

WARHAMMER  
40,000

# DATASLATE



# KHÂRN'S BUTCHERHORDE

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No warrior in all the galaxy is as devoted to the Blood God's creed as Khârn the Betrayer. A berserk lord of butchery, Khârn is the eye of a sanguine storm. He is a lodestone of slaughter to whom the most psychotic of Khorne's worshippers are drawn, forming a terrifying Butcherhorde. Sprinting towards the foe with his devotees howling around him, Khârn hits the enemy lines like a shell fired from a macro-cannon. Bodies are flung broken through the air, blood sprays in great sheets, and skulls are reaped by the eightscore as this chosen champion of Khorne goes about his bloody work. Around him, his followers are driven to ever greater heights of frenzy as they strive to emulate Khârn's savagery. The air fills with screams and flying gore until the eye of the Blood God himself is drawn to the field of battle. At such moments, reality itself malforms through the power of Chaos. Khârn's foes find themselves moving like flies struggling in curdled amber, while the axes of the Butcherhorde rise and fall ever faster. Against such a furious onslaught few foes can stand for long, their battle lines coming apart like a body impaled upon a running chainfist. As the battlefield turns to an abattoir, the followers of Khorne bellow grim war cries of devotion to the heavens in praise of Khorne.

## FORMATION

- Khârn the Betrayer
- 4 units of Chaos Space Marines
- 4 units of Khorne Berserkers

## RESTRICTIONS

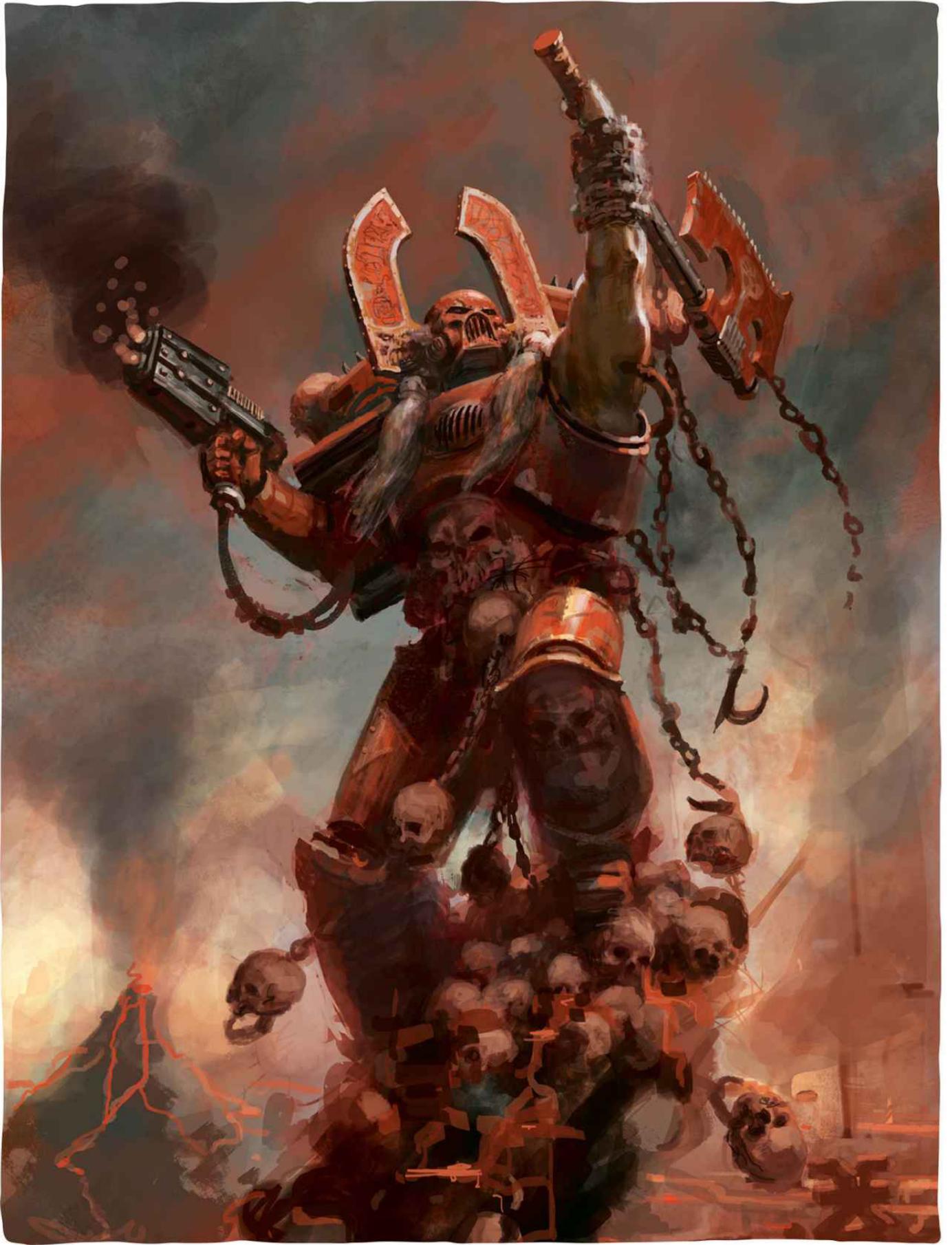
All units in this Formation must have the Chaos Space Marines Faction. All units of Chaos Space Marines in this Formation must take the Mark of Khorne upgrade.

