

# KILL TEAM LIST

# KHORNE DAEMONKIN

## CODEX: KHORNE DAEMONKIN

This Team List uses the special rules and wargear found in Codex: Khorne Daemonkin and Codex: Chaos Daemons. If a rule differs from the Codex, it will be clearly stated. Please note that a lot of changes have had to be made to make Chaos Daemons work in Kill Team.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-25 Core models
- 0-4 Special models

## WARP ASSAULT

Models with the Deep Strike special rule in this list may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

## INSTRUMENTS OF CHAOS

Change the rules for Instruments of Chaos to the following: When a model with an Instrument of Chaos successfully passes its Reserve Roll, you may choose up to D6 other models to automatically arrive from reserve too. These additional models must still be in Deep Strike reserve and yet to make a Reserve Roll this turn.

## STANDARD AND BANNERS

All Banners of Blood count as 'banners' when determining combat results and have a 6" area of effect. I.e. every friendly model within 6" of the bearer counts as being within its unit for the purposes of the banner/standard rules. The effects of Banners and Standards are not cumulative.

## ORGANIZED CHAOS

Team Leader models, which in standard Warhammer 40,000 represent the leaders of a particular Core or Special choice, count towards the model count for wargear selection for that choice. For example an Aspiring Champion on a bike will count towards the model count of Chaos Bikers in a Team for the purposes of purchasing special weapons.

## BLOOD FOR THE BLOOD GOD!

A Khorne Daemonkin army generates **Blood Tithe** points during the course of each battle; the controlling player must keep a record of how many points his army accrues. A Blood Tithe point is generated each time one of the following events occurs during the game (this may mean that you earn multiple Blood Tithe points simultaneously):

- A model/squad containing at least one model with the "Blood for the Blood God!" special rule is completely destroyed, or destroys an enemy model/squad.
- A Leader with the "Blood for the Blood God!" special rule is slain, or slays an enemy Leader in a challenge.

The maximum number of Blood Tithe points an army can have at any one time is 6; any additional points generated are lost. The controlling player can choose to expend Blood Tithe points at the start of any of his turns. To do so, pick one reward on the Blood Tithe table opposite that has a value equal to or less than your number of Blood Tithe points. When one or more Blood Tithe points are expended, any remaining points are lost, though more points can be generated later in the game as normal.

## BLOOD TITHE TABLE

### POINTS EXPENDED / REWARD

**1 - Infernal Contempt:** All friendly units with the Blood for the Blood God! special rule have the Adamantium Will special rule until the start of your next turn.

**2 - Insatiable Bloodlust:** All friendly units with the Blood for the Blood God! special rule add 1 to their Attacks characteristic until the start of your next turn.

**3 - Unstoppable Ferocity:** All friendly units with the Blood for the Blood God! special rule have the Feel No Pain special rule until the start of your next turn.

**4 - Apocalyptic Fury:** All friendly units with the Blood for the Blood God! special rule have the Furious Charge and Rage special rules until the start of your next turn.

**5 - Daemontide \*:** Summon 1 Bloodletter within 3" of your leader. If your leader is out of action you cannot use this.

**6 - Unleash the Hounds \*:** Summon 1 Flesh Hound within 3" of your leader. If your leader is out of action you cannot use this.

# TEAM LEADERS

<b>BLOODREAPER</b>											15 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Bloodreaper	5	5	4	3	2	4	2	7	6+	Infantry (Character)	
Bloodhunter	5	5	5	4	3	4	4	8	6+	Cavalry (Character)	

**WARGEAR:**

- Hellblade

**SPECIAL RULES:**

- Inspiring Presence
- Daemon of Khorne
- Deep Strike
- Fearless
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May replace Hellblade with
  - Axe of Khorne *10 pts*
  - Blade of Blood *20 pts*
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
- May take a Juggernaut of Khorne for *35 pts*.
- May take items from **Khorne Daemonkin Armoury**, including Leader items.

**BLOODHUNTER UPGRADE:**

If a Juggernaut of Khorne is taken, Bloodreaper may upgrade to **Bloodhunter** for 15 pts (all bonuses from Juggernaut are already applied to the profile).

