

# WARHAMMER

## 40,000

# DATACARDS



# KHORNE DAEMONKIN™

# WARHAMMER

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This set contains the 8 Blood Tithe table results from *Codex: Khorne Daemonkin*, printed on individual cards as a handy reference for use in your battles, and a complete deck of Tactical Objectives, including the 6 unique Khorne Daemonkin Tactical Objectives.

*You will need a copy of  
Warhammer 40,000: The Rules  
to use the contents of this set.*

Not suitable for children under 36 months. Retain packaging for future reference. Games Workshop recommends this product for ages 12 and over.

MADE IN CHINA

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Product Code: 60 22 01 02 002  
43-05-60





## BLOOD FOR THE BLOOD GOD!

### INFERNAL CONTEMPT

*Blood Tithe Points Expended: 1*

*The Blood God's hatred of witchcraft is legendary, his fury anathema to those who rely upon the power of the Warp to slay their foes.*



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.



## BLOOD FOR THE BLOOD GOD!

### UNSTOPPABLE FEROCITY

*Blood Tithe Points Expended: 3*

*Crimson mist roils around Khorne's disciples, its burning touch filling them with a furnace of fury that drives them on through the most grievous wounds.*



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.



## BLOOD FOR THE BLOOD GOD!

### INSATIABLE BLOODLUST

*Blood Tithe Points Expended: 2*

*Fuelled by the spilling of so much blood, an irresistible urge to perform ever greater acts of violence washes across Khorne's servants.*



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.



## BLOOD FOR THE BLOOD GOD!

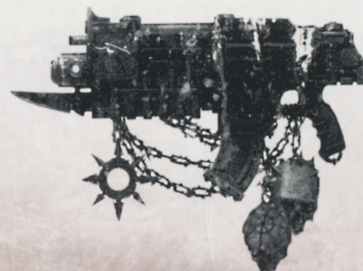
### APOCALYPTIC FURY

*Blood Tithe Points Expended: 4*

*As the bloodshed increases, Khorne's minions are filled with a measure of their master's wrath.*



All units with the Blood for the Blood God! special rule add 1 to their Attacks characteristic until the start of your next turn.





## BLOOD FOR THE BLOOD GOD!

### DAEMONTIDE

*Blood Tithe Points Expended: 5*

*Drawn forth from the Warp by the carnage, a warband of Khorne's Daemons tears through the veil and into the mortal plane, eager to spill blood.*



A unit consisting of either 8 Bloodletters or 5 Flesh Hounds (controlling player's choice) is summoned within 12" of any friendly unit with the Blood for the Blood God! special rule.



## BLOOD FOR THE BLOOD GOD!

### DARK APOTHEOSIS

*Blood Tithe Points Expended: 7*

*Khorne is greatly pleased by the destruction wrought in his name, and rewards one of his favoured champions with immortality.*



Choose one friendly character with the Blood for the Blood God! special rule who does not have the Daemon of Khorne special rule on the board. That character must immediately take a Leadership test. If the test is failed, a Chaos Spawn is summoned within 6" of that character. If the test is passed, a Daemon Prince equipped with Warp-forged armour (and Daemonic Flight if the model being used to represent it has wings) is summoned within 6" of that character. In either case, the chosen character is removed as a casualty. If the chosen character was your Warlord, your opponent does not earn the Slay the Warlord Secondary Objective until the newly summoned model is removed as a casualty. Furthermore, the Daemon Prince will retain any Warlord Trait and Artefacts of Slaughter your Warlord had (ignoring the usual restrictions on these items).

## BLOOD FOR THE BLOOD GOD!

### HARBINGERS OF BLOOD AND BRASS

*Blood Tithe Points Expended: 6*

*Brazen horns echo across the field, their warped howl heralding a thunderous charge as Khorne's daemonic cavalry crash through the veil to join the slaughter.*



A unit consisting of either 3 Bloodcrushers or a Skull Cannon (controlling player's choice) is summoned within 12" of any friendly unit with the Blood for the Blood God! special rule.