## SPECIAL RULES

### Adamantium Will

**Blood and Rage:** If a unit from this Formation rolls an 8 when rolling its charge range (after any re-rolls), all models in that unit double the Attacks value on their profile until the end of the phase.

**Slaughter Without Respite:** Each time a model from this Formation scores a 6 when rolling To Hit in the Assault phase, it can immediately make another Attack. If these additional Attacks score a 6 To Hit, they also grant additional Attacks.



# ECHOES OF WAR: SKALATHRAX BURNS

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Following their Primarch's ascent to daemonhood, the World Eaters found themselves in a leaderless turmoil. They were content to follow Khârn, whose seniority within the Legion was reinforced by his matchless brutality in combat, and soon found themselves drawn to Skalathrax, a Daemon world within the Eye of Terror. They hoped to use the world as a staging ground to launch raids on the Imperium, but their plans were dashed when they realised that the warriors of the Emperor's Children also desired Skalathrax for their own perverse reasons. Soon a mighty war had erupted, Legion against Legion, each trying to drive the other from the planet's surface, neither wishing to give ground. It was then, as the Emperor's Children slowly began to gain the upper hand, that the World Eaters Legion was fractured by an event so unexpected that neither side could have foreseen it...

## THE ARMIES

One player is the World Eaters player, and his opponent is the Emperor's Children player.

All units in the World Eaters army must have the Chaos Space Marines Faction, and no unit may purchase a Mark of Chaos other than a Mark of Khorne. The World Eaters army must include Khârn the Betrayer.

All units in the Emperor's Children army must have the Chaos Space Marines Faction, and no unit may purchase a Mark of Chaos other than a Mark of Slaanesh.

