

KHORNE RENEGADES ARMY LIST

v1.1.1 by Matt "Dobbsy" Dobbs

Khorne Renegades armies have a strategy rating of 4. All formations in a Khorne Renegades army have an initiative rating of 1+, except Chaos Navy formations which are 2+.

RETINUES			
FORMATION	CORE UNITS	UPGRADES	COST
Khorne Renegade Marines Retinue	8 Khorne Renegade Marine units	All	225 points

ELITE SUPPORT FORMATIONS			
<i>(One Elite Support Formation may be included in the army for each Retinue selected)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Khorne Renegade Terminators	4 Khorne Renegade Terminators units	Dreadnoughts, Khorne Champion, Daemon Prince, Daemonic Pact, Icon Bearer, Khorne Lord	300 points
World Eaters Planetary Assault	8 World Eaters Berzerkers units plus Dreadclaw Assault boats	World Eaters Terminators, Khorne Lord, Khorne Champion, Icon Bearer, Dreadnoughts, Daemonic Pact, Daemon Prince	275 points
Renegades Blood Pack	3 Slaughterfiends and 3 Khorne Berzerker units	None	300 points

SUPPORT FORMATIONS			
<i>(One Khorne Support Formation may be included for every Retinue selected)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Khorne Renegade Bike Company	8 Khorne Renegade Bike units	Daemonic Pact, Icon Bearer	300 points
Khorne Raptor Cult	6 Khorne Raptor units	None	250 points
Khorne Cultists/Mutants	8 Khorne Cultists and/or Mutants units	None	125 points
Slaughter Pack	4 Khorne Blood Slaughterers	Blood Slaughterers	200 points

UPGRADES		
<i>(Each allowed upgrade may be taken once per formation)</i>		
UPGRADES	UNITS	COST
Khorne Lord	Add a Khorne Lord to the unit	+50 points
0-1 Khorne Warlord	Add the <i>Supreme Commander</i> ability to a single Khorne Lord unit	+50 points
0-1 Khorne Daemon Prince	Replace a unit containing a Khorne Lord or War Lord character with a Khorne Daemon Prince unit.	+50 points
Khorne Berzerkers	Add 4 units of Khorne Berzerkers to the formation	+150 points
World Eaters Terminators	Replace up to 4 World Eaters Berzerker units with the same number of World Eaters Terminator units	+45 points each
Dreadnoughts	Add up to 2 Khorne Dreadnoughts	+50 points each
Blood Slaughterers	Add up to 2 Blood Slaughterers	+50 points each
Khorne Renegade Annihilators	Replace up to 4 Khorne Renegade Marine units with the same number of Renegade Annihilator units	+35 points each
Dreadclaws	Equips the formation with Dreadclaw Assault Boats	+5 points per unit in the formation
Khorne Champion	Add a Khorne Champion to a unit in the formation	+50 points
Icon Bearer	Add a Khorne Icon Bearer to a unit in the formation	+50 points
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	+25 points
Predators	Add up to 4 Khorne Predators	+50 points each
Transports	Add Khorne Rhinos and/or Khorne Land Raiders. You may take only the minimum number required to transport the formation after all upgrades have been added. No spare transport spaces may be left over if avoidable.	+10 points per Rhino +75 per Land Raider

DAEMON POOL		
<i>(Only Khorne Daemons may be purchased for the Daemon pool)</i>		
FORMATION	UNITS	COST
Daemon Pool	Any number of Lesser Daemon units (Bloodletters and/or Flesh Hounds)	20 points each
	Any number of Greater Daemon (Bloodthirster)	75 points each

WAR ENGINES AND CHAOS NAVY FORMATIONS		
FORMATION	UNITS	COST
Banelord Titan	1 Banelord Titan	850 points
Lord of Battle	1 Lord of Battle	425 points
	2 Lords of Battle	800 points
Feral Titan	1 Feral Titan	300 points
Brass Scorpion	Up to 2 Brass Scorpions	200 points each
Hellblades	3 Hellblade Fighters	200 points
Hell Talons	2 Hell Talon Fighter-Bombers	250 points
Harbinger	1 Harbinger Bomber	425 points
Cruiser	1 Devastation Class Cruiser	150 points
Battleship	1 Despoiler Class Battleship	250 points

SPECIAL RULE - Blood Rage of Khorne
All followers of Khorne units within the Khorne Renegades army list have both the <i>Bloodthirsty</i> and <i>Aggressive</i> traits

SPECIAL RULE - Bloodthirsty
Formations that have a <i>Bloodthirsty</i> unit which can potentially reach base contact with an enemy unit after a charge move will receive a -1 modifier to their initiative roll, if they attempt to perform any action other than an Engage action. This rule does not affect transport aircraft that are carrying Bloodthirsty units.

