

Supplement AOS Grand Alliance Of Chaos : Armies Of Khorne 1.0

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Introduction:

You stand amidst the swirling chaos of the multiverse, your hands still stained with the blood of countless foes. The roar of battle echoes in your ears, a symphony of violence that sings to your very soul. And now, Khorne, the Blood God, has taken notice of your rampage, his favor bestowed upon you as a reward for your relentless pursuit of carnage.

With a gesture of his mighty hand, Khorne offers you a gift beyond imagining: an army to command, an unstoppable force to further your conquests across the realms. His offer is simple, yet profound: take up his banner, and in return, the bloodshed will never cease, the skulls will forever pile high upon his throne.

But there is a price to pay, as there always is. To accept Khorne's gift is to forsake the use of magic for the first jump you supplement this with, the very essence of your being bound to the relentless pursuit of battle. No longer will the arcane arts bend to your will, for your power will now flow from the blood-soaked fields of war. This is to prove yourself in this world and to Khorne.

This supplement can be used in any jump of your choosing, So take this 100 favor and make your army as you see fit.



Khornes Blessing:

Before we start building your army here are a few Blessings that Khorne has bestowed upon you and possible Generals and Heroes in your army.

Mark Of Khorne[Free]:

On your body, the mark of your master, the blood god, pulses with dark power, granting you strength beyond measure. Fear of battle no longer holds sway over you as you stride into the fray, for you have been imbued with the relentless fury of Khorne. With a weapon of your choosing in hand, your mastery over it is unmatched, each strike a symphony of destruction. With each foe felled, your power grows, and the name of Khorne echoes through the realms, a testament to your unyielding might.

Exalted Of Khorne [1 Favor]:

Khorne, pleased with the rivers of blood you've offered, bestows upon you further boons. Your strength swells even greater, each sinew infused with the raw power of the Blood God. As an expert in melee combat, your every movement is a deadly dance of destruction, leaving carnage in your wake. But now, you are not just a force on the battlefield; you've become an immovable bulwark against magic and ranged assaults, your very essence resistant to their insidious influence. With each victory, you become more than a warrior; you are a living embodiment of Khorne's will, an unstoppable force of chaos and devastation.

Chaos Plate of Khorne[Free]:

Adorned with the insignias of Khorne, the Chaos Plate armor serves as a testament to the wearer's commitment to anarchy. Presented as a boon from the Blood God himself, each ensemble is a blasphemous masterpiece, embellished with carvings devoted to Khorne. These infernal armaments surpass mortal craftsmanship. Clad in Chaos Plate, warriors are often hailed as indestructible, as common weapons splinter against its impenetrable surface, and arrows deflect harmlessly. Notably, the armor melds seamlessly with the wearer, offering unmatched flexibility and ease in combat, conforming effortlessly to their physique, regardless of mutations. Additionally, Chaos Plate boasts the extraordinary capability to self-mend over time, ensuring its endurance during the most grueling of campaigns. Whether preserved in its original state or modified to emit an even more chaotic energy, Chaos Plate endows its wearer with

unparalleled defense and fortitude, a harbinger of destruction to all who challenge the chaotic forces.

HellBlade [Free]:

Forged in the fires of chaos, the Hellblade is a formidable daemon weapon, wielded by the bloodthirsty Bloodletters, lesser daemons of Khorne. With razor-sharp edges honed by pure hatred, no mortal-forged armor can withstand its onslaught. The carnage unleashed by these wicked blades has shattered the wills of countless mortal foes throughout the ages. Etched with burning runes of slaughter, each Hellblade resonates with the bound power of the daemon within, screaming with unholy fury as it cleaves through flesh and bone. In the hands of a Bloodletter, the Hellblade becomes an instrument of death, leaving a trail of devastation in its wake that echoes the eternal glory of Khorne. And you have one for free.

Possible mount upgrades can only choose one :

Steed Of Khorne [1 Favor]:

These shadowy steeds are the preferred steeds for the savage Chaos Knights devoted to Khorne. Tinged crimson like fresh blood and typically adorned with the alterations of Chaos, these mounts now embody the essence of darkness more than their former lineage.

Juggernaut Of Khorne [2 Favor]:

A fusion of brass and beast, the Juggernaut charges forth with earth-shaking force, its massive limbs pounding the ground beneath it. With blade-horned snout lowered, it barrels through enemy lines, crushing all who dare stand in its path. Clad in metal plates, this daemoniac behemoth is nearly unstoppable, shrugging off blows from all but the most formidable of weapons. In battle, the Juggernauts unleash havoc, trampling foes with brazen hooves and tossing them aside with iron horns. Impervious to stinging return fire, these rampaging beasts heed only the call of bloodshed, their armored flanks deflecting attacks as they lay waste to all who oppose them. Resembling colossal rhinoceroses, their mighty forms strike fear into the hearts of mortal soldiers, for when the Juggernauts charge, no fortress can withstand their relentless assault.

Chaos Chariots of Khorne [3 Favor]:

Forged from sturdy chaos iron and perpetually bathed in blood, these Chariots please the blood god as a source of slaughter. These Chariots are drawn by the powerful steeds of Khorne.

Gorebeast Chariot [4 Favor]:

Chaos Chariots are formidable war machines employed by the Slaves to Darkness, drawn by powerful Gorebeasts. Constructed with solid frames, these chariots boast exceptional resilience, effortlessly enduring enemy assaults as they maneuver across the battlefield. Unlike chariots used by other armies for ranged attacks, Chaos Chariots charge headlong into enemy formations, smashing through their lines and mercilessly crushing foes beneath their bladed, grinding wheels and the hooves of their sinister steeds. A lone Chaos Chariot is capable of decimating an entire shield wall with its devastating impact

Only For The Generals and Heroes in your army upgrades:

Bloodthrone [4 Favor]:

As tokens of Khorne's favor, Blood Thrones are brass-clad daemon engines forged in the likeness of the Blood God's own throne. These infernal machines wreak havoc on the battlefield, their spiked wheels crushing enemies and leaving behind a trail of gore and destruction. Powered by the simmering rage of Khorne himself, they belch sulphurous smoke as they advance, leaving no survivors in their wake. Bloodletter Charioteers and Heralds of Khorne Rendmasters ride atop these thrones, furthering the carnage with their relentless fury. Only the most worthy Heralds, those who have committed countless acts of slaughter and atrocity, are deemed worthy of such a gift from Khorne. Crafted from a sliver of brass taken from the Blood God's throne, these demonic vessels are among the most vicious and proudful servants of Khorne, their murderous rage controlled only by the will of their Heralds.

Army List:

Before we proceed with recruitment, you will receive one Hero at base points for free. It's worth noting that units with higher favor values and fewer numbers are generally more powerful.

Each unit in the list has the potential to be upgraded based on the provided list of possible upgrades, and equipment which will be detailed in the Gifts of Khorne section of this supplement. And they must decide when to buy the unit. They can't be upgraded later.

Generals:

These units represent the elite of Khorne's army, blessed by the Blood God himself. As great champions of Khorne, they stand by your side, ensuring order and cohesion within your forces. The presence of these mighty champions reduces the need for micromanagement, allowing you to focus on leading your army to victory.



