immortal patron, the Daemonkin wage utterly merciless and ultra-violent wars, hurling themselves upon the foe with no regard for their own safety. Should they slaughter the foe, Khorne will surely bless their cause and it is by these means that such warbands come to count Daemons amongst their number. Should they die in the effort, Khorne doesn't care. All he wants is skulls, all he craves is blood, and he cares not at all what their source is.

Codex: Khorne Daemonkin is the complete guide to these extraordinary, bloodthirsty fighters, a 120-page hardback tome that introduces their identity and organisation and the infernal legions of Khorne to whom they pledge obeisance. The background behind these blood-crazed servants of Khorne is rich and fascinating, revealing a complex martial structure within the Blood God's realm and the incredible lengths to which the Daemonkin will go to become part of it. All this is couched alongside the rules to use the Daemonkin on the battlefield, an army that grows more powerful as blood is shed, and that exults in death, even its own.





*Above: The cover!*



# KHORNE'S INFERNAL LEGIONS

To wage bloody war is to offer praise to Khorne. The Blood God cares only for slaughter and butchery, craves only violence and death. Armies assembled for battle are his only true congregation, the battlefield his only shrine. So it is that, in this bloody age, Khorne is the mightiest of the Chaos Gods, and his daemonic legions the greatest.

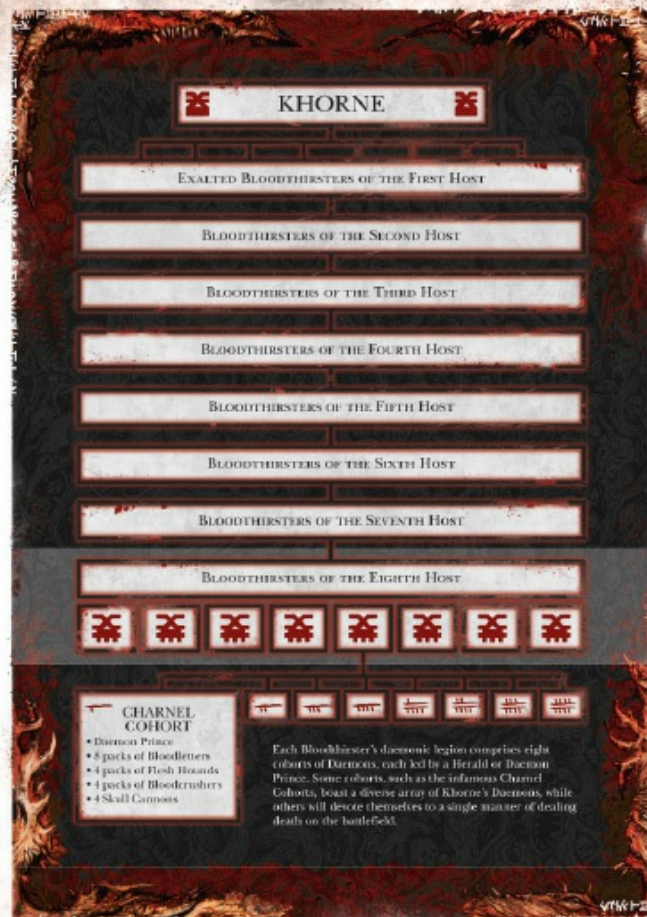
The Daemon cohorts of Khorne march to battle with their brutal blades held ready for slaughter. Hissing Bloodthirsters advance behind gore-drenched icons, each band of warriors hungry to send its rivals to the taking of lives and skulls. Prowling around the Bloodthirsters' flanks come packs of Flesh Hounds, jagged-mounted Bloodcrushers thundering at their fore. Roaring salvos of fire are spat forth by clatter-limbed Soul Grinders, rumbling batteries of Skull Cannons, and the vast, terrifying Lords of Skulls. Meanwhile, above the bruised hord of war-horns, Daemon Princes, Herald and Bloodthirsters of Khorne rear command at their frenzied cohorts.

Such a throng of blood-hungry fiends may look, to the mortal eye, like Chaos in its rawest form. Appearances can be deceiving, however, for a rigid hierarchy governs Khorne's legions. This system revolves around the eight ranks of Bloodthirsters, for it is they who rule over the legions. Directly below Khorne are his eight Bloodthirsters of the first host. These are Daemons of untold power who can crush entire armies of mortals single-handedly. Each of

these Exalted commands eight Bloodthirsters of the second host, who in turn command eight Bloodthirsters of the host below them, and so on down to the eighth rank.

It is the Bloodthirsters of Unfettered Fury who command the daemonic foot soldiers, each ruling over a legion of eight cohorts led by attendant Herald or Daemon Princes. These lower lords each order packs of eight Bloodthirsters, Flesh Hounds and other Daemons that form the bulk of Khorne's legions. Thus the Blood God's might is frighteningly vast, his servants virtually numberless.

Each cohort has a name to evoke its particular strengths. The Skullharvest and the Gorekin march to war alongside the Bloody Butchers, the Skull Rippers, the Bloodgorgers, and many more. Some cohorts field a preponderance of one kind of warrior, and have earned particularly proud or unusual names that reflect their specialisations. So it is that forces such as the Skull Cannon batteries of the Gorethunder Cohort and the massed Herals of the Bloodkings are infamous throughout Khorne's realm.



*Above: The structure of the legions of Khorne is unveiled, giving a new and terrifying insight into the foot soldiers who fight for the Blood God.*





*Above: Should the Daemonkin please their patrons in the Realm of Chaos, the floodgates of damnation will burst open and the daemonkin legions of Khorne pour forth to slake their god's dark thirst.*



**CODEX: KHORNE DAEMONKIN**

# **SKULLTAKER EDITION**

**For the servants of the Blood God there can be no compromising, and so the talented folks from the Citadel Vault have toiled ceaselessly on the Skulltaker Edition of Codex: Khorne Daemonkin – the ultimate collector’s item for the discerning Chaos worshipper.**



The Skulltaker Edition of Codex: Khorne Daemonkin is designed with the most passionate servants of the Blood God in mind. It is presented in a magnetically sealed case and contains two separate volumes – Codex: Khorne Daemonkin and a folio that houses a complete set of 36 Tactical Objective cards (including the six objectives exclusive to the new Codex), six brass-effect objective markers and 15 small, brass-effect skulls, which are perfect for tracking wounds on your models, recording the rising Blood Tithe or any other such nefarious purpose.



The finish on this collection is exquisite, with case, Codex and folio all decorated in dark, moody artwork with a soft-touch finish and spot UV detailing. The outer case in particular has an utterly stunning rendition of the new Codex cover, which looks particularly sinister in this style.

The Skulltaker Edition is strictly limited to 888 copies, a most sacred number of Khorne, and each copy is numbered inside the case. If you want a copy of your own, be sure to act quickly – they'll go faster than a chainaxe through flesh.

Codex: Khorne Daemonkin Skulltaker Edition is strictly limited to 888 copies worldwide, available exclusively online from:  
**[www.games-workshop.com](http://www.games-workshop.com)**



# **CODEX: KHORNE DAEMONKIN** DIGITAL EDITION

## **Available for iPad and eBook**

**Codex: Khorne Daemonkin** is available for download to your preferred digital device.

Perfect for the collector who likes to take his Codexes and army books wherever he goes, **Codex: Khorne Daemonkin** is also released for iPad and ePub-compatible devices. This edition of the Codex contains all the same great content you'll find in the standard edition, including background stories, history, miniatures galleries and rules. Where the digital editions really come into their own is that you can easily store them on your favourite devices, enabling you to take your Codex wherever you go.

The iPad edition also includes a number of extra features, such as a one-touch glossary of terms, 360° galleries of many models and an interactive force requisition to help organise your collection.







## [DIGITAL EDITIONS]

These ePub and iPad editions of Codex: Khorne Daemonkin (as well as Dataslates and other Games Workshop Digital Editions) are available from:

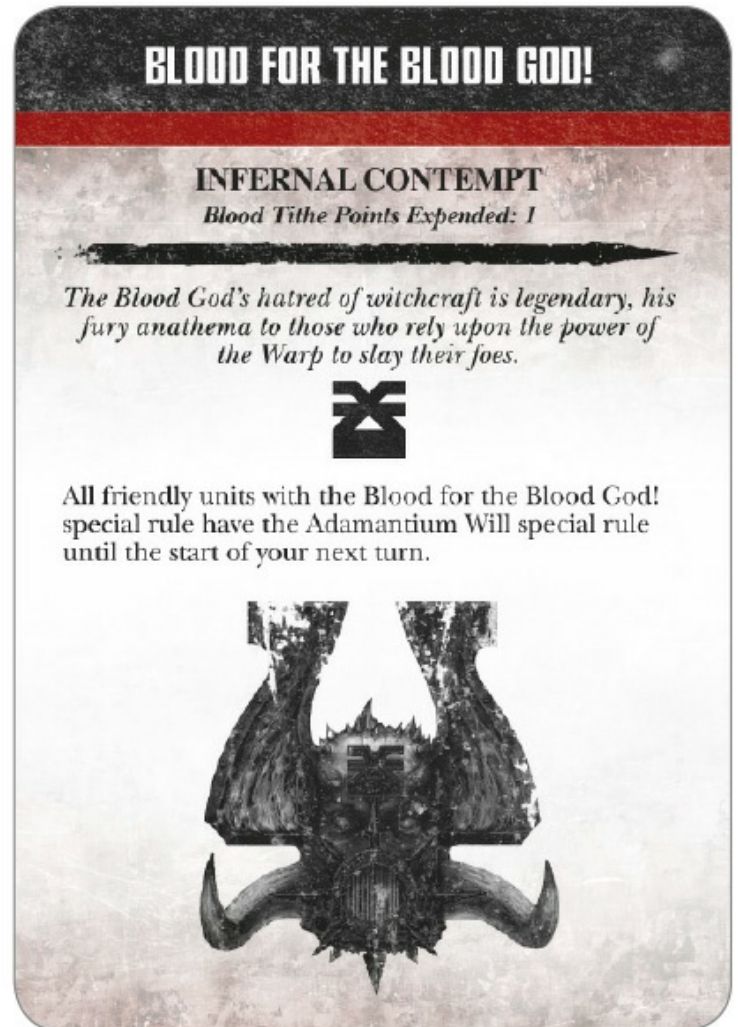
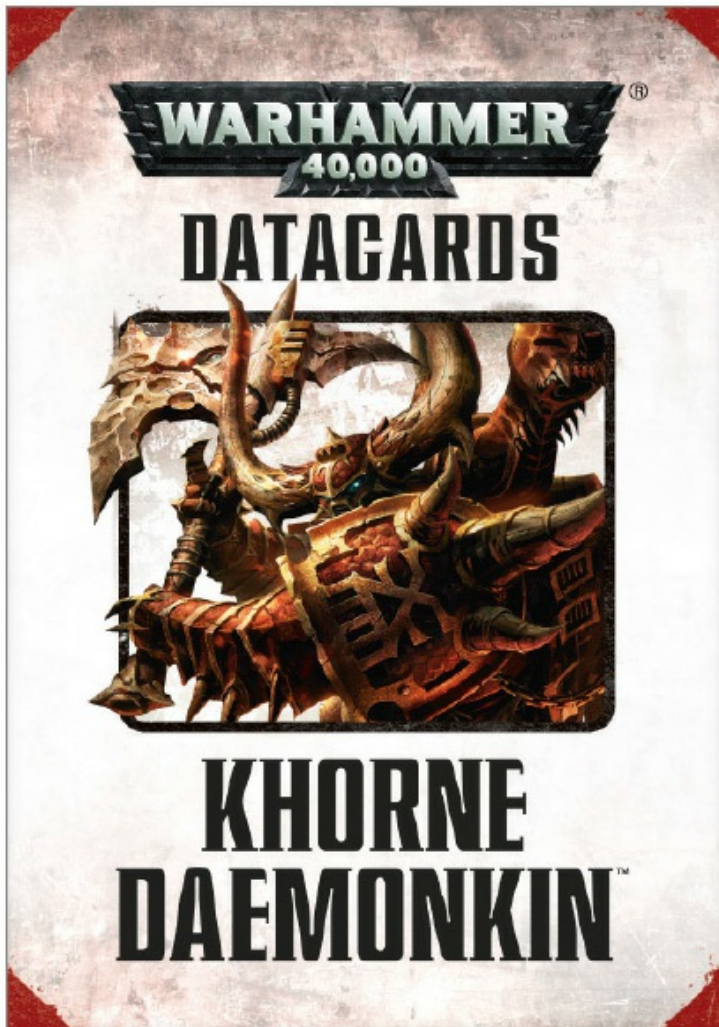
[www.blacklibrary.com/games-workshop-digital-editions](http://www.blacklibrary.com/games-workshop-digital-editions).



# DATA CARDS: KHORN DAEMONKIN

## 8 Blood for the Blood God cards & 36 Tactical Objectives

Embrace the blessings of the Blood God with this box loaded with 45 handy datacards.





## BLOOD AND SKULLS FOR KHORNE

*Only the skulls of the greatest champions are worthy of a place beneath Khorne's mighty throne.*

**13**

Score 1 Victory Point at the end of your turn if at least one enemy character was killed in a challenge during your turn. If at least one enemy with the Independent Character special rule was killed in a challenge during your turn, score D3 Victory Points instead.

**TYPE: KHORNE DAEMONKIN**

## MURDER-CALL

*The veil between reality and the Immaterium is sundered by the death screams of Khorne's foes.*

**15**

Score 1 Victory Point at the end of your turn if, during your turn, at least one unit with the Daemon of Khorne special rule arrived from Deep Strike Reserve or was summoned as a result of the Blood for the Blood God! special rule.

**TYPE: KHORNE DAEMONKIN**

When you're busy reaping the skulls of the foe and drowning the galaxy in rivers of gore, it can be tricky to remember your Tactical Objectives or the best ways to harness the power of the Blood Tithe. Well, fear not! Datacards: Khorne Daemonkin contains all 36 Tactical Objectives on small-format datacards, along with a large-format card for each of the results on the Blood Tithe table (and a ninth card explaining how they work). All this comes sealed in a sturdy card box.

These cards perfectly capture the frenzied madness of the Khorne Daemonkin. With Tactical Objectives such as Khorne Cares Not and The Blood God's Scorn, your army will be marching to the beat of Khorne's skull-drum in no time.

**KHORNE DAEMONKIN**

# **KHORNE DAEMONKIN WARBAND**

Dedicate yourself to Khorne with this great-value boxed set. Packed with howling Daemons and blood-crazed Berzerkers, it's the perfect start to a Blood Host of Khorne. Be warned, though: once you start down the path of rage and violence, there's no turning back.

## **KHORNE DAEMONKIN WARBAND**



**37 MINIATURES**

**WARHAMMER**  
40,000

### **PAINTING THE TOWN RED**

Okay, so not the town, the warband, but it's still red, right? If you're looking to paint a Khorne Daemonkin warband, a great starting place is our coloured sprays, specifically Khorne Red or Mephiston Red. Simply undercoat your models as you would normally (we recommend Chaos Black) before giving them a coat of red. It's also worth taking a look at the Sons of Sanguinius painting guide, which includes several guides on painting red armour.



The Khorne Daemonkin Warband is the perfect start to a Khorne Daemonkin army, including a host of blood-crazed Chaos Space Marines and vicious Daemons.

This boxed set includes seven units with which to start your army (or add to an existing force). The Chaos Space Marines, Khorne Berzerkers, Possessed and the Citadel Finecast Herald of Khorne form the core of the warband, while the Helbrute, Chaos Terminators and Bloodcrushers act as the vanguard of this formidable force.

Each plastic kit in this boxed set comes with a host of weapon options and upgrades: the Helbrute comes with 10 different weapon arms, the Possessed frame contains all manner of hideous mutations, while the Terminators come with a reaper autocannon, a heavy flamer and a veritable arsenal of combi-weapons and close combat wargear. The Bloodcrushers have options for a command group, while the Chaos Space Marines have a choice of bolters or bolt pistols and close combat weapons. We think we know which you'll choose...

# GOTREK & FELIX: SLAYER

**By David Guymer**  
**Hardback | 400 pages**

**Gotrek, the mightiest of Slayers, faces his doom in the concluding Gotrek and Felix novel.**



The adventures of Gotrek and Felix have thrilled and inspired Warhammer fans since 1988, when the duo appeared in a short story. 27 years and nearly 20 novels later, Gotrek has finally found his doom...

As the End Times ravage the world and the forces of Chaos tighten their stranglehold on the Old World, Gotrek and Felix battle desperately against the rising tide, leading a



battered army in an attempt to drive off the scions of Chaos. But fate still has cruel tricks to play and, as the legendary Slayer approaches his destiny, both he and Felix will have terrible choices to make. The conclusion of this book is everything you could hope for – monumental, shocking and worthy of a beloved hero. Tears will be shed and tankards will be raised.

## FURTHER READING

When it comes to Gotrek and Felix there is plenty of further reading to be done – and it all starts right back at the beginning with *Trollslayer* by William King. This is available as an eBook or as part of an eBook bundle – meaning you can take this far-travelling duo anywhere you go on your own travels.

Of course, if you’ve already enjoyed the rollicking adventures of Gotrek and his manling companion, you might like to try something else from the author of *Slayer*. David Guymer’s Thorgrim is a cracking novella that pits the High King of the Dwarfs against one of the most feared greenskins of all time, Gorfang Rotgut. Check it out.

# THE SHAPE OF THE HUNT

**By Joe Parrino**

**Audio Drama | 68 minutes**

**The White Scars take to the plains in pursuit of the Tau. But will they catch the notorious Shadowsun?**



Set during the Damocles Gulf Crusade, *The Shape of the Hunt* follows the Running Stars, a Brotherhood of White Scars hot on the tail of a retreating Tau army.

The story is set at the end of the gruelling war on Voltoris, the White Scars ready to deliver the killing blow to the Tau invaders. Yet things aren't as they seem and, as the story progresses, Suljuq Khan and Stormseer Checheg – the primary characters – realise they're being manoeuvred by forces unseen. What are the Crows up to? And who are the Hidden?

The drama is excellently narrated and acted, the dialogue accompanied by the din of battle



and atmospheric music. After several minor skirmishes brought to life by the sound effects, the story culminates in the exceptional audio assault that is the final battle. Listen in the dark, eyes closed, for maximum enjoyment.

## FURTHER READING

*The Shape of the Hunt* ties in directly to the Damocles anthology that came out last year, and which is also available as an unabridged MP3 from the Black Library website. If you're especially interested in White Scars, definitely pick up *Brotherhood of the Storm* and *Scars* – both excellent Horus Heresy novels featuring the V Legion.

If you're more a fan of the Tau, the novella *Shadowsun* is a great place to start, giving you an in-depth look at the supreme commander of the armies of the Tau Empire.

These Black Library books and audio CDs are also available as eBooks and MP3 downloads. For more information visit:

**[www.blacklibrary.com](http://www.blacklibrary.com)**



**CITADEL**

# **CRUSADE CASE**

**Behold, Games Workshop's greatest ever figure case! The result of years of careful design work and craftsmanship, this case is designed to get your entire army to the battlefield in perfect condition and with a minimum of fuss. The figure case revolution begins here!**





# THE CASE ABOVE CONTAINS THE ENTIRE BLOOD ANGELS ARMY BELOW!

The Crusade Case is the first in a new line of Citadel figure cases, a behemoth of miniatures transportation that can carry entire armies into battle. Produced from tough, injection moulded plastic, it is designed to withstand the rigours of getting your army of precious Citadel miniatures safely to your game. The hinges are strengthened with a metal pin for durable, reliable opening and closing, and strong nylon catches ensure your case closes firmly, maintaining the pressure integrity inside, helping your models stay safe. The innovation even spreads to the free-standing case lid. Never again shall your case lid smash down on your scenery.

The Crusade Case contains four two-tier foam trays, with zigzag-shaped channels to snugly hold your miniatures. The channels speed up the process of loading and unloading your models, and remove the need for cutting chunks out of your foam. They also hold an unprecedented number of models – incredibly, 50% more models than the old Army Case.