<b>HERALD</b>											55 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Herald	7	7	5	4	2	6	3	8	6+	Infantry (Character)	

**WARGEAR:**

- Hellblade

**SPECIAL RULES:**

- Inspiring Presence
- Daemon of Khorne
- Deep Strike
- Fearless
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May replace Hellblade with
  - Axe of Khorne *10 pts*
  - Blade of Blood *20 pts*
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
- May take a Juggernaut of Khorne for *35 pts*.
- May take items from **Khorne Daemonkin Armoury**, including Leader items.

<b>ASPIRING CHAMPION</b>											25 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Aspiring Champion	4	4	4	4	2	4	2	9	3+	Infantry (Character)	

**WARGEAR:**

- Power armour
- Close combat weapon
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- Mark of Khorne
- Champion of Traitors
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts.
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
  - Jump Pack\* *10 pts*
  - Chaos Bike\* *15 pts*
- May take a Juggernaut of Khorne\* for *35 pts*.
- May take items from the **Khorne Daemonkin Armoury**, including Leader items.

\*These pieces of wargear are mutually exclusive.

**CHAMPION OF TRAITORS:**

In a team lead by an Aspiring Champion with a Chaos Bike, you may take more than three Chaos Bikers. If the Aspiring Champion has a Jump Pack, you may take more than five Raptors.

<b>TERMINATOR CHAMPION</b>											36 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>	
Terminator Champion	4	4	4	4	2	4	2	9	2+	Infantry (Character)	

**WARGEAR:**

- Terminator armour
- Combi-bolter
- Power weapon

**SPECIAL RULES:**

- Deep Strike
- Inspiring Presence
- Mark of Khorne
- Champion of Traitors
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May replace his combi-bolter with combi-flamer, -melta or -plasma for *5 pts*.
- May replace his power weapon with one of the following:
  - Lightning Claw *3 pts*
  - Power fist *7 pts*
  - Chainfist *12 pts*
  - Axe of Khorne *20 pts*
- May swap all his weapons with a pair of lightning claws for *7 pts*.
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
- May take items from the **Khorne Daemonkin Armoury**, including Leader and Terminator only items.

**CHAMPION OF TRAITORS:**

In a team led by a Terminator Champion, Chaos Terminators may be taken as Core.

<b>BERZERKER CHAMPION</b>										29 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Berzerker Champion	5	4	4	4	2	4	2	9	3+	Infantry (Character)

**WARGEAR:**

- Power armour
- Close combat weapon
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Inspiring Presence
- Mark of Khorne
- Fearless
- Furious Charge
- Cult Champion
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May take items from the **Melee Weapons** and/or **Ranged Weapons** lists. Plasma pistol cost is reduced to 10 pts. Chain axe cost is reduced to 3 pts.
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
  - Melta bomb *5 pts*

**CULT CHAMPION:**

In a team led by a Berzerker Champion, Berzerkers can be taken as Core.

- May take items from the **Khorne Daemonkin Armoury**, including Leader items.

<b>CULTIST CHAMPION</b>										16 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Cultist Champion	4	3	3	3	2	3	2	8	6+	Infantry (Character)

**WARGEAR:**

- Improvised armour
- Close combat weapon
- Autopistol

**SPECIAL RULES:**

- Inspiring Presence
- Mark of Khorne
- Champion of Heretics
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May replace any weapon with:
  - Autogun *free*
  - Shotgun *free*
  - Bolt pistol *1 pt*
  - Plasma pistol *10 pts*
  - Power weapon *10 pts*
- May replace improvised armour with the following:
  - Flak armour *3 pts*
  - Carapace armour *8 pts*
- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
- May take items from the **Khorne Daemonkin Armoury**, including Leader items.

**CHAMPION OF HERETICS:**

A team led by a Cultist Champion must take at least two Cultists Squads. The Core choices limit is raised to 30. As long as the Cultist Champion is alive models within 6" of him gain the Stubborn special rule. Cultists pass Look out Sir! Rolls for the Cultist Champion on a 2+.

<b>POSSESSED CHAMPION</b>										40 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Possessed Champion	4	4	5	4	2	4	2	9	3+	Infantry (Character)

**WARGEAR:**

- Power armour
- Close combat weapon

**SPECIAL RULES:**

- Inspiring Presence
- Mark of Khorne
- Daemon of Khorne
- Fearless
- Fleet
- Vessels of Chaos
- Champion of Mutations
- Skulls for the Skull Throne!
- Blood for the Blood God!