Chaos Lord Of Khorne [3 Favor]:



Throughout the realms, many have risen as exceptional leaders in times of conflict, but few possess the innate prowess in the art of death and seek a destiny beyond fighting solely for their own people. The path of a Lord of Khorne embodies the essence of true devotion to the Blood God, forsaking mortal concerns to dedicate their existence solely to leading the legions that serve his will. While they may have once wielded weapons of their homeland, the favor of Khorne grants them unearthly armor and darkly crafted weapons that supplant these mortal arms.

Possible Upgrades

- *Exalted Of Khorne*
- *Juggernaut Of Khorne*
- *Gorebeast Chariot*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield*

Herald Of Khorne [4 Favor]:



Among the Bloodletters, none are as feared as the dread Heralds of Khorne. Consumed by an insatiable thirst for slaughter, they unleash a wrath surpassing even their kin. The Heralds' madness drives nearby Daemons of Khorne into a frenzy, amplifying the fury of the carnage. With relentless hacking and cleaving, they leave naught but a mound of corpses in their wake, securing yet another victory for the Blood God.

Possible Upgrades

- *Exalted Of Khorne*
- *Juggernaut Of Khorne*
- *Bloodthrone*

Equipment

- *HellBlade*

Bloodthirster [8 Favor]:



Bloodthirsters stand not only as the deadliest among Khorne's Daemons but also as the mightiest of all Daemonkind. Each of these colossal beasts serves as a herald of impending doom, wielding destructive power beyond measure, existing solely to wreak havoc, inflict suffering, and annihilate all in its path. They embody the very essence of war's fury, embodying the unbridled primal rage of the world itself. Such ferocity is befitting of creatures beholden to the Dark God of Bloodletting, Slaughter, and Murder.

Possible Upgrades

- **Exalted Of Khorne**

Equipment

- **Hell Greataxe or Hell Axe and whip**
- **Flame Breath**

Heroes:

These units serve as beacons of inspiration for their fellow Khorne allies and as catalysts for recruiting new followers into the ranks of the Blood God. Their presence within your army bestows buffs that amplify the destructive potential of your forces, ensuring greater carnage and devastation upon your enemies. But their buffs are optimal on leading eight units.

Bloodreaper [3 Favor]:



Each Bloodreaper wields a specialized Hellblade crafted for hunting down enemy heroes with deadly precision. These bloodletters are hardened by the scars of innumerable battles, bestowed with the will to command a fraction of Khorne's Blood Legion. Their presence on the battlefield enhances the effectiveness of their fellow bloodletters, imbuing them with greater strength and ferocity. Furthermore, their sheer presence empowers their comrades to strike harder, bypassing any feeble armor their enemies may wear.

Possible Upgrades

- *Exalted Of Khorne*
- *Juggernaut Of Khorne*
- *Bloodthrone*

Equipment

- *Anti Hero HellBlade*

Alpha Flesh Hound [2 Favor]:



Alpha Flesh Hounds prove to be formidable adversaries for wizards, creating significant challenges for spellcasting in their vicinity. Their Collar of Khorne not only disrupts spells but also grants them immunity from magical effects, serving as a physical embodiment of Khorne's wrathful vengeance. Any foolhardy wizards who attempt to cast spells upon them will find themselves relentlessly pursued until their demise. Furthermore, the presence of an Alpha Flesh Hound boosts the effectiveness of its pack, enhancing their speed and making them more adept at tracking down spellcasting adversaries. Additionally, it increases their ferocity in combat, ensuring greater damage inflicted upon their foes.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Collar of Khorne*
- *Claws and Jaws*
- *Flame Breath*

Cultist Leader Of Khorne [1 Favor]:



The Cultists devoted to Khorne not only worship the Blood God but also actively promote his ideals of unrelenting slaughter and bloodshed. Their primary duty is to establish and proliferate these Cults, traversing vast distances to serve their deity and spread his corruption. Thus expanding the influence of their Cults far and wide. Consequently, their value lies more outside the battlefield than within it, as they primarily bolster the ranks of mortals in your army, and corrupt the land with Khorne influence. But on the battlefield he/she provides buffs to his fellow cultists in the army.

Possible Upgrades

- ***Steed Of Khorne***

Equipment

- ***One Weapon and shield***
- ***Hide Armour***

Deathbringer [2 Favor]:



Deathbringers stand as some of Khorne's most formidable warriors, leading his followers into battle and ranking second only to the Chaos Lords of Khorne. While most of Khorne's mortal devotees perish on his path of violence and destruction, those who survive emerge as hardened warriors, wielding brute force and raw power. They are relentless whirlwinds of rage, madness, and bloodlust, slaughtering without remorse to attain greater glory in the name of their god. Their demonic appearance is further accentuated by a pair of curved horns sprouting from their heads, a clear mark of favor from Khorne, which they wield as weapons. Runes of Khorne are often etched into their flesh or emblazoned upon talismans they carry. Their presence on the battlefield not only amplifies the devastation wrought by the charges of mortal soldiers in the army but also intensifies their overall effectiveness against enemy generals and heroes .

Possible Upgrades

- *Exalted Of Khorne*
- *Juggernaut Of Khorne*

Equipment

- *One Chaos Weapon and shield or two Chaos Weapons*
- *One Chaos Great Weapons*
- *Hide Armour*

Bloodsecrator [2 Favor]:



Bloodsecrators serve as both icon bearers and high priests, acting as conduits for the boundless fury of Khorne. Howling in rage, they carve through their foes wielding the Icon of Khorne aloft. Adorned with skulls and the rune mark of Khorne, their massive standards serve as grim symbols of the Blood God's wrath. When planted on the battlefield, these icons channel the ferocious energies of Khorne's domain, instilling his followers with an infernal battle-lust that strikes terror into the hearts of all who behold it.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *One Chaos Weapon*
- *One Icon of Khorne*
- *Collar of Khorne*
- *Chaos plate Armour*

Slaughterpriest [2 Favor]:



As the priests of the Blood God and beacons of his power, Bloodpriests wield authority over their fellow Khornates, guided by visions sent directly from Khorne himself. On the battlefield, their prayers hold the power to disrupt the spells of wizards, induce searing agony by boiling the blood of their enemies within their veins, and unleash booming chants that ignite a frenzied berserker rage in all nearby, friend and foe alike, compelling them to forsake all sense of self-preservation in favor of a suicidal battlelust.

Possible Upgrades

- *Steed Of Khorne*
- *Exalted Of Khorne*

Equipment

- *One Chaos Weapon*
- *Hide Armour*

Realmgore Ritualist [2 Favor]:



Realmgore Ritualists, priests of Khorne tasked with overseeing blood rites and votive sacrifices, have spilled vast quantities of blood in the name of their deity throughout their lifetimes. Endowed with the full blessing of Khorne, they wield formidable power, capable of turning a man's blood into boiling sludge with a mere gesture. On the battlefield they can carve runes into the earth, these markings burn with a fiery intensity, causing the realm itself to recoil and writhe in agony. Great splintering wounds erupt from the ground, unleashing geysers of scalding realm-blood into the air. This gory deluge rains down upon their foes, boiling them alive and driving nearby Khorne worshippers into a state of psychotic, murderous frenzy

Possible Upgrades

- *Exalted Of Khorne*
- *Chaos Chariots of Khorne*

Equipment

- *One Chaos Weapon*
- *One Chaos Staff*
- *Hide Armour*

Skullgrinder [2 Favor]:



Skullgrinders are the wandering warrior-smiths among the ranks of the Khorne Bloodbound, wielding heavy, blessed anvils imbued with the searing heat of Khorne's forge. They utilize these anvils not only in the forging of arms and armor but also in the heat of glorious battle. As such, they play a vital role in your army, responsible for upgrading and maintaining the chaos weapons of your fellow Khorne worshippers.