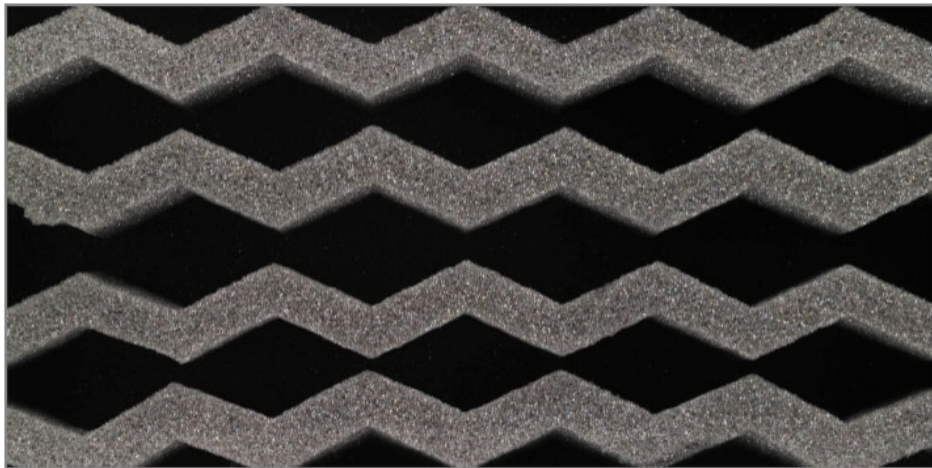
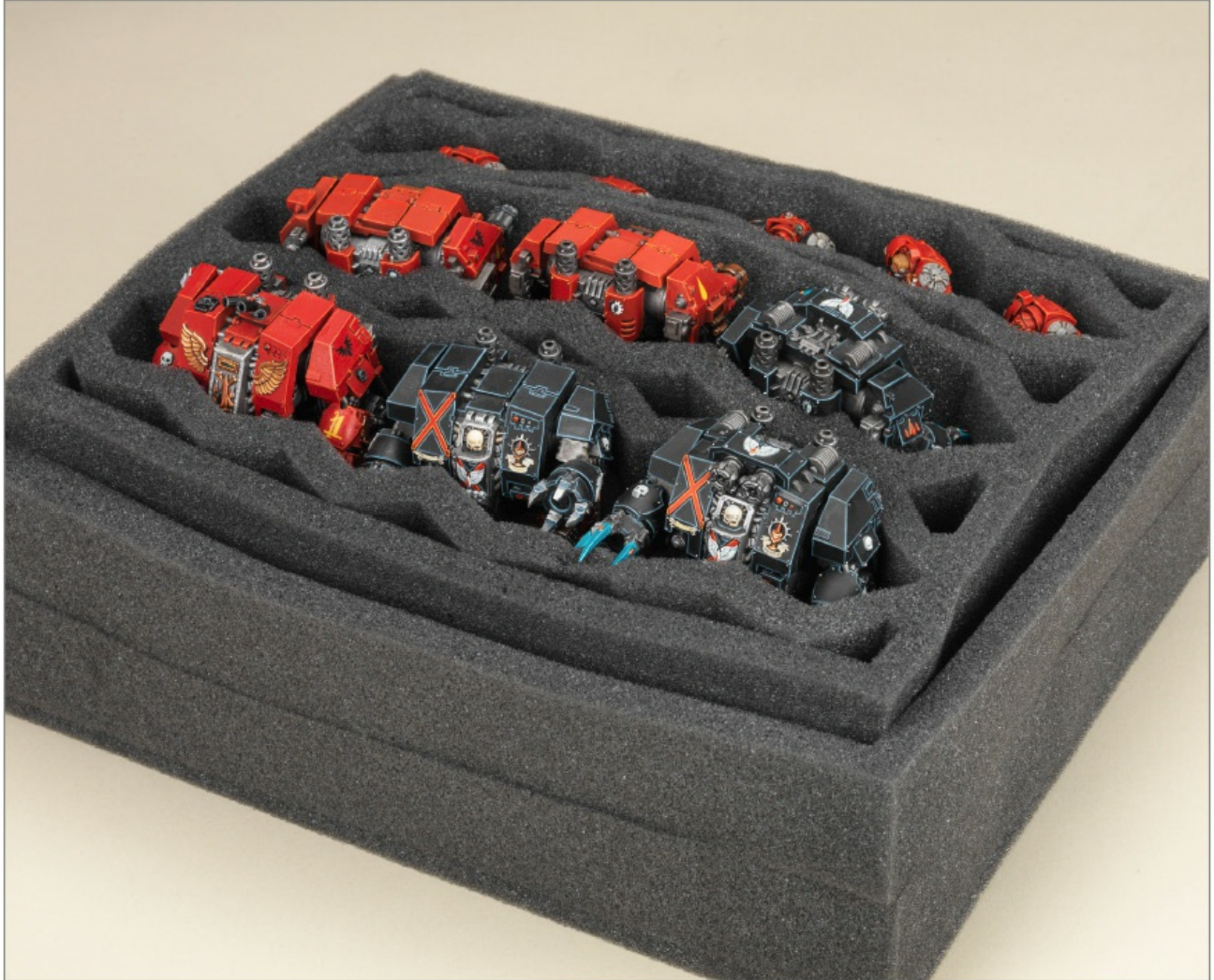
*Above you can see a massive Blood Angels army, consisting of upwards of 100 Space Marines, 10 Terminators, six Dreadnoughts, a Land Raider and a Stormraven Gunship. The whole lot fits easily inside the Crusade Case and took only a few minutes to load.*

*Turn over the page to see how the two-tier trays inside the case work and how we managed to get all this stuff into just one case!*



# FULLY LOADED

Within the Crusade Case you'll find four two-tier trays like the one shown here. As you can see, the zigzag channels in the foam enable you to fit almost any model in (you can see the ingenious pattern of this foam in the picture below) – just draw the foam apart to create a space wide enough for your model to sit in. The foam then snugly grips it and keeps it safe whatever its shape.



# A LITTLE OFF THE TOP

With each of the foam trays in the Crusade Case, the top tier is removable. Just lift it out, as you can see here, to give you access to the bottom level.

Bigger, more awkward models can be loaded into the bottom layer and then the upper tray placed on upside down for added security.

Used in this way, these foam trays are capable of safely holding even the biggest models, including Imperial Knights. One White Dwarf fan spent an hour or so fitting all his 'awkward' models (from a winged Hive Tyrant to his Predator Squadron) into the case, just to see what it could hold – the results were impressive.





# ONE SIZE FITS...

In fact, nearly any model can be stored in the two-tier trays. In this top layer we easily housed six Space Marine Dreadnoughts and a squad of Terminators.

The foam channels are not attached to the bottom of the tray, so the bases of the models can sit beneath the dividing foam walls – providing added stability within the case.

Putting the models in is as simple as drawing apart the foam and seating them inside. There's no need to cut out specially-shaped spaces, ruining your internal foam. You can also put any models you want anywhere in the case – arrange your trays by squad, by size or by the order you pick your models up. The choice is entirely yours.



# LET'S GO DEEPER

Here we have loaded more than four squads of Blood Angels onto the lower level of the tray. Note how the banners held by the Company Standard Bearer and the Veteran Sergeants are kept safe by lying them flat between two foam walls – this is the answer to the anguished cries of collectors everywhere. If you've ever had a banner break off (or a spear, pike or servo skull, for that matter) en route to a game, you'll know why this is so handy.

Again, no need for mutilating your case's foam or remembering which 'slot' the models fit into. Just load them in the order you want.





# BATTLE CASE

**The Battle Case contains two foam trays, offering versatile space in a handy-sized case.**



The Battle Case is made to the same exacting standards as the Crusade Case, but is roughly half the size – resembling something between an Astra Militarum power cell container and a hefty ammo crate. It contains two foam trays, which are identical to those in the Crusade Case (and the Skirmish Case below) so you can easily swap trays from one to another – ideal if you just want to load part of your army ready for war.

Roughly half the size of the Crusade Case, the Battle Case can easily hold more than 200 Space Marine-sized models or, just as with its larger and smaller brothers, various vehicles and support units. If you have a game planned, but don't need all your models – this is the case for you.

# SKIRMISH CASE

**The Skirmish Case is designed to transport a smaller selection of models... but not that small.**



The third and smallest in the new range of Citadel figure cases, the Skirmish Case contains a single foam tray – enough to transport well over 100 man-sized models into action. Whether you're loading up models for a smaller battle or just carting your latest painting project from A to B, the Skirmish Case, with the same sturdy shell and catches as the other cases in the range, is more than up to the task.

The Skirmish case complements the rest of the Citadel Case range perfectly. The foam trays can be swapped between your cases, the combination of case sizes allowing you to balance the differing needs of storage and transportation. What's more, the Skirmish case also stacks flawlessly with the others.







# FORGE WORLD

**Forge World make highly-detailed resin models, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week the Solar Auxilia deploy their latest wargear: the Rapier multi-laser platform and the Rapier quad mortar array.**

The Rapier weapon platform has seen use across the length and breadth of the galaxy, in the service of both the Adeptus Astartes and the Solar Auxilia, who use it to field heavy weapons too large to be carried into battle by a normal man.