**OPTIONS:**

- May take any of the following:
  - Ichor Blood *5 pts*
  - Combat Familiar *15 pts*
- May take items from the **Khorne Daemonkin Armoury**, including Leader items.

**CHAMPION OF MUTATIONS:**  
 In a team led by a Possessed Champion, Possessed can be taken as Core. Possessed Champion may re-roll the result of his Mutation roll. Second result must be kept.

# CORE

<b>BLOODLETTER</b>										10 Points
	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Bloodletter	5	5	4	3	1	4	1	7	6+	Infantry

**WARGEAR:**

- Hellblade

**SPECIAL RULES:**

- Daemon of Khorne
- Deep Strike
- Blood for the Blood God!

**OPTIONS:**

- For every five Bloodletters you take in your team, one model may take one of the following:
  - Instrument of Chaos *10 pts*
  - Icon of Chaos *10 pts*
  - Banner of Blood *20 pts*

CHAOS SPACE MARINE										15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Space Marine	4	4	4	4	1	4	1	8	3+	Infantry

**WARGEAR:**

- Power armour
- Boltgun
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Mark of Khorne
- Blood for the Blood God!

**OPTIONS:**

- May replace boltgun with close combat weapon *for free*.
- May take a close combat weapon for 2 pts
- For every five Chaos Space Marines in your team one may replace his boltgun with a weapon from **Special weapons** or **Heavy weapons** list or replace his bolt pistol with plasma pistol for 10 pts.
- May take Suspensors for 10 pts.

CHAOS CULTISTS SQUAD										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Chaos Cultist	3	3	3	3	1	3	1	7	6+	Infantry

**WARGEAR:**

- Improvised armour
- Close combat weapon
- Autopistol

**SPECIAL RULES:**

- Mark of Khorne
- Blood for the Blood God!
- Squad (5 Chaos cultists)

**OPTIONS:**

- Any cultist may replace his autopistol with autogun or shotgun *for free*.
- One cultist may replace all his weapons with:
  - Flamer 5 pts
  - Heavy stubber 10 pts

RAPTOR										19 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Raptor	4	4	4	4	1	4	1	8	3+	Jump Infantry

**WARGEAR:**

- Power armour
- Close combat weapon
- Bolt pistol
- Frag grenade
- Krak grenade
- Jump pack

**SPECIAL RULES:**

- Fear
- Mark of Khorne
- Blood for the Blood God!

**OPTIONS:**

- One Raptor in your team may take one of the following weapons. If you have five or more Raptors then a second model may also do so:
  - Flamer 5 pts
  - Meltagun 10 pts
  - Plasma Pistol 10 pts (*replaces Bolt Pistol*)
  - Plasma Gun 15 pts
- One Raptor in your team may take the Icon of Wrath for 15 pts.

**RESTRICTION:** You may take a maximum of three Chaos Bikers in your team.

**CHAOS BIKER**

22 Points

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Chaos Biker	4	4	4	5	1	4	1	8	3+	Bike

**WARGEAR:**

- Power armour
- Close combat weapon
- Bolt pistol
- Frag grenade
- Krak grenade
- Chaos bike

**SPECIAL RULES:**

- Mark of Khorne
- Blood for the Blood God!

**OPTIONS:**

- One Chaos Biker in your team may take one of the following weapons. If you have four or more Chaos Bikers then a second model may also do so:
  - Flamer *5 pts*
  - Meltagun *10 pts*
  - Plasma Gun *15 pts*
- One Chaos Biker in your team may take the Icon of Wrath for *20 pts*.

# SPECIAL

**FLESH HOUND**

16 Points

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Flesh Hound	5	0	4	4	2	4	2	7	6+	Beast

**WARGEAR:**

- Collar of Khorne

**SPECIAL RULES:**

- Fearless
- Daemon of Khorne
- Deep Strike
- Scout
- Blood for the Blood God!
- Non-learning

**Hounds of Khorne:** If a Bloodreaper, Bloodhunter or Herald is your team leader, up to four Flesh Hounds may be taken as Core.

**BLOODCRUSHER**

45 Points

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Type</b>
Bloodcrusher	5	5	5	4	3	4	3	7	6+	Cavalry

**WARGEAR:**

- Hellblade

**SPECIAL RULES:**

- Fearless
- Daemon of Khorne
- Deep Strike
- Blood for the Blood God!