Possible Upgrades

- *Exalted Of Khorne*
- *Gorebeast Chariot*

Equipment

- *One Anvil on Chains*
- *Chaos Plate Armour*

Infantry:

800 Bloodreaver [1 Favor]:



Bloodreavers embody the frenzied cultism of Khorne, wielding sheer numbers as their primary weapon. These frothing killers boast bodies adorned with thick slabs of muscle and ritual scars, showcasing their devotion to the Blood God. Though they hail from barbarous tribes and may be considered mere mortals compared to other followers of the Bloodbound, their commitment to butchery and slaughter knows no bounds. Among Khorne's mortal adherents, Bloodreaver tribes proliferate in vast numbers. Individually insignificant when compared to the might of Blood Warriors or Skullreapers, they become an unstoppable deluge when amassed in large bands, capable of conquering entire armies and kingdoms

Equipment

- *One Chaos Weapon each*
- *Hide Armour*

81 Claws of Karanak Cultist [1 Favor]:



This Khornate cult specializes in hunting down those who incur the Blood God's wrath, taking pleasure in the annihilation of cowards and displaying relentless determination in pursuing their chosen prey.

This unit comprises a diverse array of individuals:

One Packlord: The esteemed chieftains of the Claws of Karanak, commanding authority and prowess.

30 Hounds of Wrath: Warriors infused with primal energies and strength, requiring restraint between battles.

10 Brutalisers: Seasoned veterans within the cult, possessing formidable experience and skill.

20 Blood Whelps: The humblest members of the Claws of Karanak, awakened by the roar of a Flesh Hound, yet to embark on personal soul hunts or garner favor from Khorne.

Equipment

- **One Chaos Weapon each**
- **Hide Armour**

400 Khorne Berserker [2 Favor]:



Khorne Berserkers are mortals who have been drenched in the gore of their enemies, catching the attention of Khorne through their relentless slaughter and earning the honor of the Red Baptism. Khorne Berserkers become unwavering servants of Khorne, with even those who once opposed the Blood God's hordes being blessed with the Red Baptism. Clad in relentless butchers encased in plate armor, they fearlessly charge into combat, wielding axes and driving spiked fists into exposed flesh. Even when facing mortal wounds, they continue to fight with unyielding determination until the last drop of their blood has been shed.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

160 Bloodletters [2 Favor]:



The Daemon hordes of Khorne are comprised of ferocious Bloodletters, formidable warriors considered to have been among the most devoted followers of the Blood God in their mortal lives, their will as relentless and bloodthirsty as Khorne's own. Unleashed onto the battlefield, Bloodletters swiftly dart from one enemy to the next, cleaving through their foes before swiftly moving on to new victims. With each adversary slain, these Bloodletters unleash triumphant roars that resonate across the battlefield, instilling dread in the hearts of all who hear them.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *HellBlade each*

80 Forsaken of Khorne [2 Favor]:



When the corrupting energies of Chaos saturate the mortal forms of Khorne's warriors beyond the confines of their flesh, they are transformed into His Forsaken: grotesque, contorted beings consumed by unrelenting rage. These mutations may align them more closely with the image of Khorne or the spawn of His realm, transcending mere physical strength. Their skin may darken to shades of black, red, or brass, while their eyes take on the lifeless, white gaze of Daemons. Their very visages may morph into hideous resemblances of Bloodthirsters, Bloodletters, Flesh Hounds, or Juggernauts, with eyes oozing with venom or their entire bodies morphing into a hybrid amalgamation of such Daemon spawn.

Equipment

- *Claws and Fist each*

80 Skullreaper [3 Favor]:



Skullreapers are selected from the ranks of the Bloodreavers, where the lives of these Cultists are often brutal and brief. However, those who endure grow increasingly potent with the blessing of Khorne. These warriors undergo the Trial of Skulls, a rigorous test centered on securing the skulls of eight worthy champions daily. Failure to achieve this task results in a slow demise. Such a dishonorable fate is abhorrent to Skullreapers, who may turn on their own comrades should they approach the end of the day without claiming their quota of skulls.

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

80 Wrathmonger [3 Favor]:



Wrathmongers are deranged artisans of murder, unwavering in their fervent allegiance to Khorne. Infused with unnatural daemonic energies, they stand as the pinnacle of the Chaos tribes, unstoppable in battle as they hurl themselves at their enemies with otherworldly vigor, wielding wrath-flails that trace brutal, bloody arcs through the air. Swollen and twisted by daemonic power, Wrathmongers exude an aura of malevolence. Their blood runs scorching hot, forming a crimson haze that envelops them. Those caught within this miasma find their thoughts consumed by violent rage, a sensation intensified should they come into contact with the searing fluid itself. Enveloped by a homicidal bloodlust, victims are driven to turn upon their own allies, screaming with murderous fury.

Equipment

- *Chaos Plate of Khorne*
- *Two Chains Hammer each*

40 Chosen of Khorne [3 Favor]:



Those bearing the physical marks of the Blood God have distinguished themselves from their peers through the most nefarious of deeds. However, many lack the mental fortitude to bear the burdens of being Chosen of Khorne. Only the strongest among them evade descending into mindless, babbling Chaos Spawn, instead destined to transcend their mortal limitations and gradually assume a more formidable form. Regardless of the specific gifts bestowed upon them, these formidable warriors are invariably infused with a fraction of Khorne's boundless rage, compelling them relentlessly into battle, driven by an insatiable urge to harvest skulls or meet a glorious demise.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

Cavalry:

400 Bloodreaver Horseman [2 Favor]:



Cultists who opt to worship Khorne view His patronage as a pragmatic choice, as those who offer homage to their fearsome Lord swiftly gain strength and ferocity. However, every humble follower of Khorne embarks on a path toward an insatiable bloodlust that only the most resilient can withstand, and only the most skilled can hope to satiate. This is why some choose to ride horses, enabling them to execute powerful charges and flanking maneuvers while circumventing ambushes.

Equipment

- *One Chaos Weapon each*
- *Hide Armour*

80 Chaos Knights of Khorne [3 Favor]:



To assist his Chaos Warriors, the Blood God bestows upon them the most savage and bloodthirsty Chaos Steeds among all the Ruinous hordes. Khorne grants no innate mastery over these creatures, for if a Knight cannot tame and subdue the beast by his own merit, then he is deemed unworthy to fight in Khorne's ranks. Those who fail in this endeavor face a brutal fate, as the Blood God permits his "gift" to rend their bodies apart, shatter their bones to marrow, and consume them utterly.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

80 Skullcrushers of Khorne [4 Favor]:



So favored by Khorne are these bloodthirsty Knights that the Blood God has bestowed upon them Juggernauts, their formidable mounts snort steam and carve out divots resembling shallow graves before charging towards the ranks of their prey, trampling anything in their path with merciless ferocity.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