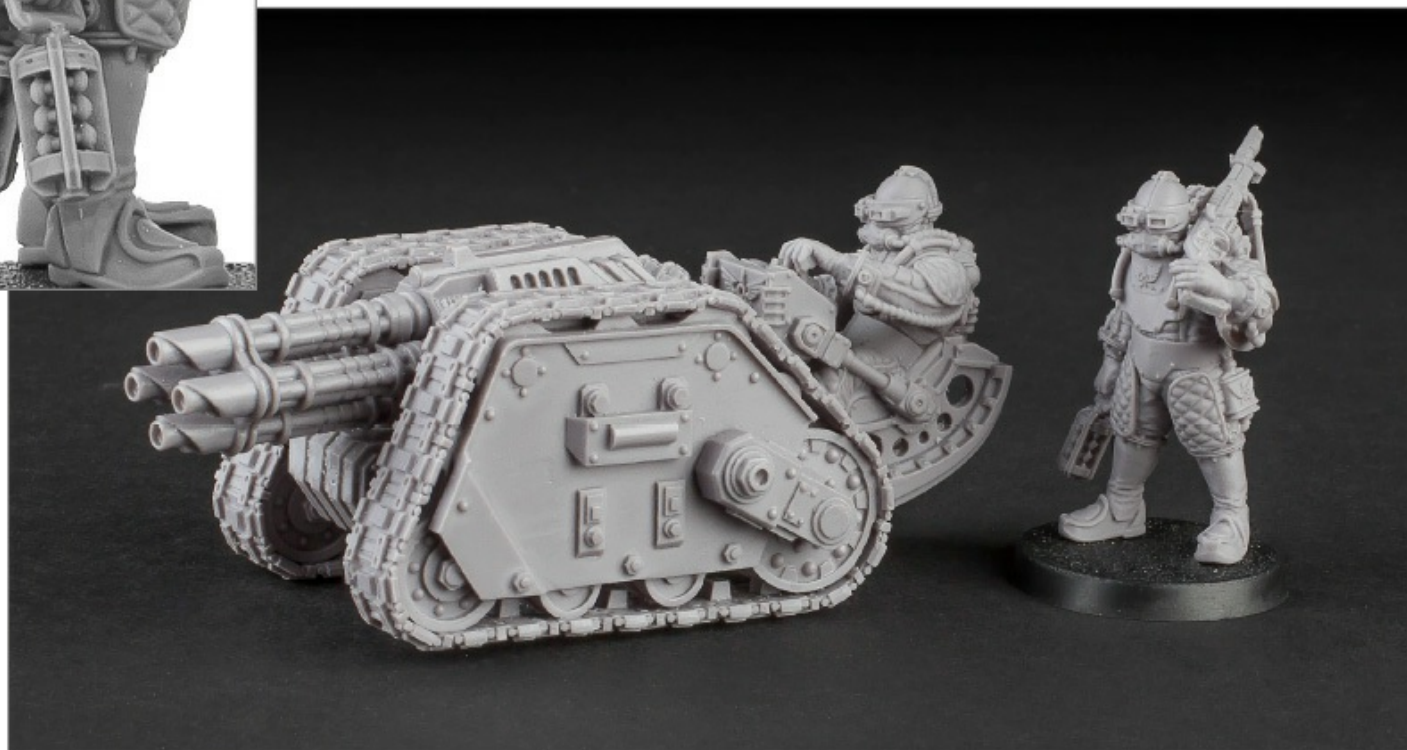
Each of these resin kits contains one Rapier weapon platform: either a quad mortar or a quad multi-laser. The kit also comes with two crew, the gunner sitting in the control seat while the loader stands nearby with spare ammunition.



*Left: The quad mortar (also known as the thudd gun) fires high-calibre rounds into the sky to drop down on enemy units.*

*Right: The gunner wears a suit of Auxilia void armour.*





*Left: The loader carries additional fuel cells and a lasrifle in case the enemy gets too close.*

*Right: This Rapier platform mounts four multi-lasers, deadly anti-infantry weapons.*

These kits and the rest of the Forge World range are available directly from Forge World.

To find out more visit:

**[www.forgeworld.co.uk](http://www.forgeworld.co.uk)**



# THE BLOODY HOST OF KHORNE

**Khorne's warriors care nothing for empire-building or civilisation, their lives dedicated solely to the pursuit of bloodshed and slaughter. Whether mortal or Daemon, all seek to spill blood in their patron's name and consume the galaxy in endless war.**

Creating a Khorne Daemonkin army is, as you'd expect from the Blood God, pretty straightforward: if it's dedicated to Khorne, it's in, and there are plenty of plastic and resin kits to choose from.

A Daemonkin warband has two major components – Daemons and mortals – which are organised in various groups across a Blood Host Detachment.

The Slaughtercult, for example, is the heart of the army and it's predominantly made up of Chaos Space Marines and Cultists. Both are available as plastic kits and the Dark Vengeance boxed set is a great place to get your hands on 20 Cultists in one go (not to mention loads of other great miniatures). Add in a few Khorne Berzerkers, a Chaos Lord and a box of Possessed Chaos Space Marines and you're well on your way to a powerful Khorne Daemonkin army.

With the core of your rampaging army established, you can build on it in several different ways. Chaos Terminators and Bloodcrushers make up the hard-hitting element of your army, while Raptors, Warp Talons and Helderakes form the aerial assault force. Add in a Charnel Cohort of Flesh Hounds, Bloodletters and Skull Cannons, a healthy smattering of War Engines such as the Forgefiend and the Lord of Skulls and a mighty Bloodthirster and you've got a legion truly worthy of the Blood God.

Of course, your army doesn't have to start with mortals. If you're more daemonically inclined, why not take Bloodletters and a Herald as the basis for your Slaughtercult and build an entire army of Daemons around them (with more Daemons lurking in the Warp to be summoned later). Khorne cares not what's in your army, only that it reaps skulls in his name.

## THE BLOOD TITHE

Khorne Daemonkin armies enjoy a new special rule called the Blood Tithe (see page 20 for more on this). In essence, the more violence you cause (and the more casualties you take), the more options you have for summoning Daemons of Khorne to the battlefield, including Bloodletters, Flesh Hounds, Skull Cannons, Bloodcrushers or even a



Bloodthirster of Unfettered Rage. If you're planning to field a Khorne Daemonkin army, it's worth painting a few of these units in anticipation of the carnage to come. We've found it particularly entertaining to line them up at the edge of the battlefield, the threat of summoning never far away.



## BLOOD AND SKULLS

The units shown here are just the tip of the iceberg when it comes to units you can add to your force.

See all of the endless possibilities for your Khorne Daemonkin warband online at:  
[www.games-workshop.com/khorne-daemonkin](http://www.games-workshop.com/khorne-daemonkin)



Don't forget to order some Blood for the Blood God paint while you're there; you're going to need it!





# DON'T FORGET YOUR BLOODTHIRSTER

**Bloodthirsters are Khorne's mightiest servants and members of a Daemonkin warband will do anything to summon one to their cause. Knowing a Bloodthirster's true name is a sure-fire way to attract their attention, but unbridled carnage is proven to work just as well.**



Bloodthirsters are a great addition to a Khorne Daemonkin army, the closest most members of the Slaughtercult will come to witnessing Khorne himself. As such, when a Bloodthirster enters the material realm, they will lead the warband into battle, not because they demand it, but because they charge headlong at the enemy and everyone else follows them. A Blood Host Detachment (the force organisation chart in Codex: Khorne Daemonkin) allows you to include two Bloodthirsters in your army off the bat, with more waiting in the wings to be summoned when the Blood Tithe begins to overflow.

So what are you waiting for? Get painting!





# KHORNE'S BLOOD HOST

**The Khorne Daemonkin are the murderous worshippers of the Blood God. Warbands of Chaos Space Marines and Cultists, these brutal warriors are utterly devoted to the maniacal goal of summoning the daemoniac legions of Khorne into the universe.**



## RIGHTEOUS DISDAIN

The Daemonkin are unlike many of the worshippers of Chaos in that they see little common cause with those who serve the other gods of Chaos – such is their incredible, zealous devotion that they yearn to fight any foe, be they Chaos worshipper or otherwise. The Bloodgorged take this to a violent extreme, going so far as to specifically hunt down and slaughter rival cults.

For the Daemonkin to ally with other Chaos warbands takes a leader of true power, or divine intervention.

The servants of the Dark Gods in the 41st Millennium are many and varied. Across the length and breadth of the galaxy, cults, warbands and warrior throngs pay homage to Khorne, Nurgle, Tzeentch and Slaanesh. Some are cosseted away in boltholes, hidden from prying eyes on Imperial worlds, while others inhabit bases on asteroids, roving star ships or even daemon worlds around the Eye of Terror. Among these, the Khorne Daemonkin are renowned as the most ferocious. They cannot be reasoned with or appeased, they cannot be bargained with and they care nothing for glory or personal gain.

Formed of Chaos Space Marines and Cultists, all of whom are unflinchingly devoted to Khorne, these warbands differ from other Chaos worshippers in one main way. They are not seeking personal glory, power or revenge – instead, they worship Khorne with such fervour that they will do absolutely anything to bring his daemoniac servants flooding into the material world. No act of violence is beyond them, no cruelty or brutality too extreme. Khorne demands blood and skulls, and the Daemonkin reap both in staggering quantities in their efforts to summon the daemoniac legions of Khorne.

The Daemonkin's obsession with pleasing their god makes them especially dangerous, for they are unpredictable allies and relentless enemies. They wholeheartedly embrace the catechisms of "Blood for the Blood God!" and "Skulls for the Skull Throne of Khorne!", and they do not care where these come from. They will as readily slaughter a would-be ally as a sworn enemy. Indeed, infighting is rife even within the Daemonkin warbands. Many are the Daemonkin Blood Hosts who have, for want of other foes, simply turned upon each other to appease the unquenchable thirst of the Lord of Skulls.

The source of the Daemonkin's devotion is an illicit knowledge of the Blood God's daemoniac legions and a fanatical desire to join them in battle. Khorne is the most martial of all the Chaos Gods, and within his domain in the Realm of Chaos he maintains a vast and orderly throng of murderous Daemons. Chief amongst these are the Bloodthirsters, and there are eight ranks within their unholy number, each of which commands the obedience of vast numbers of lesser Daemons, such as Daemon Princes, Herald, Bloodletters and so forth. To the Khorne Daemonkin, any one of these immortal scions of Khorne is worthy of worship as a fragment of their god and the embodiment of his power. Thus they will make strenuous efforts to learn more about them, scouring proscribed works in the desperate hope of learning the name of a Daemon that they might beseech them to enter the material galaxy and join them in their efforts. To the Daemonkin, fighting alongside the foot soldiers of their god is a euphoric experience, a validation of their faith, justification of their violent efforts and a sure sign of Khorne's favour.

While their aims are broadly the same, the many Khorne Daemonkin warbands differ significantly in both their methods and their organisation. An example of a 'typical' warband can be found in the Wrath, a group who have earned the patronage of Arbra'Gax, Bloodthirster of the Eighth Host. Their distant benefactor is a Bloodthirster of such apocalyptic fury that for the Wrath it is no longer enough to simply defeat their foes – after the battle there begins an obscene ritual as the Daemonkin completely obliterate



their opponents, flaying their skin, guzzling their blood and rending their flesh and bones down to paste with which they anoint their armour and wargear. Such depredations stoke the fires of Arbra'Gax's approval, ensuring he readily unleashes the warriors of his daemonic cohort to fight beside the blood-spattered Wrath.