SPECIAL RULE - Aggressive
Formations that have an <i>aggressive</i> unit which can potentially reach base contact with an enemy unit after a charge move will receive a +1 modifier to their initiative roll, if they attempt to perform an Engage action. This rule does not affect transport aircraft that are carrying Aggressive units.

KHORNE RENEGADES CHAOS ARMY REFERENCE 1

STRATEGY 4									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Khorne	CH	n/a	n/a	n/a	n/a	Daemon Artifact	(base contact)	(Assault Weapons), EA (+1), First Strike	<i>Invulnerable Save, Augment Summoning (+2d3).</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Leader, Daemonic Focus, Invulnerable Save.</i>
Khorne Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	(Assault Weapons), EA (+1), MW	<i>Commander, Leader, Invulnerable Save</i>
Khorne Daemon Prince	INF	15cm (30cm)	3+ (4+)	2+	5+	Daemon Weapon Battle Roar of Khorne	(base contact) (15cm)	(Assault Weapons), MW, EA (+3) (Small Arms) Ignore Cover	<i>Fearless, Reinforced Armour, Supreme Commander, Teleport Wings: count as Jump Pack. Speed increased to 30cm, armour reduced to 4+</i>
Khorne Berserkers	INF	15cm	4+	2+	5+	Chainaxes Bolt Pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Fearless</i>
Khorne Cultist	INF	15cm	-	5+	6+	Axes Heavy Weapons	(base contact) 30cm	(Assault Weapons) AP6+ /AT6+	
Khorne Mutants	INF	15cm	6+	5+	6+	Axes Firearms	(base contact) (15cm)	(Assault Weapons) (Small Arms)	
Khorne Renegade Annihilators	INF	15cm	4+	5+	3+	Plasma Cannon Heavy Bolter	30cm 30cm	AP4+ /AT4+, Slow Firing AP5+	
Khorne Renegade Bikes	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Mounted.</i>
Khorne Renegade Marines	INF	15cm	4+	4+	4+	Bolters	(15cm)	(Small Arms)	
Khorne Renegade Terminators	INF	15cm	4+	3+	3+	Power Weapons Combi-Bolters 2x Reaper Autocannons	(base contact) (15cm) 30cm	(Assault Weapons), EA (+1), MW (Small Arms) AP4+ /AT6+	<i>Reinforced Armour, Thick Rear Armour, Teleport.</i>
Khorne Raptors	INF	30cm	4+	3+	5+	Chainswords Bolt Pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	<i>Jump Packs.</i>
World Eaters Legionnaires	INF	15cm	4+	3+	5+	Khornate Chainaxes Bolt Pistols	(base contact) (15cm)	(Assault Weapons), EA (+1) (Small Arms)	
World Eaters Terminators	INF	15cm	4+	2+	4+	2x Reaper Autocannon Power Weapons	30cm (base contact)	AP4+ /AT6+ (Assault Weapons), MW, EA (+1)	<i>Reinforced Armour, Thick Rear Armour, Teleport.</i>
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	(base contact)	(Assault Weapons), MW, EA (+2)	<i>Fearless, Infiltrator, Invulnerable Save, Walker</i>
Khorne Dreadnought	AV	15cm	3+	4+	5+	Twin Powerfist Twin Flamers	(base contact) (15cm)	(Assault Weapons), MW, EA (+2) (Small Arms), Ignore Cover	<i>Fearless, Walker</i>
Khorne Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: (May carry up to 2 of the following: Khorne Renegade Marines, Khorne Renegade Annihilators, Khorne Renegade Terminators. Khorne Berserkers. Khorne Renegade Terminators take up 2 spaces each).</i>
Khorne Predator	AV	30cm	4+	6+	5+	Autocannon 2x Heavy Bolters	45cm 30cm	AP5+ /AT6+ AP5+	
Khorne Rhino	AV	30cm	5+	5+	6+	Combi-bolter	(15cm)	(Small Arms)	<i>Transport: (May carry up to 2 of the following: Khorne Renegade Marines, Khorne Renegade Annihilators, Khorne Berserkers)</i>
Renegades Slaughterfiend	AV	20cm	4+	3+	5+	Battle Cannon Twin Power Flails Battle Claws	75cm (base contact) (base contact)	AP4+ /AT4+ (Assault Weapons), MW, EA (+1) (Assault Weapons), MW, EA (+1)	<i>Fearless, Infiltrator, Invulnerable Save, Walker, Bloodride: Transport: (May carry 1 Khorne Berserker unit). Dangerous terrain test required to embark.</i>
Dreadclaw	Special	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Planetfall, Transport (may carry one formation that contains no mounted infantry, light vehicles or armoured vehicles other than Dreadnoughts). A Dreadclaw does not scatter when planetfalling. Once landed, units carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Once all units have been placed, the Dreadclaw is removed.</i>
Banelord Titan	WE	15cm	4+	2+	4+	Doomfist Tail Battlehead Hellstrike Cannon 6x Havoc Missiles	(base contact) AND 30cm (base contact) AND 75cm (15cm) 60cm 60cm	(Assault Weapons), TK (D3), EA (+2) 4x AP4+ /AT4+, Fx F (Assault Weapons), EA (+1) AP4+ /AT4+ (Small Arms), EA (+2), Fx F 3 BP, MW, Ignore Cover, Fx F 2 BP, One-Shot, Indirect Fire, Fwd	<i>DC8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Walker, Fearless. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. Critical Hit Effect: Immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it stops when it contacts the obstruction and suffers an extra point of damage. Any units run over or into take a hit on a D6 roll of 4+.</i>