40 Bloodcrushers of Khorne [4 Favor]:



Bloodcrushers serve as the daemoniac shock cavalry within Khornate armies, embodying the unholy fusion of a particularly savage Bloodletter and a formidable Juggernaut mount—a creature of brazen brass and sinewy muscle. Together, they charge through enemy formations, the Juggernaut impaling its victims with its blade-horn while the rider wields a hellblade with deadly precision. The sheer force of a charging Bloodcrusher can shatter even the most stalwart of battle lines, leaving a trail of gore in its wake as decapitated bodies are trampled into the mud.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *HellBlade each*

Monsters:

400 Flesh Hound [2 Favor]:



The Flesh Hounds are savage Daemons of Khorne, tirelessly hunting down the enemies of the Blood God. These scaled creatures, adorned with wide reptilian crests and flaps of skin, exude a predatory aura and stand ever ready to inflict harm with their massive teeth, blood-dark claws, sharp spines, and horned heads. Their bodies bear brass runes of Khorne, and studded metal collars adorn their necks. These relentless beasts serve as the unforgiving hunters of Khorne's foes, tearing their victims apart either with razor-sharp teeth capable of rending both armor and flesh or with blood-dark claws drenched in the remnants of their adversaries.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Collar of Khorne*
- *Claws and Jaws*
- *Flame Breath*

80 Minotaurs of Khorne [4 Favor]:



For the Khorne Minotaurs, the battlefield is a realm of frenzied abundance. The scent of blood fills their flaring nostrils, igniting their primal instincts, and they bellow their insatiable hunger for all to hear. Charging forth with thunderous force, horns lowered to impale, they unleash a relentless onslaught upon their hapless foes. Once their victims lie hacked apart, the Khornataurs indulge their voracious appetite by tearing into raw flesh with their gore-encrusted nails, devouring great chunks of steaming meat even amidst the chaos of battle.

Possible Upgrades

- *Exalted Of Khorne*

Equipment

- *Chaos Plate of Khorne*
- *1 Chaos Great Weapons or 1 chaos weapon and shield or 2 chaos weapons*

8 Khorgorath [4 Favor]:



Khorgoraths are beings from the Mortal Realms, now corrupted beyond recognition by Khorne into some of his most ferocious monsters. The extent of their corruption is profound, leaving scant traces of their former selves as their minds become consumed by unbridled rage and ceaseless destruction. Driven solely by an insatiable hunger for living flesh, they employ their bone-like claws to grapple with their prey, feasting upon the skulls and blood of their enemies. Their grotesque forms bulge with the skulls of those they have devoured, their skin stained red with the blood of their fallen foes.

Equipment

- *Claws and Jaws*

1 Slaughterbrute [6 Favor]:



Slaughterbrutes are colossal, aggressive clawed beasts of the Monsters of Chaos, known for their devastating impact on battlelines, leaving only bloody ruin in their wake while remaining impervious to conventional means of breaking. These fearsome creatures possess four front arms of varying sizes, a muscular body, and a massive head adorned with a triplex tongue, a cluster of eyes, and multiple rows of teeth. Some lack a tongue, instead featuring a grimacing maw and protruding growths from their face. Their chitinous skin is creased and spiked, and they stand upon hoofed feet, armed with razor-tipped claws and slashing talons. Chaos icons, ritual daggers of binding, and assorted weapons pierce their backs. In combat, they unleash devastating attacks with their razor-tipped claws, mighty jaws, slashing talons, and, if present, additional lesser claws.

Equipment

- *Claws and Jaws*

Daemon Engines:

2 Skull Cannon [4 Favor]:



Skull Cannons are Daemon Engines of Khorne, forged from the monstrous soul-forges that fuel the Blood God's endless wars. These sentient machines crave nothing more than the sensation of crushing flesh and bone beneath their spiked wheels, offering fervent praise to Khorne with every foe torn asunder within their grinding maw. The intact skulls of their victims are fed into the great cannon mounted atop the machine, where they are imbued with a fragment of Khorne's ever-burning wrath, coated in a pitch of boiling blood and fire before being unleashed with an ear-splitting roar toward the enemy ranks. As the missiles slam home, they erupt into thunderous fireballs, sending broken and charred bodies spinning through the air—a sight that has shattered the will of countless mortal warriors. Two Bloodletters, overseeing the Skull Cannon's creation in the Brass Citadel's furnaces, ride it into battle, shoveling fresh skulls into its maw and directing its spiteful rage with pride in every atrocity.

1 Blood Shrine of Khorne [4 Favor]:



Riding atop a carnage-fueled Daemon engine, the Blood Shrine roars across battlefields with relentless speed, eager to be drenched in blood and catch the attention of its mighty patron—the Blood God and his most formidable servants. This mobile altar serves as a catalyst, empowering Khorne's Daemons to unleash even greater levels of butchery and wanton slaughter upon the battlefield. With two Bloodletters in the front helping collecting skulls.

1 Soul Grinder of Khorne [6 Favor]:



When a Daemon's physical form meets its demise, it may offer its true name to the Forge of Souls. In this dark pact, its diminished essence becomes bound to a formidable Warp-metal colossus, transforming into a Soul Grinder. Each step of the Soul Grinder reverberates with a clanking tread that shakes the earth, despite its remarkable agility for its size, capable of swift movements akin to a horse's gallop, or even faster if the scent of battle stirs its senses. Powered by piston-driven legs, its strides deliver bone-crushing force, reducing anything unfortunate enough to be caught beneath them to a pulpy mass.

Equipment

- *Warp Claws*
- *Giant Hellblade*

Scenarios:

At times, you may feel compelled to offer further tribute to the lord of Rage, seeking to increase your standing in his eyes and earn additional Favor. Now, through the completion of these Scenarios below and yes you can take multiple, not only can you augment your Favor, but you may also receive additional rewards deemed worthy by the blood god himself.

1. Glorious Slaughter

The insatiable thirst of the Blood God for skulls knows no bounds. Embark on a relentless quest to seek out his enemies, claim their decapitated heads as trophies, and present them as offerings. Though this scenario may never see completion, rest assured you will still be rewarded. Upon concluding of your jump, tally the number of lives you have personally taken with your blades. For every 800 skulls you offer to the Blood God, you shall earn 1 Favor, a testament to your dedication to the path of bloodshed.

2. The Trial of Skulls

In every corner of the world, there exist eight individuals who have ascended to the pinnacle of skill and power, rivalling your own might. Now, it falls upon you to seek out these formidable adversaries in honorable combat, engaging in one-on-one duels devoid of any additional perks or advantages. Armed only with your hellblade weapon and the indomitable strength of your Chaos Plate, you must rely solely on the skills you have honed through relentless practice and experience. Upon successfully slaying these eight individuals, you will be rewarded handsomely at the end of your jump. Khorne shall grant you 80 Favors as tribute for your glorious deeds, along with the opportunity to select four artifacts of power from the world you traverse. These artifacts, crafted by the Lord of Destruction himself, are replicas imbued with the essence of their original counterparts, ensuring their potency even if they possess magical abilities that Khorne may disdain.

3. Absolute Destruction

In every world, various military factions emerge, some operating openly while others lurk in the shadows. Yet, Khorne has decreed that you must obliterate these factions until their very last stronghold is reduced to smoldering ruins and their bones are reduced to ash. At the end of your Jump, for every eight factions

you annihilate, you shall receive not only 80 favors bestowed by the Blood God but also 800 slaves from each faction vanquished. These slaves will perpetually respawn after being slain at the beginning of each new jump , ensuring an unending tide of adversaries for you to conquer in the name of Khorne's insatiable thirst for destruction. Also choose four General or Heroes units in your army; they each get a Khorne Gift.