## BLOOD FOR THE BLOOD GOD!

### FURY UNBOUND

*Blood Tithe Points Expended: 8*

*One of Khorne's mightiest Daemons is drawn to the slaughter, pouring its vast power into a mortal vessel before bursting forth in a hideous explosion of gore.*



Choose one friendly character with the Blood for the Blood God! special rule who does not have the Daemon of Khorne special rule on the board. That character must immediately take a Leadership test. If the test is failed, that model is immediately removed as a casualty. If the test is passed, a Bloodthirster of Unfettered Fury is summoned within 6" of that character, and then the chosen character is removed as a casualty. If the chosen character was your Warlord and passed its Leadership test, your opponent does not earn the Slay the Warlord Secondary Objective until the newly summoned model is removed as a casualty. Furthermore, the Bloodthirster will retain any Warlord Trait your Warlord had.



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

The maximum number of Blood Tithe points an army can have at any one time is 8; 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 from this deck 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.





## KHORNE CARES NOT

*Friend or foe, crazed follower or craven unbeliever, the Lord of Rage cares only that they bleed.*

11

Score 1 Victory Point at the end of your turn if at least one unit (friend or foe) was completely destroyed during your turn. If 3-5 units (friend or foe) were completely destroyed, score D3 Victory Points instead. If 6 or more units (friend or foe) were completely destroyed, score D3+3 Victory Points instead.

TYPE: KHORNE DAEMONKIN

## ALTAR OF GORE

*Lesser forces might look to seize strategic locations; true warriors seek only to daub them in blood and bury them in the corpses of the unworthy.*

12

Score 1 Victory Point at the end of your turn if at least one enemy unit that was controlling an Objective Marker at the start of your turn was completely destroyed. If, additionally, one of your units is controlling that Objective Marker at the end of your turn, score D3 Victory Points instead.

TYPE: KHORNE DAEMONKIN

## BLOOD AND SKULLS FOR KHORNE

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

13

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

TYPE: KHORNE DAEMONKIN

## UNFETTERED BUTCHERY

*To spill the blood of the enemy whilst roaring in rage is to sing the praise of Khorne.*

14

Score 1 Victory Point at the end of your turn if at least one enemy unit was completely destroyed during the Assault phase of your turn.

TYPE: KHORNE DAEMONKIN

## MURDER-CALL

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

15

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

TYPE: KHORNE DAEMONKIN

## THE BLOOD GOD'S SCORN

*Cowards and those who dabble with Warp-magic are the most contemptible foes, deserving of only an agonising death.*

16

Score 1 Victory Point at the end of your turn if at least one enemy unit that was Falling Back at the beginning of your turn or one enemy unit with either the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: KHORNE DAEMONKIN

## SECURE OBJECTIVE 1

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

21

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

TYPE: TAKE & HOLD

## SECURE OBJECTIVE 2

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

22

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

TYPE: TAKE & HOLD

## SECURE OBJECTIVE 3

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

23

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

TYPE: TAKE & HOLD

## SECURE OBJECTIVE 4

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

24

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

TYPE: TAKE & HOLD



**SECURE OBJECTIVE 5**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**25**

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 6**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**26**

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

**TYPE: TAKE & HOLD**

**SECURE OBJECTIVE 1**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**31**

Score 1 Victory Point if you control Objective Marker 1 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 2**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**32**

Score 1 Victory Point if you control Objective Marker 2 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 3**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**33**

Score 1 Victory Point if you control Objective Marker 3 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 4**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**34**

Score 1 Victory Point if you control Objective Marker 4 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 5**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**35**

Score 1 Victory Point if you control Objective Marker 5 at the end of your turn.

**TYPE: STORM & DEFEND**

**SECURE OBJECTIVE 6**

*A vital objective has been identified in your vicinity. You are ordered to hold it at any cost.*

**36**

Score 1 Victory Point if you control Objective Marker 6 at the end of your turn.