## THE CULTISTS

A crucial, though little respected, element of the Blood Hosts are the hordes of Cultists who flock to their cause. These ragged mortals are no less devout than the super-human Chaos Space Marines beside whom they fight.

Khorne, however, rewards only strength and so it is rare that a Cultist will achieve any glory in his god's name, save a quick and bloody death. Those who do excel, on the other hand, can expect to be rewarded with blessings beyond their wildest imaginations, perhaps even daemonhood. For most, however, their fate is to be hurled ahead of the Chaos Space Marine elite, sacrificed not only to protect the warriors who follow, but to garner Khorne's attention with their deaths, a portion of the Blood Tithe.



## THE SLAUGHTERCULT

The lynchpin of every Blood Host is the Slaughtercult, a coterie of mortal and daemonic warriors hell-bent on flooding the material realm with the daemonic cohorts of Khorne. In the infancy of a Daemonkin warband, a Slaughtercult will be made entirely of mortal warriors, such as Chaos Space Marines, Berzerkers, Chaos Cultists and even Possessed Chaos Space Marines. As the Daemonkin achieve greater acts of bloodshed and carnage, and the barrier between the Realm of Chaos and the material universe weakens, they will be joined by Daemons too, usually Bloodletters and their Heralds. These gory servants of Khorne will fight alongside the Daemonkin as long as their faith, fervour and brutal acts of worship continue.

The beating heart of any Khorne Daemonkin warband is known as the Slaughtercult. Throughout the life of the Daemonkin warband this group will wax and wane as new



members are brought into their ranks and others pay the butcher's price in battle. Normally the Slaughtercult is led by a Chaos Lord, a Space Marine who has forsaken his fealty to the Emperor of Mankind for the glorious promise of bloodshed offered by Khorne. He acts as a lodestone for Chaos Space Marines, Khorne Berzerkers and the Possessed Chaos Space Marines who have bound Daemons into their souls. Cultists flock to the bloody throng, and though they are welcomed as servants of the Blood God, there is a certain contempt for their inherent mortal frailty, and thus they are callously hurled at the enemy, a task they consider their divinely appointed duty as servants of Khorne.

As the Daemonkin warband grows in strength it will change in nature. Daemons drawn into the material universe will march side-by-side with the Daemonkin, inspiring them with their presence. Some within the warband might be blessed by Khorne for their savagery, elevated to daemonhood or spawndom. The warband will also seek out Daemon Engines to bolster its ranks – whether they are gifted by their daemonic patrons, bartered, traded or stolen from the Warpsmiths depends upon a warband's fortunes.

## **DARK PATRONS**

Almost all Daemonkin warbands are devoted to the worship of one or more specific Daemons. There are many ways they can come upon the identity of their would-be patron, perhaps they witnessed the creature upon the battlefield and heard its name screamed upon the wind, or maybe they have gleaned its name from the Scriptures of Slaughter or one of a thousand other methods.

The Daemonkin will stop at nothing to please the subject of their adoration, razing cities, even worlds, in their fervid efforts. The Skullsworn, for instance, worship the Herald of Khorne known as Skulltaker. Skulltaker's cohort, known as the Cohort of Blood, is utterly vast, and the Skullsworn fight tirelessly to bring not just the cohort, but the entire daemonic legion into reality.

A warband that survives for long enough, will eventually grow in strength until it can be numbered among Khorne's Blood Hosts, each an almighty army that combines the dedicated, fanatical warriors of the original Slaughtercult with others of Khorne's favoured servants. Gorepacks of Flesh Hounds and Chaos Bikers will rove at the flanks of the formation while the Brazen Onslaught of Chaos Terminators and Bloodcrushers form an unstoppable vanguard. Charnel Cohorts of the Daemonkin's patrons will pour into the material realm in a red tide until an all conquering army of Khorne has been assembled upon the material plain.

So constituted, the Khorne Daemonkin will commence reaping the Blood Tithe, a holy rite that is completed only in battle as countless thousands are slain by fire and sword.

From his place within the Realm of Chaos, Khorne watches their efforts and delights in the carnage, indifferent to whether the Daemonkin are victorious, just so long as there is blood. As the casualties mount and the violence intensifies, Khorne reaches out to bolster his servants, strengthening them or visiting them with daemonic reinforcements – a sure sign of their patron’s approbation.



## THE CHARNEL COHORT

Every Bloodthirster of Khorne commands a Cohort of Khornate Daemons, which can be unleashed into the material realm should the favour of the Blood God be gained. Such invasions are proceeded by the thundering of brazen hooves and the howls of Flesh Hounds as they tear through the fabric of reality.

The most common of these are the Charnel Cohorts, led by a Daemon Prince or Herald



and consisting of Bloodletters, Flesh Hounds, Bloodcrushers and Skull Cannons.

The Daemons who fight beside the Wrath are drawn from the Charnel Cohort of Arbra'Gax, a Bloodthirster of Insensate Rage who demands that Khorne's foes are not just slain but utterly and brutally eradicated.

## THE EIGHTSCARRED

The Daemonkin warband known as the Eightscarred are driven by the Scriptures of Slaughter, and the catechism "By thy wounds, know thy worth." The warriors of this fanatical fraternity only have eight battles to prove their devotion to the Blood Host. Failure brings death. This unflinching mindset has earned the patronage of Gha'Kharax, Bloodthirster of the Third Host. The Bloodletters of Gha'Kharax's cohort can be recognised by their fire-blackened bodies and livid red hands and faces. Such is the rabid intensity of the Eightscarred that Gha'Karax's cohort finds it easy to pass through the veil, meaning the warband is seldom without some Daemons in its number.



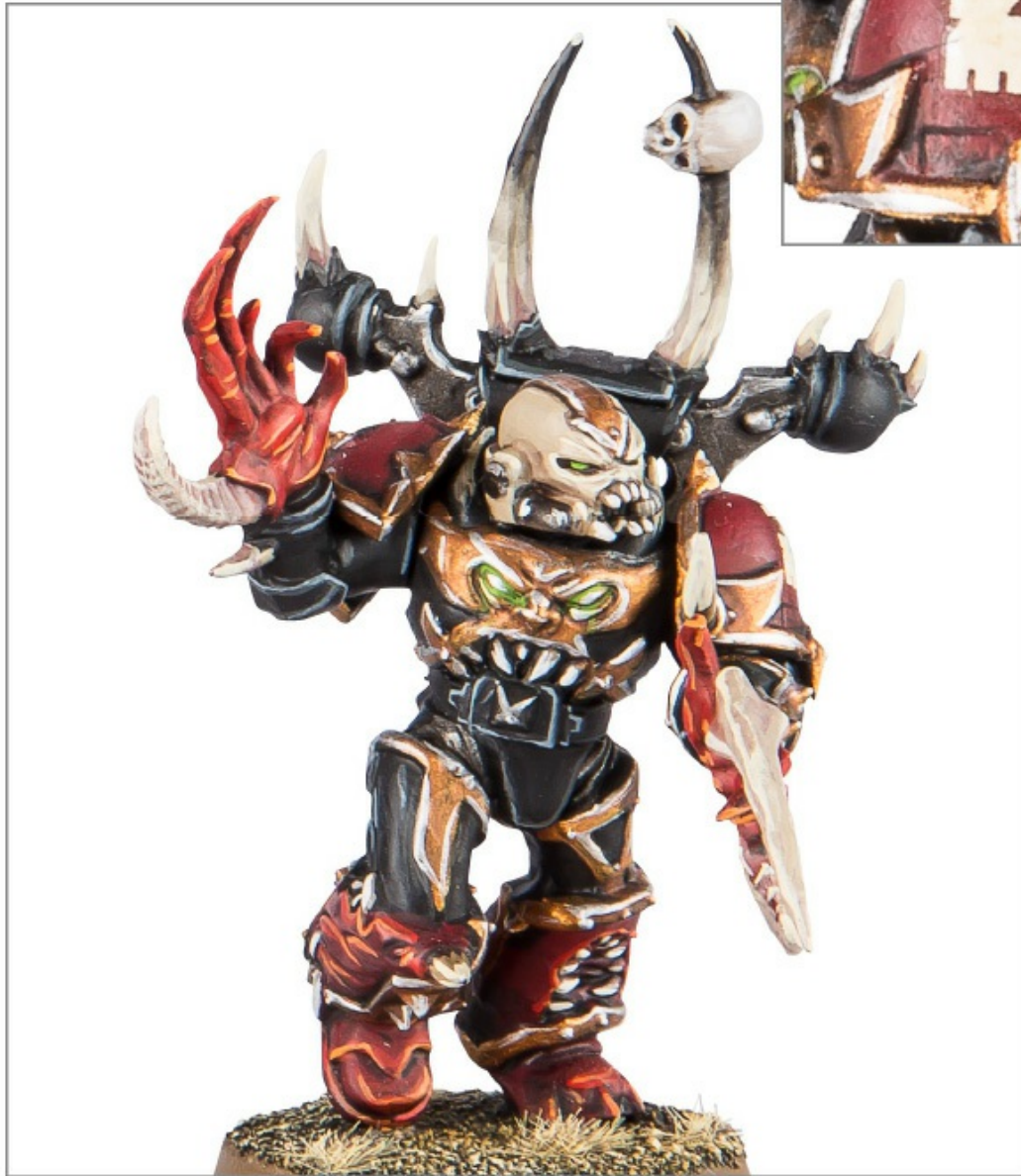
# KHORNE DAEMONKIN WARBANDS

Though all Daemonkin warbands share the same goal, they are far from unified. Some are small forces, perhaps a hundred or so fanatical Chaos Space Marines and Cultists sworn to their service, while others are huge. The Skullsworn are so vast they cannot join together in one place, lest they utterly destroy one another. The Scriptures of Slaughter tell that only Khorne's roar can reunite them, and that act will usher in a new age of endless carnage. Across the galaxy, many hundred Daemonkin bands exist, and more rise up with every passing year.



The Brazen Beasts wear armour the colour of bloodied brass. They follow the insane ravings of the Caged God, a Khorne Lord of Skulls whose frenzied visions they interpret as prophecy.





The symbol of the Wrath is the icon of Khorne in bone white, set upon a crimson field, the colour of wet, flayed muscle. Their warriors wear bone helms in honour of the skulls that Khorne craves.