4. Hatred Of Magic

This scenario is only applicable in worlds where magic is a possibility. It must be emphasized that Khorne harbors an intense loathing for magic, to understate it gravely. Now, he has issued a command for you to eradicate every magic caster in the world, or at least neutralize their source if feasible. At the conclusion of your journey, if you manage to diminish the population of magic users by at least 80%, you will be rewarded with 80 favors from the Blood God. Additionally, you will have the opportunity to upgrade eight of your non-General or Heroes units with a Khorne Gifts .

5. Raze the Temples

This scenario is only applicable worlds where the divine play an active role in mortal lives, such as in High School DxD, Khorne is repulsed by the perceived weakness of these gods, who rely on mortal prayers for power. Commanded by Khorne, you must destroy and raze every temple and holy site erected by these deities. At the end of your jump, tally the number of temples destroyed for each god. For every 8 temples of each god obliterated, you will gain 10 favors from Khorne. Also choose 1 unit in your army they gain Khorne Gifts for each 10 favor gained.

6. Daemon World [Incompatible with Apocalyptic Conquest and The Great Game]

Khorne has identified the potential of this world as perfect for his domain, filled with anarchy and slaughter. He commands you to transform it into a reality fitting of his image. Your only means of departure from this jump is by turning this world into a daemon world in the image of Khorne. This transformation will be achieved through a combination of corrupting the land and its inhabitants with the energy of Khorne through rituals, creating demonic gates where the energy of the blood realm begins to leak and merge with the world, and by unleashing slaughter and destruction. Upon successfully turning this world into a daemon world, you will

receive 160 favors from Khorne, and you will gain the ability to rule this Daemon world, where you can recruit mortals and summon demons from this newly transformed realm.

7. Apocalyptic Conquest [Incompatible with Daemon World and The Great Game]

Khorne is deeply disappointed by the inhabitants of this world, considering them soft and weak in his eyes. Therefore, he commands you to transform this world into a lifeless rock. Your only method of departure from this jump is to annihilate every living thing on this world and render it into a barren wasteland. Upon successfully turning this world into a dead world, you will receive 100 favors from Khorne, and your entire army will be granted one Khorne Gift.

8. The Great Game [Incompatible with Daemon World and Apocalyptic Conquest]

As part of the Great Game, this world has become a battleground for the Chaos Gods. Khorne, Tzeentch, Nurgle, and Slaanesh have all sent their champions to corrupt and conquer this realm. You are tasked with leading Khorne's forces in this conflict, fighting not only against the champions of the other Chaos Gods but also against rival champions of Khorne himself. You will remain in this realm for 80 years as the battle for dominance unfolds. At the end of the jump, for every champion you defeat who worships the other Chaos Gods, you will gain 100 Favors. Additionally, for each rival champion of Khorne that you defeat, you will gain control of their army, which will salute you as their new general. Be warned, these champions are formidable adversaries, possessing strength and abilities that rival your own.

Khorne Gifts:

Certain scenarios offer rewards known as Khorne Gifts, which serve as power-ups to augment both your personal abilities and those of your armies on the battlefield. For the purpose of this supplement, you are regarded as a general. Both Generals and Heroes can receive a maximum of 8 Khorne Gifts, while other units can receive up to 4 Khorne Gifts. Also one unit can only receive one Khorne Gifts per scenario per world you have visited.

When you choose to bestow a Khorne Gifts, upon a unit, refer to the list below and roll a dice in that category below to determine the enhancement they receive. And if they roll and hit the same upgrade again, reroll the dice.

Daemon Generals and Heroes only :

This is restricted to ***Bloodthirsters, Daemon Princes, Herald of Khorne, Bloodreaper*** and ***Alpha Flesh Hound***.

Roll 1d8

1. Portal Keeper

As a Portal Keeper, you now possess the ability to freely open portals to the BloodRealm, allowing your armies to move seamlessly between realms. This grants you the advantage of creating ambushes by attacking your opponents from unexpected angles in the mortal plane, catching them off guard and exploiting their blind spots.

2. Aspect of Death

Khorne has granted you a menacing aura that instills the fear of death in your adversaries, causing them to tremble in sheer terror and flee from your presence.

3. Brazen Hide

The infernal fires of the Blood Realm have tempered your skin, rendering it impervious to most weapons. They either shatter upon impact or simply bounce off, unable to penetrate your hardened flesh.

4.Chains Of Devastating Strikes

Chains have been wrapped around your hands. These chains cause your strikes to ignore any enchantments and armor on your target, allowing them to take damage without resistance. This makes your strikes hit like a nuke.

5.Rune Brass

This rune carved into your skin emanates an aura of wrath against spellcasters. Not only will spells and magic fail within this aura, but the caster will also suffer damage as punishment for using magic in the presence of Khorne's champions.

6.Mark Of Diabolical Purpose

The infernal mark surrounding you has invigorated your fellow daemons. While leading them, both you and their speed have significantly increased.

7.Infernal mark of Khorne

Khorne has bestowed upon you a divine spark, enhancing your body's strength significantly. Moreover, whenever you slay worthy opponents, all your wounds heal instantly. Usually this is an enemy General or Hero.

8.Firebrand

You have ascended to the esteemed rank of Priest of Khorne. This elevation has tempered your rage, allowing you to chant to disrupt spells and summon one of three potent Permanent invocations on the battlefield. Additionally, as a daemon, you possess divine authority on the mortal plane, making you an exceptional recruiter of mortals to the cause of Khorne.

The three Invocations that you can summon are :

1. *Bleeding Icon*

Frequently witnessed amid the scarlet skies of Khorne's dominion in the Realm of Chaos, the Bleeding Icon manifests in the Mortal Realms as a formidable entity. Summoned to the battlefield, it descends from above to impale those deemed unworthy in the eyes of the Lord of Battle. These icons possess mobility on the battlefield, inducing terror and disrupting concentration among enemies, serving as a relentless harbinger of Khorne's wrath.

2. *Hexgorger Skulls*

Hexgorger Skulls embody Khorne's visceral disdain for the arcane arts, drifting across the battlefield with a singular purpose: to consume eldritch energy and punish those who wield it. Their presence emanates an aura that disrupts spellcasting, inducing forgetfulness and inflicting damage upon nearby spellcasters.

3. *Wrath-Axe*

A Wrath-axe embodies Khorne's boundless fury, its razor-sharp edges aglow with the searing heat of the Blood God's rage. Whenever a hint of weakness or sorcery is detected, this blazing axe materializes in the air, cleaving through reality with its devastating downward stroke. As it traverses the battlefield, it indiscriminately inflicts harm upon any who dare to stand in its path, reflecting Khorne's indifferent regard for where the blood flows.



Exalted Bloodthirsters only :

These Gifts are restricted to ***Exalted Bloodthirsters***. And each can only take one gift from this section. Roll 1d8

1.Indomitable Onslaught

Exalted Bloodthirsters of Indomitable Onslaught are exceptionally resilient, proving challenging to banish from the mortal realm even against the most formidable weapons. Due to this resilience, they can rampage unchecked for eight consecutive days before succumbing.

2.Master Of The Blood Tide

These Exalted Bloodthirsters revel in bloodshed the most on the battlefield, drawing strength from every enemy's demise. Their mastery over blood is unparalleled, allowing them to manipulate it at will. With a mere thought, they can fashion spikes, whips, and other crude weapons from blood, hurling them at the enemy to increase the carnage even further.