**TYPE: STORM & DEFEND**

**RECON**

*You must locate and assess the value of local battlefield objectives so your forces can be tactically deployed.*

**41**

If the mission has the Mysterious Objectives mission special rule, score 1 Victory Point if every objective on the battlefield has been identified at the end of this, or any previous turn.

**TYPE: SEIZE GROUND**

**BEHIND ENEMY LINES**

*Break through the foe's army and cut off his lines of escape.*

**42**

Score 1 Victory Point if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score D3 Victory Points instead.

**TYPE: SEIZE GROUND**



## HOLD THE LINE

*It is critical that no foe breaks through your defences. Maintain a strong rearguard to protect your supply lines.*

43

Score 1 Victory Point if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.

TYPE: SEIZE GROUND

## ASCENDENCY

*The battleground is won one yard at a time. Continue to establish a strong military presence in the area.*

44

Score D3 Victory Points if you control any three Objective Markers at the end of your turn.

TYPE: SEIZE GROUND

## SUPREMACY

*The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control.*

45

Score D3 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.

TYPE: SEIZE GROUND

## DOMINATION

*Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.*

46

Score D3+3 Victory Points if you control every Objective Marker on the table at the end of your turn.

TYPE: SEIZE GROUND

## OVERWHELMING FIREPOWER

*A show of strength is required. Scour the enemy from the face of the battlefield with the use of extreme firepower.*

51

Score 1 Victory Point if an enemy unit was completely destroyed during the Shooting phase of your turn. If you completely destroyed 3 or more enemy units during the Shooting phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

## BLOOD AND GUTS

*Close with the foe and engage them in hand-to-hand combat. Show them no quarter, no mercy.*

52

Score 1 Victory Point if an enemy unit was completely destroyed during the Assault phase of your turn. If you completely destroyed 3 or more enemy units during the Assault phase of your turn, score D3 Victory Points instead.

TYPE: PURGE

## NO PRISONERS

*Exterminate your enemy, show them no mercy.*

53

Score 1 Victory Point if an enemy unit was completely destroyed during your turn. If you completely destroyed between 3 and 5 enemy units during your turn, score D3 Victory Points instead. If you completely destroyed 6 or more enemy units during your turn, score D3+3 Victory Points instead.

TYPE: PURGE

## HUNGRY FOR GLORY

*You fight not only for victory, but for honour as well. Let none dispute your skills on the field of battle.*

54

Score 1 Victory Point if you issued a challenge during your turn. If you issued 3 or more challenges during your turn, score D3 Victory Points instead.

TYPE: PURGE

## PSYCHOLOGICAL WARFARE

*Break the enemy's morale, make your foes tremble before you.*

55

Score 1 Victory Point if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning or Fear tests, score D3 Victory Points instead.

TYPE: PURGE

## HARNESS THE WARP

*Desperate times call for desperate measures – harness the power of the Warp to defeat your foes.*

56

Score 1 Victory Point if you successfully manifested a Psychic Power during your turn. If you successfully manifested 3 or more Psychic Powers, score D3 Victory Points instead.

TYPE: PURGE



### KINGSLAYER

*The enemy commander is a powerful and effective leader and should be slain as quickly as possible.*

61

Score D3 Victory Points at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.

TYPE: ANNIHILATION

### WITCH HUNTER

*The presence of enemy psykers can no longer be tolerated. Eliminate them with extreme prejudice.*

62

Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.

TYPE: ANNIHILATION

### SCOUR THE SKIES

*It is vital to maintain air superiority. Enemy aircraft are to be considered targets of high priority.*

63

Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.

TYPE: ANNIHILATION

### ASSASSINATE

*The enemy looks to their champions for courage. Identify and assassinate them.*

64

Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

### DEMOLITIONS

*If the enemy seeks shelter behind fortress walls, raze them to the ground.*

65

Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn. If at least one enemy building with the Mighty Bulwark special rule was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION

### BIG GAME HUNTER

*The larger the foe, the greater the glory...*

66

Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score D3 Victory Points instead.

TYPE: ANNIHILATION