# PAYING THE BLOOD TITHE

The Khorne Daemonkin are an army of relentless fury, hurling themselves into the guns of the foe with no thought other than to reap blood and skulls for Khorne. As the death toll rises, Khorne pours out his blessings upon his devotees. This is the Blood Tithe.



## KEEPING THE TALLY

As you play with your Khorne Daemonkin army and the casualties begin to mount, you'll find yourself having to track the rising Blood Tithe. There are lots of ways to do this, from keeping a tally sheet on the side of the gaming table to a dice which you increase as the game goes on. The Skulltaker Edition of Codex: Khorne Daemonkin even includes 15 small, brass-effect skulls that are perfect for piling up.

Whatever method you choose, you'll find that racking up Blood Tithe points as the game goes on is very satisfying indeed.



The goal of the Khorne Daemonkin is to exalt the name of their god and bring his daemonic legions howling into the galaxy. The way they measure their success is the Blood Tithe, a charnel tally not so much concerned with victories or plunder as with the flowing of blood, the slaughter on the battlefield and the reaping of skulls – the more brutal the killing, the greater the Daemonkin's tribute to their deity. The larger the scale of the slaughter, the sooner their god will turn his fiery gaze upon their efforts. Thus the Daemonkin will brave thunderous gunfire to reach their foe, rejoicing in the carnage and death whether suffered by friend or foe, for both are equally pleasing to Khorne.

Codex: Khorne Daemonkin brings this infernal entreating to the tabletop with the Blood for the Blood God special rule. This simple rule unites the descriptions of the Daemonkin in the background and stories with the way they play on your gaming table. Put simply, Blood for the Blood God means that every time a unit in the Daemonkin army destroys an enemy unit, or is in turn destroyed, you get a Blood Tithe point. The more killing that takes place, the more Blood Tithe points you earn. Think of these as a metaphorical representation of Khorne's delight: when your Possessed pull a squad of Kroot limb from limb, Khorne bellows his approval. Similarly, when a horde of Chaos Cultists is gunned down, reduced to splattered, bullet-ridden corpses, it is not a tragedy; Khorne, after all, cares not from where the blood flows, and his blessings pour forth.

All this means that, in a game, your steely gaze must match the Blood God's own, unblinking and ready for the moment when one of your units destroys an enemy one (or pays the Blood Tithe with its own blood). As soon as this happens, add one point to the total you've been building up throughout the game. So, when your Berzerkers wade through a squad of Astra Militarum infantry, leaving offal and corpses in their wake, add one. When your opponent responds by blowing your favourite frothing followers apart with an artillery barrage, add another. As you can imagine, it's quite fun to keep track of the rising tide of death and gore – in fact, it's the heart and soul of what makes a Khorne Daemonkin army so thoroughly enjoyable to bring to the battlefield.

Before you know it, you are deliberately, some might say callously, hurling your 'expendable' hordes at the enemy in the hope of enticing the Blood God to look your way. Those damaged enemy troop transports that you might have ignored before? Well, not anymore! After all, having your Bloodletters clamber into the crew compartment and butcher the terrified gunners adds to the Blood Tithe.

## **THE FIRST ARRIVAL**

If the bloodshed is sufficiently spectacular, the eye of Khorne will turn to the battlefield, and he will bless the Daemonkin with warriors from his daemonic legions – the more glorious the carnage, the more bountiful his gifts.

In our game, the second turn heralded the arrival of a new unit of eight Khorne Bloodletters. Rising out of the steaming pools of gore left by slaughtered Chaos Cultists, the foot soldiers of Khorne appeared ready to quench their thirst for death upon the greenskin foe. It was a salutary moment for the Daemonkin – not only were their losses replaced, but Khorne’s approval was clear.



As your hordes howl their devotion to the skies, brandishing meat-clogged chain axes and the skulls of the fallen, Khorne reaches through the veil of reality. In each of your turns you can spend your Blood Tithe points to gain blessings for your army or summon daemonic reinforcements to the battle. A single point brings Khorne’s Infernal Contempt down upon the foe – it is well known that the Blood God hates psykers and witches of every stripe, and thus all your models are fortified against enemy witchcraft! If you have three Blood Tithe points, your force gains Unstoppable Ferocity as a crimson mist swirls across the field, filling the Daemonkin with a furnace of fury that allows them to ignore wounds that would kill other warriors.

The more Blood Tithe points you have to spend, the more impressive Khorne’s bounty



will be. With enough of Khorne's favour, you can summon a unit of Bloodletters fresh to the fight from Khorne's daemoniac legions, or even a Skull Cannon to barrage his foes. Crucially, if you have eight Blood Tithe points, the Blood God will sunder the heavens with his boundless rage as a Bloodthirster of Unfettered Fury is hurled roaring into the fray. Yep, you read that right – you can summon a brand new Bloodthirster to the battlefield! A word of warning, however: Khorne hates the cautious and the craven, and will not bless those who try and 'budget' with his favours. When you spend the Blood Tithe points you have amassed, any unused are lost – so no saving them for later. The Blood God demands his followers worship fruitfully, or die.

All these rewards had us champing at the bit to try the Daemonkin army out, so we swabbed the decks and got ready for a game to see it all in action. The results were everything we had ever hoped for as the Daemonkin warband known as the Wrath took on a tribe of Goff Orks led by none other than Ghazghkull Thraka.

Both armies are renowned for their single-minded approach to warfare, and so nobody was surprised when the red-clad hosts of Khorne surged forwards to meet the greenskins axe-to-axe in the centre of the battlefield. From the outset, the chatter of Ork shootas began to take the reaper's toll on the Daemonkin, who pressed onwards indifferently. First blood in the battle went to the greenskins as they gunned down the Cult of the Gory Hand. Far from being perturbed, the Daemonkin simply exulted, aware now that the eye of their god was on them.

## THE BOON OF KHORNE

Something Codex: Khorne Daemonkin does really well is convey how to shape your collection into a 'Blood Host', an army that resembles the Daemonkin warbands described in the stories and history found in the new Codex. The heart of the Blood Host is the Slaughtercult, and in our game this force of Chaos Space Marines, Cultists and Daemons more than proved its worth. When you organise your army in this way, it doesn't just give you a really characterful Daemonkin warband, you also get special bonuses in your game.

An example of this is the Boon of Khorne, which is bestowed upon the Slaughtercult. These blood-crazed lunatics are so violent that Khorne eagerly blesses them – when they pay the Blood Tithe, they can pick two results from the table instead of one!

As the game rolled on, the Blood Tithe continued to climb steadily higher. The Murdersworn, a squad of Chaos Space Marines, blasted apart an Ork Trukk and no sooner did the occupants spill out of the wreckage than the army's Warlord, a Bloodthirster of Insensate Rage, waded into their midst. While he hacked their Nob into ragged chunks of meat (incidentally earning another point for the tithe from his special Daemonkin

Warlord Trait), the nearby Berzerkers slaughtered the remainder to the roaring chorus of revving chainaxes. The Ork retaliation was severe and an entire pack of Bloodletters and a second unit of Chaos Cultists were blown to bits in short order. By the time the Daemonkin took their second turn, they were able to summon a new unit of Bloodletters to the field, emerging slick with the vitae of the fallen and, thanks to the Boon of Khorne, the members of the Slaughtercult also found themselves gifted with Feel No Pain, driven to new heights of butchery and able to ignore crippling wounds to fight on undaunted.

Where most armies are irreparably weakened by the casualties inflicted upon them, the Daemonkin in our game seemed to be fortified by the rising death toll. The Orks quickly realised that nothing short of annihilation would stop the Daemonkin as, in the fifth turn, a second Bloodthirster was summoned to the battlefield. Although the surviving Goffs rallied around the towering form of their Gorkanaut, with their leader gone (Ghazghkull had fallen in a fight to the Bloodthirster – just badly wounded, we all agreed), there was no way the Orks could claw their way back into the fight. A hard-fought victory went to the scions of the Blood God.

As the smoke cleared (and the Wrath began their horrific after-battle ritual of defiling the corpses of the slain) we all came to the same joyful conclusion. The Blood Tithe brings the unmistakable flavour of the Daemonkin to the tabletop – and it has the power to win battles for the scions of Khorne. Slaughtering the enemy (or getting your own army killed) has never been so much fun.

## **THE GLORIOUS SACRIFICE**

While it might seem cruel, dismissive even, to hurl the Chaos Cultists in a Khorne Daemonkin warband into harm's way, you have to see this from their point of view. The Cultists that flock to the Daemonkin are true believers – they are willing, ecstatic even, to maim, kill and die for the gory glory of the Blood God.

In our game, our Cultists barely lasted any time at all. The Gory Hand were cut to ribbons in a deadly salvo of Ork gunfire from the Battlewagon's killcannon and the deffstorm mega-shoota on a Gorkanaut. Before their blood had started cooling, the Sons of Slaughter found themselves on the wrong end of an Ork charge as Ork Bikers ran through them, guns blazing. The greasy smear they left suggested an unwelcome end, but deep in the Realm of Chaos, the Blood God's wrathful gaze fell upon their sacrifice, and he was pleased.





## A THIRST FOR BLOOD

Near the battle's conclusion, the Daemonkin army had amassed an almighty eight Blood Tithe points, the maximum that can be held at once.

This was the moment we had all been waiting for as the skies darkened and the deafening sound of brazen horns heralded the arrival of a new Bloodthirster. Krangar the Butcher (a name we merrily made up on the spot to herald his coming) was summoned onto the battlefield.

When the smoke cleared and the acrid stench of sulphur had faded, the greenskins baulked – now there were two Greater Daemons for them to fight. The battle had only just begun.



# THE RULES BLOODTHIRSTERS OF KHORNE

**Own a Chaos Daemons army? Wish you could add the new Bloodthirsters to your daemonic legion? Well now you can, because Khorne's servants in the Design Studio have created three exclusive datasheets for them. Here are our thoughts on using them in battle.**

## DAEMONIC REWARDS

Each Bloodthirster can take up to 50 points of Daemonic Rewards, all of which make them better at killing. Full rules for Daemonic Rewards can be found in Codex: Chaos Daemons.

The Lesser Rewards are all nasty surprises your opponent probably won't expect. Though the reward is random, each one is great fun and cheap to get. Two of the rewards are shooting attacks, which may seem pointless until you realise how good the Bloodthirster is at shooting and that he can fire two weapons a turn because he's a Monstrous Creature.