3.Rage Unchained

Regardless of the damage inflicted upon them, Exalted Bloodthirsters fight with unyielding ferocity, as if they were at full strength. This relentless resilience makes them among the most formidable Greater Daemons of Khorne, akin to a wounded yet cornered beast, even more dangerous and unpredictable.

4. Oath Breakers

This Exalted Bloodthirster is a unique guardian that manifests on the battlefield. Its primary purpose is to protect the oaths made by mortals either to you or to the Blood God himself. Should any of these oaths be broken, the Greater Daemon will relentlessly hunt down the violator, pursuing them to the ends of the earth. Its pursuit cannot be halted, even if banished, as it will return in eight days until the offender has been slain.

5.Unfettered Fury

The Exalted Bloodthirster of Unfettered Fury is a scourge upon the terrain of mortal lands. Its very footsteps crack and contaminate the earth with the essence of Khorne, causing molten rock to ooze from the ground. This creates an inhospitable environment for enemies, making it difficult for them to gain footing. The longer this Greater Daemon remains in an area, the more corrupt it

becomes. After a year of continuous presence, it can create rivers of lava and even generate small daemon portals in the affected area.

6. Insensate Rage

Among the Exalted Bloodthirsters, none surpass the mastery of their weapons exhibited by this particular entity. Its command over the weapons bestowed by the Blood God is unparalleled, reaching heights that would make even a Keeper of Secrets envious.

7. Insane Bloodlust

The primary weapon of these Exalted Bloodthirsters is fire, as they have mastered not only increasing the volatility of their flame breath but also encasing themselves in an armor of pure warp flames. This adaptation proves effective against the virulent pathogens of the Great Unclean Ones.

8. Arcane Hatred

The Lord of Change is renowned as one of the greatest spellcasters in the daemon realm. Exalted Bloodthirsters of Arcane Hatred have dedicated their existence to hunting them down, as they are among Tzeentch's greatest champions. These Exalted Bloodthirsters have not only become formidable aerial combatants in the Blood God's army but have also developed the ability to disrupt and dispel spells with ease, serving as effective priest-like figures on both the daemon and mortal planes.

Generals and Heroes only :

Roll 1d8 to see what they get.

1.Blood-soaked Mantle

Throughout your long journey, this mantle has absorbed the blood of countless warriors and monsters alike, developing a voracious appetite for it. Whenever you spill blood, this mantle will partially transfer the strength of the fallen enemies to you. Your power will steadily increase as long as you remain in battle, but it will revert back when the blood ceases to flow.

2.Armour Of Scorn

This upgraded plate armor is bestowed only upon the most elite of champions. Forged within the Brass Citadel, it was imbued with the essence of the Blood God's contempt, granting it unparalleled resilience. Now, every physical attack against the wearer will inflict at least half damage, and there's a chance to nullify any damage from magical sources.

3.Paragon Of Hatred

Throughout your battles in the mortal planes, you have cultivated an unnatural and deep-seated hatred for a specific type of enemy. Choose one race or ideal that will be the focus of your rage. When you engage such opponents in combat, the damage you inflict upon them will be greatly amplified.

4.Daemon Weapon(Incompatible with Alpha Flesh Hound roll again)

When a daemon is bound within a weapon by its infernal master, it rarely submits willingly to this terrible incarceration. But not to worry, as this daemon has submitted to your will. Choose any melee weapon in your arsenal to seal the daemon in it. The daemon inside will augment your strength immensely but also grants you an extra unique ability of its own. Now, roll a 1d8 to determine what abilities your demon weapon bestows upon you.

1. Ignore any forms of fate manipulation that would otherwise hinder your ability to strike your enemy.
2. When you strike either a construct, Monster or a Daemon engine you have a much easier time to strike it down.

3. Whenever you would be struck down, your weapon will break and you will be spared the fatal blow once per jump. The weapon will return at the start of the new jump.
4. Your weapon possesses the ability to manipulate flames at will. You can create spears of fire, walls of fire, or even shoot projectiles of fire. And no, this is not magic.
5. While actively wielding this weapon, you and those around you will be unable to tell lies.
6. Due to the presence of a Slaanesh Daemon within this weapon, you now possess an incredible amount of agility, allowing you to zoom around the battlefield with remarkable speed.
7. Thanks to the presence of a Nurgle Daemon within this weapon, your defense and resilience have been significantly increased.
8. Whenever you are struck down by the enemy, your weapon shatters, and a normal Bloodthirster will take your place within the army for the remainder of the Jump. The weapon will reform at the beginning of the next Jump.

5. True Berserker

Your berserker rage has reached its pinnacle. When you enter the battlefield, your fury ignites your attacks with unparalleled intensity, and your endurance is extraordinary. You can shrug off mortal wounds with ease, continuing to fight with unmatched ferocity.

6. Battle Lust

Your battle lust is overwhelming, radiating from you like a beacon on the battlefield. All who witness it are drawn to your location, unable to resist the primal urge to join the fray. This makes you a magnet for adversaries, offering you ample opportunities to collect skulls on the battlefield.

7.Halo of Blood

A corona of crimson light hovers above your head, a testament to your status as a true Champion of Khorne. This aura ensures that your and any nearby allies strikes will always land first, irrespective of the circumstances unfolding on the battlefield.

8. Gazed of Khorne

Khorne is pleased with the copious amounts of blood spilled and the numerous skulls you have offered to him. As a reward for your dedication, you may now roll two dice in any section you choose that aligns with your unit's criteria. This grants you two Khorne Gifts for free, with both gifts counting as one towards your limit.



Priest units only :

This is restricted to *Daemons with Firebrand* upgrade, *Exalted Bloodthirsters of Arcane Hatred*, *Bloodsegregator*, *Slaughterpriest*, and *Realmgore Ritualist*.

1. Benediction Of Darkness

You now exude an aura of darkness that envelops you and your allies. Whenever your priest is leading the charge against the enemy, they now benefit from cover against ranged attacks, making them harder to hit from range.

2. Mutating Invocation

An aura now emanates from you, compelling endless mutations on mortal flesh. This effect on enemies burdens them with mutations that hinder their fighting capabilities, while to you and your allies, it grants passive regeneration to help reduce the casualties of war.

3. Illusion Supplication

Though Khorne abhors magic and trickery on the battlefield, he grants his priests the ability to manipulate reality itself. With this power, you can create shadowy doppelgangers of nearby allies, confusing and distracting your enemies, making them easier targets for you and your comrades to strike down.

4. Unholy Flames

When you chant your prayers to the Blood God, he bestows miracles upon his faithful followers. One such miracle grants you and your allies the blessing of fiery fervor. As you chant your prayers, flames erupt from the weapons of your nearby allies, enhancing their potency on the battlefield.

5. Witchbane Curse

With the blessing of Khorne, you now wield the power to cast curses upon spellcasters from a distance. These curses inflict continuous damage upon the spellcaster until they successfully cast a spell. However, this relief is only temporary, as once the spell concludes, the damage resumes. Over time, the spellcaster will be burnt to a crisp, drained of the strength needed to cast their cherished spells.