**OPTIONS:**

- One Bloodcrusher in your team may take one of the following:
  - Instrument of Chaos *10 pts*
  - Icon of Wrath *10 pts*
  - Banner of Blood *20 pts*
- May take items from the **Khorne Daemonkin Armoury**.

<b>EMINENT BLOODLETTER</b>										15 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Eminent Bloodletter	5	5	4	3	1	4	2	7	6+	Infantry (Character)

**WARGEAR:**

- Hellblade

**SPECIAL RULES:**

- Daemon of Khorne
- Deep Strike
- Blood for the Blood God!
- Skulls for the Skull Throne!

**OPTIONS:**

- May replace Hellblade with
  - Axe of Khorne *10 pts*
  - Blade of Blood *20 pts*
- May take items from the **Khorne Daemonkin Armoury**.

<b>POSSESSED</b>										30 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Possessed	4	4	5	4	1	4	2	9	3+	Infantry

**WARGEAR:**

- Power armour
- Close combat weapon

**SPECIAL RULES:**

- Mark of Khorne
- Daemon of Khorne
- Fearless
- Fleet
- Vessels of Chaos
- Blood for the Blood God!

**OPTIONS:**

- One Possessed in your team may take an Icon of Wrath for *20 pts*.

<b>BERZERKER</b>										19 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Berzerker	5	4	4	4	1	4	1	8	3+	Infantry

**WARGEAR:**

- Power armour
- Close combat weapon
- Bolt pistol
- Frag grenade
- Krak grenade

**SPECIAL RULES:**

- Mark of Khorne
- Fearless
- Furious Charge
- Blood for the Blood God!

**OPTIONS:**

- One berzerker in your team may replace his bolt pistol with plasma pistol for *10 pts*.
- Any berzerker may take a chainaxe for *3 pts*.
- One berzerker in your team may take an Icon of Wrath for *15 pts*.

<b>WARP TALON</b>											34 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Warp Talon	4	4	4	4	1	4	1	8	3+	Jump Infantry	

**WARGEAR:**

- Power armour
- Two lightning claws
- Jump pack

**SPECIAL RULES:**

- Daemon of Khorne
- Mark of Khorne
- Deep Strike
- Warpflame Strike
- Blood for the Blood God!

<b>TERMINATOR</b>											34 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Terminator	4	4	4	4	1	4	2	9	2+	Infantry	

**WARGEAR:**

- Terminator armour
- Combi-bolter
- Power weapon

**SPECIAL RULES:**

- Deep Strike
- Mark of Khorne
- Blood for the Blood God!

**OPTIONS:**

- May replace his combi-bolter with combi-flamer, -melta or -plasma for 5 pts.
- May replace his power weapon with one of the following:
  - Lightning Claw 3 pts
  - Power fist 7 pts
  - Chainfist 12 pts
- May swap all his weapons with a pair of lightning claws for 7 pts.
- One Terminator may replace its combi-bolter with:
  - Heavy flamer 10 pts
  - Reaper autocannon 25 pts
- May take items from the **Khorne Daemonkin Armoury**, including Terminator only items.

<b>CHAOS SPAWN</b>											32 Points
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	
Chaos Spawn	3	0	5	5	3	3	D6	10	-	Beast	

**SPECIAL RULES:**

- Fear
- Fearless
- Mark of Khorne
- Blood for the Blood God!
- Rage
- Very Bulky
- Random Attacks
- Mutated Beyond Reason
- Non-Learning

# KHORNE DAEMONKIN ARMOURY

See **Codex: Khorne Daemonkin** for rules on wargear not found below.

## KHORNE'S RULING (Leader Only) – 25 pts

*Replaces one weapon of your choice.*

Khorne's Ruling is an axe that is gifted to only the most worthy of Khorne's champions. The weapon has the following profile:

	Range	S	AP	Type
Khorne's Ruling	-	+1	2	Melee, Two-Handed, Worthy*

\*Worthy: If the wielder is in base contact with three or more enemies, it gains +3 Attacks.

## GORE SPLATTER (Leader Only) – 20 pts

*Replaces one weapon of your choice.*

Gore Splatter is a sword that thirsts for blood. The weapon has the following profile:

	Range	S	AP	Type
Gore Splatter	-	U	3	Melee, Blood Drain*

\*Blood Drain: if the wielder removed a model from play with this weapon, you generate an extra Blood Tithe Point.