The Greater Rewards are even more impressive, many of them designed to keep a Daemon alive. If you're even slightly worried about your Bloodthirster meeting his maker in battle, roll on this chart; you're bound to get something good.

The Exalted Rewards are the most powerful of all and suitably entertaining. Most of the rewards kick in during combat, which is perfect considering that's where a Bloodthirster will spend most of the battle. This chart also gives you access to Hellforged Artefacts. The Doomstone can be fatal to nearby enemy heroes, while the Portaglyph is a devious way to bring additional Daemons to the fray.

## UNLEASH THE RAGE

When it comes to Daemons, there are few quite as iconic as the Bloodthirster of Khorne. All brazen brass and blood red skin, they are the winged terrors of the galaxy, Warp-spawned monsters that no creature should ever want to fight.

It's this ineffable fear that encourages most enemies to keep their distance from a Bloodthirster and shoot them to death. Can you blame them? Even if they master their terror, most foes will struggle to hit a Bloodthirster, his skill with a blade making him



virtually impossible to strike. In return, any of the three Bloodthirsters presented here will butcher their way through an enemy unit regardless of how much armour they're wearing. Short of a storm shield, there's very little that can protect someone from a Bloodthirster. Unfortunately for your opponents, it's hard to get away from a Bloodthirster due to the fact they can fly. Sure, you can use this ability to claim objectives in Maelstrom of War battles, although Khorne would rather see you cleave the enemy in twain. Swooping high over the battlefield is also a great way to avoid enemy fire. Just remember your Bloodthirster has to land before he can fight, so consider his flight path carefully, because where he lands may be where he dies.

Bloodthirsters of a Daemonkin Legion are less grounded in the material world than those summoned by a Daemonkin warband; after all, blood hasn't been spilt yet to solidify their existence. As such, they may suffer from Daemonkin Instability if they lose an assault. Bloodthirsters are exceptional fighters, though, and not prone to losing combats, so it's rarely an issue. If you're genuinely concerned you're about to lose a Bloodthirster, put yourself in its hooves. Would it be worried? No. It would continue hacking the enemy apart like it was going out of fashion, so be bold.

On that note, it's worth mentioning that each of the three Bloodthirsters has a specific role in Khorne's armies. The Bloodthirsters of Unfettered Fury are excellent in a prolonged melee, fighting alongside their daemonkin charges for the glory of Khorne, leading by example. However, they can struggle against heavily-armoured targets such as Land Raiders and Gorkanauts...

...which is where the Bloodthirsters of Insensate Rage come in. The monster-hunters of Khorne's legions, their Great Axe of Khorne can shatter even the thickest armour, making this Bloodthirster more than a match for enemy vehicles, monstrous creatures and even an Imperial Knight. Such an apocalyptically powerful attack is slow, however, so be wary of foes that can kill them before they strike.

The Wrath of Khorne are the most powerful of the three, and serve as Khorne's headmen. Their role is to slaughter enemy heroes, a task each takes to with intense hatred, burning away bodyguards and retainers with their fiery breath, hammering the survivors aside with their bloodflails before bringing the Axe of Khorne crashing down upon their victims' heads. If you're expecting to face an enemy hero of some note, the Wrath of Khorne is the Bloodthirster for the job.



# BLOODTHIRSTER OF UNFETTERED FURY



*Ferocious killing machines capable of hacking apart whole armies of the foe, the*



*Bloodthirsters of Unfettered Fury are the most numerous of Khorne's Greater Daemons. In one fist, these colossal, sulphur-wreathed fiends carry a massive Axe of Khorne. This daemon-forged blade hungers for hot blood, and a single swing of its smouldering edge can carve a battle-tank in two or behead even the largest monster. In its other hand, the Bloodthirster wields a vicious Lash of Khorne. Immense whips studded with brass spikes, these weapons slice through the air with a thunderous crack, breaking necks, entangling limbs, or smashing enemies off their feet.*

*Clad in baroque armour and bellowing their wrath to the sky, Bloodthirsters of Unfettered Fury strike abject terror into all who witness them in battle. Too swift to outrun, too resilient to gun down, and far, far too strong to outfight, these godlike Daemons are the death of all who face them in battle. It is no surprise then that the servants of Khorne worship these monstrous entities as demigods of war.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Unfettered Fury	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Unfettered Fury

*Double tap image for a full screen preview.*

**DAEMONIC GIFTS:**

- Warp-forged armour
- Lash of Khorne
- Axe of Khorne

**SPECIAL RULES:**

- Daemon of Khorne
- Daemonic Instability
- Deep Strike

**OPTIONS:**

- May take up to 50 points of **Daemonic Rewards**, in any combination:
- Lesser Rewards - *10pts each*
- Greater Rewards - *20pts each*
- Exalted Rewards - *30pts each*



# BLOODTHIRSTER OF INSENSATE RAGE

275  
POINTS



*Bloodthirsters of Insensate Rage are the most mindlessly savage of their kind. The fires of Khorne's forge fill their chests, stoking their fury to a state of apoplexy that renders*



*them utterly incoherent with anger. So great is their ire-fuelled strength that these Daemons are able to heft massive brass axes – weapons as tall as the horrors that bear them. With these Great Axes of Khorne, Bloodthirsters of Insensate Rage are more than capable of hacking the leg from a Warhound Titan with a single swing, or splitting the greatest mortal heroes in two from head to toe.*

*The arrival of such an entity on the battlefield heralds the coming of the end. The beat of their wings shudders through mortal minds, causing waves of terror to roll before them. Those who fall beneath the Bloodthirsters' night-black shadow taste the sudden tang of ash and sulphur in their throats, and feel their will to live evaporate like mist. As the beast roars its endless fury, the weak-willed simply collapse dead upon the spot. Yet even the brave do not have long to live...*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Bloodthirster of Insensate Rage	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Bloodthirster of Insensate Rage

*Double tap image for a full screen preview.*

## **DAEMONIC GIFTS:**

Warp-forged armour  
Great Axe of Khorne

## **SPECIAL RULES:**

Daemon of Khorne  
Daemoniac Instability  
Deep Strike  
Rage

## **OPTIONS:**

May take up to 50 points of **Daemoniac Rewards**, in any combination:  
Lesser Rewards - *10pts each*  
Greater Rewards - *20pts each*  
Exalted Rewards - *30pts each*

## **GREAT AXE OF KHORNE**

*Weapons of Khorne are etched with burning runes of slaughter, and each screams with the power of the Daemon bound inside it.*

## **Great Axe of Khorne**

Range -  
S - D  
AP - 2  
Type - Melee, Colossal

## **Colossal:**

A model with this weapon Piles In and fights at Initiative step 1.





# WRATH OF KHORNE BLOODTHIRSTER

300  
POINTS



*Soaring through the skies on vast, leathery wings, Wrath of Khorne Bloodthirsters scour the battlefield for their prey. These arrogant huntsmen of the third host are charged by*

*Khorne with a sacred duty. Each is given a quarry to track down, some braggart or hero who has earned the personal ire of the Blood God himself. Upon locating their prey, the Bloodthirster must humble them in battle; he must slaughter those who follow them, crush them in body and spirit, and finally drag their soul back to Khorne's realm for punishment by the Blood God himself. This is the task set before the Greater Daemon, and it is one in which he dare not fail lest Khorne's rage be turned upon him. Fortunately for these Bloodthirsters, they have many tools to aid them in their hunt. Each is armed with a mighty Axe of Khorne and a clattering bloodflail, a weapon that combines the reach of a lash with the crushing force of a sledgehammer. As if this were not enough, the Wrath of Khorne wear runic crowns upon their brows that ward off sorcery, and can breathe great gouts of hellfire upon their foes.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Wrath of Khorne Bloodthirster	10	10	6	6	5	9	6	9	3+	Flying Monstrous Creature (Character)	1 Wrath of Khorne Bloodthirster

*Double tap image for a full screen preview.*

## **DAEMONIC GIFTS:**

Warp-forged armour  
Hellfire  
Bloodflail  
Axe of Khorne

## **SPECIAL RULES:**

Adamantium Will  
Daemon of Khorne  
Daemonic Instability  
Deep Strike  
Hatred (Characters)

## **OPTIONS:**

May take up to 50 points of **Daemonic Rewards**, in any combination:

Lesser Rewards - *10pts each*  
Greater Rewards - *20pts each*  
Exalted Rewards - *30pts each*

## **HELFIRE**

Hellfire is a Flamer weapon for the purposes of any special rules that interact with Flamer weapons as described in Warhammer 40,000: The Rules.

Range - Template

S - 5

AP - 4

Type - Assault 1, Soul Blaze



**BLOODFLAIL**

Range - 12”

S - 7

AP - 2

Type - Assault D3

Range -

S - User

AP - 2

Type - Melee, Specialist Weapon



# THIS WEEK IN WHITE DWARF

**Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we look at the new Citadel cases, the Khorne Daemonkin and Gitsnik (among other things).**

## REOPENING THE CASE...

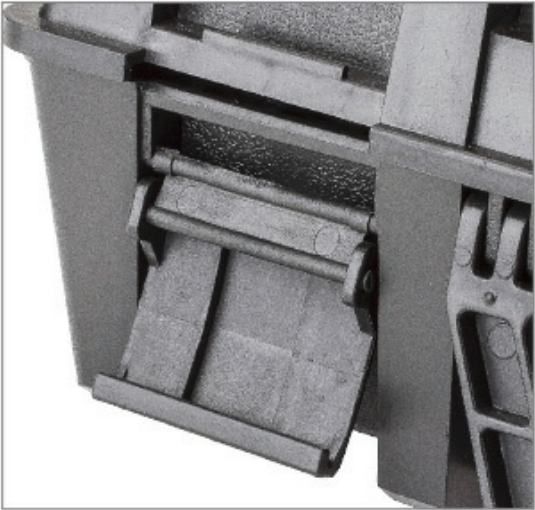
### STACKING, SWAPPING AND SMALL DETAILS

Examining the new Citadel cases this week, we've found a few smart features of the cases that are perhaps less obvious on first inspection. First up is their stackable nature. The bottom of each case has a number of small recesses which correspond to small locator plugs on the top – this means they sit securely on top of one another with no sliding about.