6. Mechanical Affinity

As a devout follower of destruction, witnessing your Daemon Engines being destroyed and banished to the warp seems like a waste. Therefore, your presence infuses these defiled machines with new vigor. They become more resilient, repair faster, and wreak even more carnage on the battlefield. Additionally, if you don't already possess one, you will now have your own Bloodthrone to mount. This upgrade ignores the normal restriction that only Bloodletter Generals and Heroes can mount such a beast. Consequently, seeing a towering Bloodthrone ridden by a Bloodthirster becomes a distinct possibility.

7. True Priest Of Khorne

As a Khorne priest, your relentless contribution of blood to the Blood God has elevated you to the highest rank possible. Your attacks are now even more numerous, allowing you to strike at least three times faster than before, and your strikes cut deeper, ensuring your targets meet a swift and decisive end.

8. Daemon Summoning

Now you possess the ability, through your chants, to summon daemons to the battlefield once a day. These daemons will remain until the battle is won or they are banished. When you perform the Daemon Summoning, roll a 1d8 to determine what is summoned each time.

- 1. 400 Flesh Hound**
- 2. 160 Bloodletters**
- 3. 80 Bloodcrushers of Khorne**
- 4. 1 Skull Cannon**
- 5. 1 Daemon Prince**
- 6. 1 Bloodthrone**
- 7. 1 Soul Grinder of Khorne**
- 8. 1 Bloodthirster**

Infantry only :

This includes Generals and Heroes excluding *Alpha Flesh Hound, Bloodthirsters, any unit that took any of the Mount upgrades and Bloodthrone Upgrade*. Roll 1d8

1. Peerless Fighters

These bloodied slayers spend their lives in battle, and their every strike finds a foe. This unit's skill with their weapons has increased, becoming more precise and focused rather than wildly swinging them in blind rage.

2. Go Down Fighting

With their dying breaths, these bloodthirsty warriors cut and hack at the foe with every ounce of their remaining strength. Each time a unit loses a member in battle, those soldiers will engage in a last-minute rampage before succumbing to their wounds and perishing.

3. Warp-touched

Khorne was pleased with the slaughter of these Warriors, so he has infused them with the energies of the Warp, granting them unnatural resilience. This infusion from the Warp provides them with additional protection against mortal wounds.

4. Pack Slayers

Even as the number of warriors falls or they sustain numerous wounds in battle, the strength and effectiveness of the unit have not diminished in the slightest, even when they are at death's door.

5. Skull-takers

For every formidable warrior they vanquish on the battlefield, they will slowly grow in strength and continuously spread the corruption of madness to their enemies as long as they remain active on the battlefield.

6. Soul-Marked Weapons

The weapons of this unit have been enhanced with the blood of their enemies. As a result, at the end of battle, this unit is able to recover half of the men lost during that battle

7. Bronze emulate

This is a simple bronze amulet of the Blood God that the leader of the unit possesses. Once a day, it allows you to summon a small meteorite on the battlefield, pulverizing your enemies to ash.

8. Chaos Boons

Khorne's gifts have manifested in the form of mutations. Roll a 1d8 to determine which mutation you receive, and keep in mind that multiple Chaos Boons can affect a single unit simultaneously.

1. Bestial legs

These units have been bestowed with strengthened legs, enabling them to run and jump incredibly far.

2. Muscular Bulk

The muscle mass of this unit has increased eightfold, enhancing the strength of their strikes significantly.

3. Scorpion Tail

This unit now sprouts a scorpion tail, providing an additional angle from which to attack and delivering a venomous strike with every hit.

4. Wings

This unit now has bat-like wings protruding from their backs, granting them the power of flight.

5. Unnatural Reflexes

This unit now has incredible reflexes, making them harder to hit on the battlefield.

6. Horns

From now on, you have horns growing from your head, making this unit more intimidating than normal.

7. Claws

This unit now has sharp claws as a substitute weapon in case their normal one breaks.

8. Fire breath

This unit now can make ranged attacks by spewing intense fire from their mouths.



Cavalry only :

This includes Generals and Heroes that ***took the Mount Upgrade.***
Roll 1d8 to determine what Gift they get.

1.Tireless Rider

The mount of this unit no longer tires after charging all day on the battlefield, ensuring the relentless pursuit and skull-taking of those who would flee in disgrace.

2.Encircling Raptors

Though Khorne would prefer a head-on collision with your mounted charges, that tactic doesn't always provide the best way to spill blood on the battlefield. That is why this unit has mastered the art of maneuvering in the battlefield to find opponents whose skulls would not only please the Blood God but also ensure the charge will allow the blood flows magnificently.

3.Mounted Guerrillas

Fleeing from the battlefield is a disgrace in the eyes of the Blood God, but not if you're planning to use charge and reposition tactics. Now, whenever this unit finishes its charge, it can quickly reposition itself away from the enemy and fully charge again in a matter of moments.

4.high-Speed Attacks

The speed of this unit's attacks during mounted combat when charging is both effective and accurate, making them excellent and perhaps the most feared warriors on the battlefield.

5.Hunter's Celerity

Unlike other units, this cavalry unit's speed exceeds the average norm, making them one of the most feared units on the battlefield. With glee, the Lord of Skulls anticipates when this unit becomes one of the first to spill blood on the battlefield.

6.Shadow Stalker

Most worshippers of Khorne don't bother with hiding and attacking from the shadows. However, sometimes keeping a low profile is better in the long run, especially if you wish to hunt the best warriors on the battlefield. This unit now has the ability to conjure an illusion that makes them invisible to most enemies, except for warriors deemed worthy to slay.

7.Giantslayers

Calvary has always struggled when facing monsters, constructs, and daemon engines. Charge attacks are less effective against them due to their sturdy hulls, lack of fear, or sheer size, which makes them akin to flies. However, this unit has been imbued with the attribute of being anti-monster, construct, and daemon engine, making them the bane of colossal units on the battlefield.

8.Brass Stampede

When this unit charges, it transforms into a stampede. The earth rumbles, dust particles fly, and a path of fire erupts behind them. Upon hitting the enemy, the damage inflicted is deadly, causing bodies to fly, skulls to crush, and instilling fear in the hearts of the mortal foes. The carnage unleashed in the first few moments is enough to break most enemies and leave them in disarray.

Monster Only :

This includes *Bloodthirsters*, *Daemon Princes*, *Soul Grinder* and *Alpha Flesh Hound*.

1.Unstoppable

Khorne is pleased by this unit's rampage on the battlefield and has bestowed upon it the gift of being untamable. This power is fueled by its continuous rage, making any attempts to tame or seal this monster nearly impossible.

2.Apex Predator

Being a monster, having sheer strength and power is not always enough to win battles. No, they need to adapt. This unit now adapts to the environments it willingly fights in. Its adaptability is almost instantaneous. If they need to fight underwater, they will grow gills and be able to swim. If the area is completely dark, they will adapt with either echolocation or by glowing from their entire body.

3.Frenzied

Rage, destruction, and carnage consume this unit's thoughts. Once it enters the battlefield, all other thoughts fade away, leaving only a singular purpose: to kill, relentlessly. With each passing moment, its attacks grow more destructive until the battle finally ends.

4.Regenerates

The unit's hatred is so potent that it begins to passively heal injuries sustained in battle. Whether fueled by hatred for itself for getting injured or directed at the enemy that caused the injury, this potent hatred aids in the unit's recovery.