## WARP BEACON (Leader Only) – 15 pts

The model is a beacon for those traveling through the warp. Friendly models do not scatter when they Deep Strike, as long as the model is placed within 6" of the Warp Beacon's bearer. For this to work, the bearer of the Warp Beacon must have been on the battlefield at the start of the turn.

## SPELLBREAKER (Leader Only) – 10 pts

The model gains the Preferred Enemy (Psyker) special rule.

## SIGIL OF CORRUPTION (Aspiring Champion only) – 20 pts

This item grants a 4+ Invulnerable save to bearer.

## UNBREAKABLE SKIN (Leader Only) – 15 pts

*Daemon of Khorne models only.*

## TALISMAN OF BURNING BLOOD – 15 pts

The Talisman of Burning Blood increases the aggression of its bearer if it is sated with blood. If a model with this talisman kills one or more enemy models during the assault phase it gains +1 Attack until the end of its next turn.

## COLLAR OF KHORNE – 5 pts

A talisman forged in the heat of Khorne's rage. The model adds a +2 modifier to any Deny the Witch attempts within 6".

## AUTO-LAUNCHERS (Terminator Only) – 10 pts

The model counts as having assault grenades that do not have the One Use rule (i.e. they never run out). These grenades may not be used in the Shooting phase.

## CATAPHRACTII PATTERN ARMOUR (Terminator Only) – 10 pts

Models with Cataphractii Pattern Armour gain a 4+ invulnerable save and the Slow and Purposeful special rule, but lose the Relentless special rule. Models with this armour may not also take Tartaros Pattern Armour.

## TARTAROS PATTERN ARMOUR (Terminator Only) – 5 pts

Allows the model to make a Sweeping Advance. Models with this armour may not also take Cataphractii Pattern Armour.

## TELEPORTER (Terminator Only) – 5 pts

Instead of moving, a model may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot assault this turn.

## WARP BLINK – 5 pts

*Daemon of Khorne models only.*

Instead of moving, a model with Warp Blink may move through the warp. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If it does this it cannot assault this turn.

## SOUL DEVOURER – 10 pts

When the model causes a casualty either by shooting or combat (not sweeping advance) roll a D6. On a roll of 5+ the

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The models hide is thickened with scales.  
Item increases bearer's armour save to 3+.

**DAEMONIC ESSENCE (Leader Only) – 15 pts**

The model can draw vitality from the Warp, enhancing his natural reserves of power. The model gains the Feel No Pain special rule.

**DAEMONIC FLIGHT (Leader Only) – 15 pts**

The model is able to fly using mighty demonic wings. Treat this as a jump pack that may use its Jump move in both the Movement and Assault phases during the same turn. May not be taken with a Chaos Bike, Terminator armour or Daemonic Steed.

**FLESHMETAL ARMOUR (Leader only) – 15 pts**

*Models in power armour only.*

This armour grants a 2+ save to the bearer. Cannot be taken by non-Infantry models (infantry subtypes like Jump Infantry can take it) and Very Bulky models.

model regains a single Wound lost during the battle.

**AURA OF DISRUPTION – 5 pts**

The model gains the Adamantium Will special rule.

**CRUSHING MASS – 10 pts**

The model gains the Hammer of Wrath special rule. If the model already has this special rule from other source, it may re-roll failed To Wound rolls of Hammer of Wrath attack instead.

**RELIC WEAPON – 10 pts**

The model has acquired an artefact of the great crusade era. Choose a single weapon the model has to gain the Master-crafted special rule. Weapons taken from the **Khorne Daemonkin Armoury** cannot be Master-Crafted.

**OVERCHARGED WEAPON – 10 pts**

Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Plasma weapons may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

**SUSPENSORS – 10 pts**

A model with Suspensors that is equipped with a Heavy type weapon may fire this weapon at full BS even if he has moved in the Movement phase – although if he does so, the maximum range of the weapon is halved.

**BIONICS – 5 pts**

The model gains the Feel No Pain (6+) special rule.

**TARGETER – 5 pts**

If a model with a Targeter has not moved in the previous Movement phase it may reroll To Hit rolls of 1 when shooting.

**\* SUMMONING FOOTNOTE:**

- A summoned daemon from the Blood Tithe table is not counted when doing a Route Test.
- A summoned daemon is thought to have run off on his own after a battle when there is no blood left to be spilled. As a result summoned monsters are not added to your Force in Campaigns and essentially disappear after the fight.