KHORNE RENEGADES CHAOS ARMY REFERENCE 2

STRATEGY 4									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Cannon	30cm	2 x AP3+/AT5+	DC2, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker
						2 x Hellmaw Cannon	15cm	AP4+, Ignore Cover	
						Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	
						Claws	(base contact)	(Assault Weapons), MW, EA(+1)	
Feral Titan	WE	30cm	5+	4+	5+	Battlehead	(15cm)	(Small Arms), EA (+2), FxF	DC3, 2 Void Shields, Reinforced Armour, Walker, Fearless. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect</u> : Moves D6cm in a random direction. If more takes the Feral into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (take any normal saving throws).
						Hellmouth	30cm	3BP, Ignore Cover, Fwd	
						Death Storm	45cm	4x AP4+/AT4+, Fwd	
Lord of Battle	WE	25 cm	4+	2+	4+	Chain Fist	(base contact)	(Assault Weapons), MW, EA (+3)	DC6, Invulnerable Save , Reinforced Armour, Thick Rear Armour, Fearless <u>Critical Hit Effect</u> : immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles into impassable terrain or another unit it can't over it stops when it contacts the obstruction and suffers an extra point of damage. Any units rampaged into or over will take a hit on a D6 roll of 4+.
						Death Storm	45cm	4x AP4+/AT4+	
						2x Battle Cannon	75cm	AP4+/AT4+	
Harbinger	AC/WE	Bomber	4+	n/a	n/a	Reaper Autocannon	30cm	AP4+/AT6+/AA5+, FxF	DC 4. <u>Critical Hi Effect</u> : Destroyed
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Right Arc	
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Left Arc	
						Incendiary Bombs	15cm	6BP, Ignore Cover, FxF	
Hellblade	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs	15cm	2 BP, FxF	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	Slow and Steady. Transport: (May carry up to 40 units that can be deployed with Dreadclaws).
						Pin-point Attack	-	MW2+, TK (D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3 BP, MW	Transport: (May carry up to 20 units that can be deployed with Dreadclaws)
						3x Pin-point Attack	-	MW2+, TK (D3)	
Blood Thirster	WE	30cm	4+	3+	n/a	Axe of Khorne	(base contact)	(Assault Weapons), TK (1), EA (+2)	DC3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless. <u>Critical Hit Effect</u> : Hurled back into the warp.
						Bloodthirster Whip	(base contact)	(Assault Weapons), TK(+1), EA (+1)	
Drags any units within 5cm back with it on a roll of 6+. Costs 8 points to summon.									
Bloodletters	INF	15cm	4+	4+	n/a	Hellblades	(base contact)	(Assault Weapons), EA (+1)	Invulnerable Save, Costs 1 point to summon.
Flesh Hounds	INF	20cm	4+	3+	-	Claws and Fangs	(base contact)	(Assault Weapons)	Infiltrator, Invulnerable Save. Costs 1 point to summon