5.Arcane Consumption

The unit's intense hatred for spellcasters has become ingrained within them. So much so that they now seek to punish those cowards who use the arcane arts by consuming them alive. As the blood of spellcasters nourishes their bodies, they also gain resistance to spells found in the school of magic of the victim. This resistance lasts until the end of the battle, and the unit can only resist spells from one magic school at a time.

6.Titans' Bane

Monster vs. monster battles are often seen as a means to minimize casualty rates on the battlefield, but Khorne detests such cautious approaches. In response, this unit has been bestowed with anti-monster properties, enabling them to swiftly dispatch their monstrous foes and gather skulls more efficiently on the battlefield.

7.Thickened Hide

As a monstrous entity, this unit is often an easy target for ranged attacks due to its size. However, the skin of this unit has been hardened specifically to resist all forms of ranged assaults. Regardless of the enemy's attempts to pierce its defenses with arrows or projectiles, they will find their efforts futile as the unit advances relentlessly.

8.Titans' Size

One advantage of being a monster is their immense size. With this reward, the size of this unit has been doubled, transforming them into truly colossal beasts on the battlefield.

Daemon Engines Only :

This includes any unit that took *the Bloodthrone and Mechanical Affinity Upgrade*. Roll 1d8

1.Blood shield

Due to the sheer volume of gore and blood spilled on the battlefield, this unit has created a permanent blood shield around itself and its close allies. This shield not only protects them from damage but also induces cannibalistic tendencies in their enemies' ranks.

2. Brass Gun

Either a gun has been mounted onto this unit's body or an existing projectile weapon has been upgraded, increasing its overall damage. Regardless, the aim of this unit's ranged weapons has been significantly increased.

3.Brass Ornamentation

This unit's hull has manifested ornate sculptures of thick bronze. As a result, the structural integrity of this daemon engine has been significantly increased.

4.Elite Bloodletter Crew

Four extra Bloodletters have manifested on this unit. Not only are they battle-hardened, but they are also optimal for keeping off any possible stowaways on the unit and potential extra melee attackers.

5.Burning Runes

These runes are etched into the side of the unit. As they burn with rage and madness, they continuously repair any damage it may have sustained.

6.Siege. Weapon

Destroying buildings and other constructs may not be Khorne's top priority, but regardless, this unit has now gained the ability to effectively combat constructs

7.Roar of Rage

This unit can now roar with a mighty bellow that signifies its anger and might as a creature of the Blood God. When this unit roars, it creates a shockwave that not

only pushes back any enemies around but also damages and stuns them in place.

8. Take You Down With Me

When this unit is banished and returns to the warp, it will explode, creating a pillar of fire that engulfs its surroundings, indiscriminately taking down everything nearby, be it foe or ally.

Accession to Daemon Prince/Princess of Khorne



This is limited to mortal Generals and Heroes only.

Daemonhood is considered the ultimate boon bestowed upon mortals by the Blood God. It signifies ascension to a higher plane of existence, where one transcends the limitations of mortality and becomes a daemon, serving Khorne for eternity. However, not all who seek this divine gift are deemed worthy by the Blood God. Some may instead face the gruesome fate of becoming a chaos spawn, twisted and mutated by the raw energies of chaos.

For those deemed worthy of ascension, the path to daemonhood is arduous and demanding. Khorne does not bestow this blessing lightly, requiring those who

seek it to prove their worth through deeds of unparalleled valor and bloodshed. Only the most ferocious and dedicated followers of Khorne are considered for this transformation.

To qualify for the opportunity of daemonhood, a mortal must demonstrate exceptional devotion to Khorne and exhibit extraordinary prowess in battle. This can be achieved by fulfilling at least two of the following criteria:

1. Slaying 800,000 foes in brutal hand-to-hand combat, relying solely on martial prowess devoid of any magical assistance or external enhancements that did not originate from Khorne.
2. By accumulating a total of eight of Khorne's Gifts, bestowed upon you as tokens of his favor and recognition of your dedication to the Lord of Skulls.
3. Vanquishing either 8 heralds of Khorne or a single exalted Bloodthirster in a relentless arena duel. Which can be issued at any time. Showcasing your unwavering martial prowess against the greatest daemons of Khorne devoid of any magical aid or deceitful tactics that did not originate from Khorne..
4. Slaying a divine entity in a one-on-one duel, demonstrating your power against those fake gods.
5. Sacrificing a minimum of 800,000 individuals on a blood altar within a span of 8 years.
6. In each world they visit, each unit rolls 3d8. If all values of the dice are 8, then the unit has to fulfill one requirement to reach daemonhood. This option cannot substitute for options 1 to 5 and can only be used to fulfill one out of the two requirements for daemonhood.

Regardless of which requirements you or your followers have fulfilled, upon completion, the sky would turn red, and the earth would spit fire and cracked blood, imbuing the mortal flesh with warp energy. Transforming them into a

Daemon Prince. As a Daemon Prince of Khorne, they receive the following benefits:

1. The unit is now immortal, unaffected by the passage of time, always in optimal shape, and their memories remain unchanged, perfectly recalled.
2. Another effect of Daemonhood is that the body of the unit has grown by at least four times its previous size. Additionally, when slain, they are instead banished to the Blood Realm and will reappear in the mortal plane after one year has passed.
3. The form gained by the unit is usually a stereotypical daemon from christianity mythology and if you like you can get a pair of wings for free if you so choose.
4. Normally, a Daemon Prince is bound to the will of the Blood God's whims and plans. However, in this case, this unit has retained its autonomy.
5. Khorne's powers run deep within the very essence of the unit's being. As a result, any and all abilities granted by the Blood God have been greatly enhanced. At the very minimum, you can now go toe-to-toe with a Bloodthirster without any issue in terms of strength.
6. As Daemon Princes, they retain any Khorne Gifts they received while still mortal. However, they cannot roll again in the infantry section. In return, upon ascension, this unit receives four Khorne Gifts for free in any sections that it fits the criteria to. Additionally, their limit of Khorne's gifts that they can receive has been increased to 16.
7. All possible equipment and mounts that this unit has access to have been upscaled to fit the new size of its body. For example, the Juggernaut that it was riding has now grown to the size of an elephant.
8. The unit's very presence in the mortal realm shall become a beacon for mortal men to fall into corruption, as these Champions of Khorne prove that immortality is within their grasp. Those who wish to attain such power will follow the will of the Blood God without hesitation.

Drawbacks:

+0 Supplement:

This supplement can be utilized across multiple jumps. However, only on the first jump where this supplement is employed will you receive the 100 Favors of Khorne for free, as you are restricted from using magical abilities throughout that particular jump. Subsequent uses of this supplement will require fulfilling scenarios from previous or future worlds to acquire more units and potentially upgrade them through this supplement.

Notes:

1. Well, this supplement is just an experiment from me to see if this is a good, viable way to create and upgrade armies in the multiverse. As if it was Narrative battle.
2. I intentionally made Khorne Gifts received by units in the army at random to mimic the whimsical nature of the Chaos Gods. Their gifts are not always optimized based on the lore of the books
3. Yes, the idea of daemonhood in this supplement was intentionally made difficult to mimic the true challenge of becoming a Daemon Prince. But hey, now it's possible to have an army of several Daemon Princes under your command
4. You can import your army into one companion slot or break into multiple slots.
5. Changes to 1.0
 - The dice in daemon prince Accession has been decrease from 4d8 to 3d8.