Another thing we've really been enjoying is the way you can swap the foam trays between cases. Consensus here in the bunker is we'll use Crusade Cases to hold our armies, then load the trays we need into a Battle or Skirmish Cases for games.

We've also got to give a shout out to the excellent nylon clips. They are tough and durable and keep the models inside good and secure. Finally, a nod to the little recesses which look like screw holes, except that instead of screw heads there are little skulls. A great cosmetic touch.





# **KHORNE DAEMONKIN**

## **THE BLOOD CRUSADE**

Such is the violent devotion of Daemonkin warbands that they readily turn their weapons on each other to satisfy Khorne's inexhaustible appetite for blood and skulls. As one might imagine, this can cause serious problems for the Daemonkin as they travel from one war zone to another – all too often a Daemonkin army simply wipes itself out in a frenzy of violence en route to its destination.

Accounts exist of Daemonkin warbands herding prisoners by the thousand aboard their warships, either to be sacrificed in diabolical rituals that stave off their need to constantly fight, or to be hunted down through the decks and corridors as live prey. The Brazen Beasts spend a great deal of their time worshipping the Caged God deep within their space hulk, while accounts exist of some using blood-portals to travel across vast tracts of space. A documented incident tells how the Harvest used these to invade the Black Ravens' fortress monastery and kill everyone inside.



# THE DAEMONIC LEGIONS OF KHORNE

So preoccupied with slaughter are the followers of Khorne, they rarely take time to discuss the niceties of heraldry and colour schemes. However, each warband will have its own icon, and all of Khorne's followers will decorate their armour in his colours: red, black, brass and bone. Khorne's Daemons are no exception, their skin reflecting the charnel cohort they belong to. Below you can see three different Bloodletter colour schemes, each using the colours of Khorne, but each subtly different. The possibilities for new colour schemes really are endless.



*Left: The Cohort of Blood are allied to the Skullsworn.*

*Centre: The Bloodletters of Gha'Kharax's cohort have joined the Eightscarred.*

*Right: The Charnel Reapers fight alongside the Wrath.*

## A MOST UNUSUAL MUSE

The Daemonkin warband known as the Brazen Beasts worship the Gorethunder Legion, a sect of Daemons that make heavy use of Skull Cannons and Soul Grinders. This has led to them to recruit (or enslave, in some cases) numerous Helbrutes, Forgefiends and Defilers to their cause – a roaring, clanking pack of half-machine, half-Daemon monstrosities. The most revered among them is the Caged God, a towering Lord of Skulls whose frenzied visions and crazed ravings determine where the Brazen Beasts will fight next.





# **CODEX: APOCRYPHA EXTRA**

**Notes from the worlds of Warhammer. This week: famous skulls.**

## **KRUG IRONHAND**

The skull of Krug Ironhand, former Lord of Karak Drazh, currently resides on the trophy rack of the Skaven Warlord Queek Headtaker. In times of great anxiety, Queek has been known to talk to the lifeless Dwarf skull.

## **ARSIL, PRINCE OF UNICORNS**

The noble unicorn known as Arsil was gambolling through a leafy glade one day when he chanced upon the intoxicated Ghorros Warhoof. Suffice to say the fight was extremely one-sided. Ghorros now wears the unicorn prince's skull as a hat.

## **KESARE THE FIREDRAKE**

Kesare was one of the greatest Salamanders of Nocturne, a fearsome beast that none could best. That was until the Primarch Vulkan fought and killed him. Throughout the Great Crusade, Vulkan wore Kesare's leathery hide as a cloak, his skull mounted on the Primarch's shoulder pad. To this day, the image of Kesare's skull lives on as the symbol of the Salamanders Chapter of Space Marines.

## **KATAM**

Katam was a daemonologist, his life dedicated to the study of the Realm of Chaos. Upon his death, his skull was daubed with runes using the blood of the Chaos Dragon Baudros, giving his skull an immortality of sorts. Though many wizards have conversed with Katam since his death, they invariably go insane after hearing what he has to say.

# ASK GROMBRINDAL

The White Dwarf team is a font of hobby knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer, need a bit of painting advice or you're after a few tactical tips, drop us a line: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)



## HOT STUFF

Mr Dwarf, I recently noticed that my plasma weapons get hot if they're used too much, but my friend's Tau ones don't. Why is this?

**- Jon 'disgruntled plasma-gunner' Grier**

## GROMBRINDAL SAYS

Plasma? What you need is gunpowder. You can't go far wrong with that (unless you're a manling – they still haven't got the hang of it).



To answer your question, the Tau are a progressive race, constantly updating and re-designing their wargear to make it more practical and more dangerous to the enemy without harming the user. In contrast, the Imperium reveres old technology, utilising weapons that are centuries, if not millennia, old in the belief they're better. In a way, they're right – they are more destructive. They're also older, more decrepit and more hazardous to the user. That's why they keep overheating. Foolish manlings...

**- Grombrindal**

# READER'S MODEL OF THE WEEK

We all know that bright colours mean danger, so this version of Kroq-Gar painted by Adrien Broussard must be one of the deadliest creatures in the Warhammer world.

Instead of painting Grymloq (that's the Carnosaur) in his traditional red, black and white colour scheme, Adrien has painted him an eye-catching combination of lime green and acid orange – a venomous colour scheme if ever there was one. Combined with Kroq-Gar's blue skin and gold details, this is one hero of Lustria you're certainly not going to fail to notice.





If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:  
**[team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)**



If it's something we can use, we'll be sure to get in touch.

# WEAPON OF THE WEEK: GITSNIK

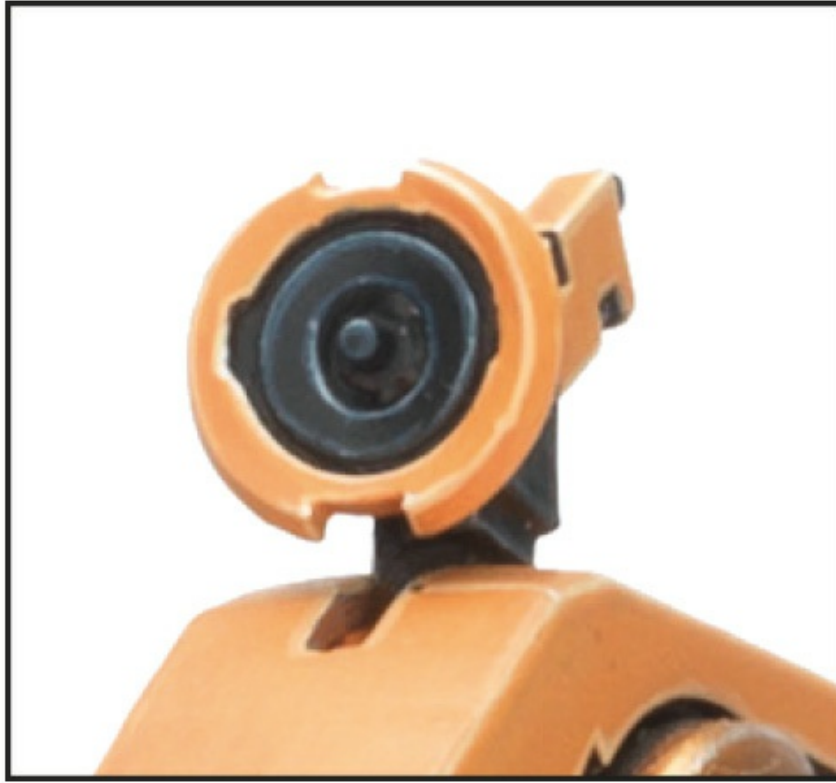
The axe Gitsnik (known in the common tongue as Foe-killer) was forged in the infernal fires of Zharr-Naggrund by the Chaos Dwarfs. Though its original owner and purpose is unknown, it was Grimgor Ironhide who marched from the Blasted Wastes with the axe clutched in his hands. He hasn't let go of it since. Despite being used by Grimgor to slay innumerable foes over countless decades, Gitsnik has never lost its razor-sharp edge.





# BIT OF THE WEEK: SUPPORT SYSTEM

The Riptide battlesuit kit comes with a host of strange gadgets. While the Imperium have yet to determine what they all do, we like to think this mini radar dish is a velocity tracker used to target enemy flyers.



# THE POWER OF THREE (BY THREE)

This week's Power of Three features the Khorne Daemonkin warband known as the Wrath. But it's not one Power of Three, it's three Powers of Three. Three squared...

The armour worn by the Wrath is a deep red. The appropriately named Khorne Red was used as a basecoat followed by an all-over wash of Nuln Oil. Wazdakka Red was then used for the edge highlights. The bone hems and weapons were basecoated with Karak Stone, the recesses carefully washed with Agrax Earthshade and the edges highlighted with Pallid Wych Flesh. The armour trim was painted with Hashut Copper, followed by a wash of Agrax Earthshade and finally a highlight of Runefang Steel. Painting Khorne's frenzied followers has never been easier.







# WHAT HAPPENED TO SETTRA?

*“The battle is only over if you wish it. You can be a king again.” – Anon.*

Last time we read about Settra the Imperishable, he'd done exactly what his name suggests he never could, his limbs scattered across the ruins of Khemri. Yet in the novel *The Lord of the End Times*, Settra returns once more, having struck a bargain with a darker power. Worth reading just to find out what he has to say to Nagash.





# WHITE DWARF'S REGIMENTS OF RENOWN

Much to Grombrindal's consternation, our Regiments of Renown this week are all pointy-eared.

The Solitaire and Death Jester both hail from the Masque of the Winter Sun and can be seen here alongside the masque's Dark Troupe. Cairdraith, the Death Jester, wears a darker coat than his fellows, indicating his morbid role in the masque.

The Ghostglaives Hellion gang spend much of their time competing in aerial contests. As a result, their skyboards are always in disrepair, their surfaces covered in scratches from close encounters with other sky-warriors. The Helliarch Kuredain is known for his ruthless attitude towards these contests and rival gangs have been known to flee rather than fight him, for first blood actually means last blood.



*Above: Both the Death Jester and the Solitaire wear black checks over white, the traditional colours of the masque.*



*Above: The Ghostglaives all have lurid green hair in emulation of the Helliarch Kuredain. Though it's not a gang requirement, he enjoys the sycophancy.*





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