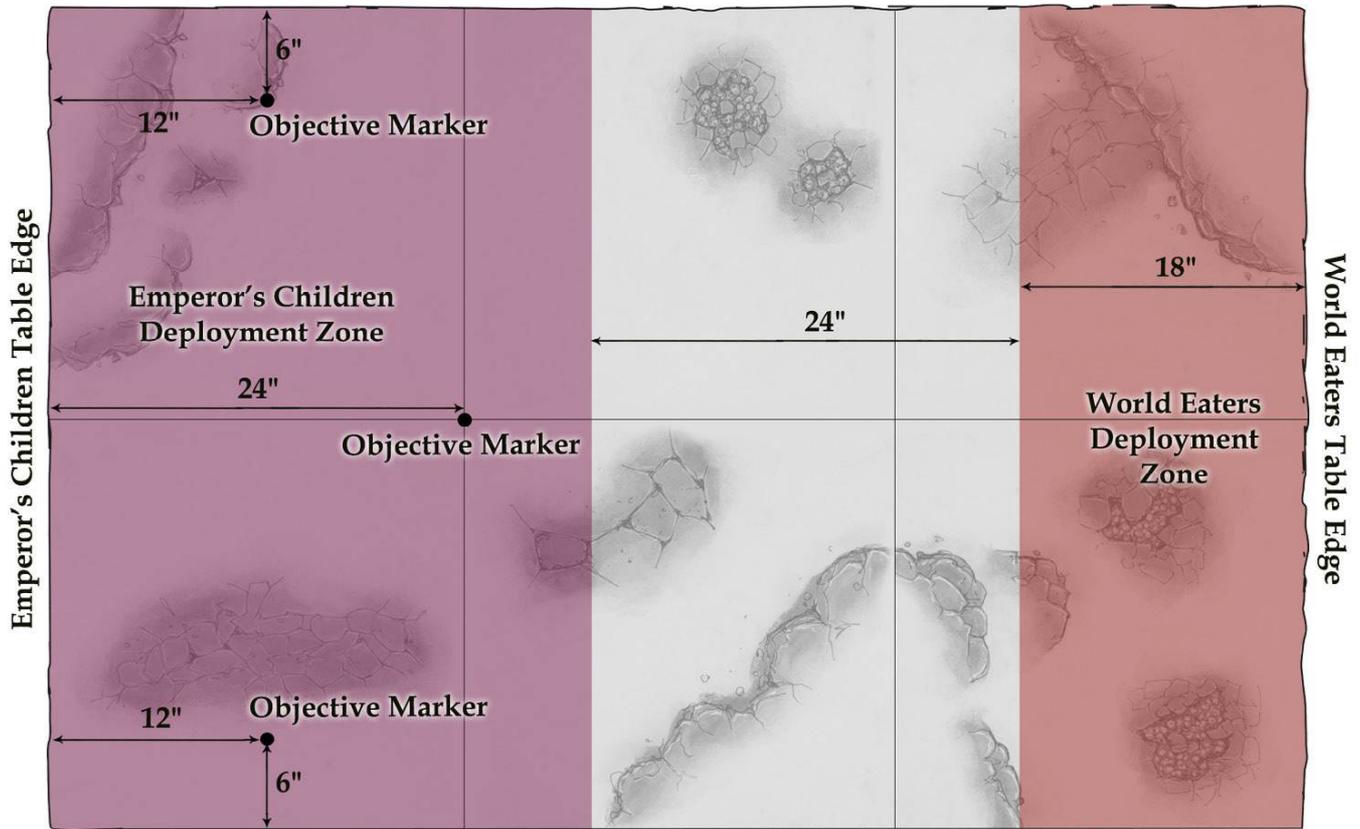
No model in either army may be equipped with the Burning Brand of Skalathrax.

## THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the deployment map included with this mission.

### Objective Markers

After setting up terrain, place three Objective Markers on the battlefield as shown on the deployment map.



## DEPLOYMENT

The Emperor's Children player deploys his army anywhere within the Emperor's Children Deployment Zone as marked on the map. The World Eaters player then deploys his army anywhere within the World Eaters Deployment Zone as marked on the map.

## FIRST TURN

The Emperor's Children player takes the first turn unless the World Eaters player can Seize the Initiative as described in *Warhammer 40,000: The Rules*.

## GAME LENGTH

This mission uses Variable Game Length as described in *Warhammer 40,000: The Rules*.

## VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

### Primary Objectives

At the end of each of the Emperor's Children player's turns, he scores 1 Victory Point for each Objective Marker he controls. At the end of each of the World Eater's player's turns, he scores 1 Victory Point for each Objective Marker that is not controlled by the Emperor's Children player, and an additional 1 Victory Point for each of those Objective Markers that he controls.

### Secondary Objectives

**First Blood, Slay the Warlord.**

## MISSION SPECIAL RULES

**The Frozen Night:** At the start of each game turn after the first, roll a D6. On a 4+, night draws in. The first time night draws in, the Night Fighting special rule comes into effect for the rest of the game. The second time night draws in, the frozen night comes into effect for the rest of the game.

While the frozen night is in effect, roll a D6 for any non-vehicle unit that ends its turn with at least one model in Open Ground. On a roll of a 1, the unit suffers D6 Randomly Allocated Wounds with no armour saves or cover saves allowed.

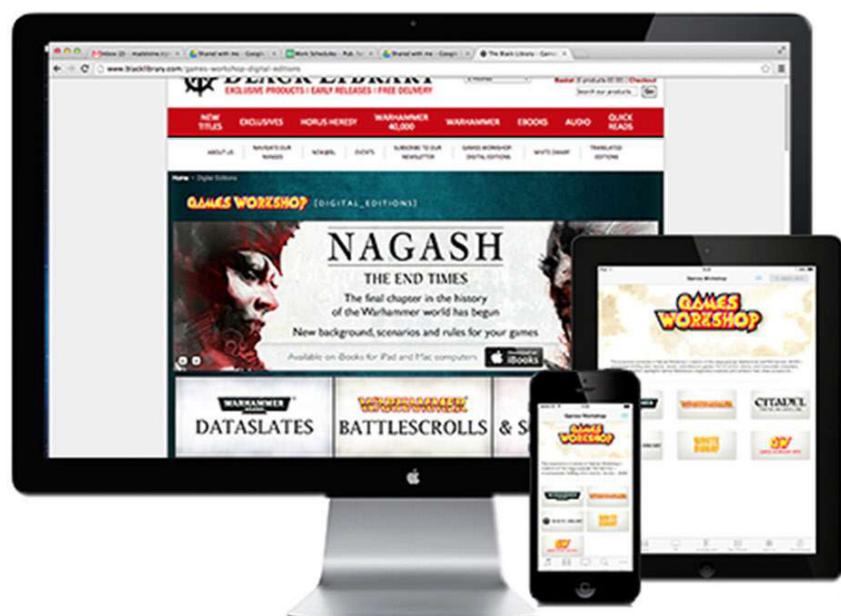
**Time of the Betrayer:** At the start of each World Eaters turn while the frozen night is in effect (see above), count up the number of Victory Points scored so far by each player. If the World Eaters player has not scored more Victory Points than the Emperor's Children player, Khârn becomes slaughtercrazed for the rest of the game, and is immediately equipped with the Burning Brand of Skalathrax (see the Chaos Artefacts page in *Codex: Chaos Space Marines*).

While Khârn is slaughtercrazed he treats all units from both sides as enemy units. This means that if he is within 1" of a unit from the World Eaters army when he becomes slaughtercrazed, he immediately counts as being locked in combat with that unit.

While slaughtercrazed, Khârn will move towards the nearest unit in each of the World Eaters player's Movement phases, before any other movement takes place, then shoot at them with the Burning Brand of Skalathrax if possible (or his plasma pistol if the unit is out of range of the Burning Brand of Skalathrax) in the Shooting phase, before any other unit shoots or Runs. The template must be placed so that as many models as possible in the target unit are hit. If no units are in range or line of sight, Khârn will Run towards the nearest unit. In the World Eaters player's Assault phase he will charge the closest unit (unless he Ran in the Shooting phase) and fight combat as normal, allocating any Wounds towards the closest model from either side. This charge is resolved before any other charges can be declared. If Khârn is charged he will fire Overwatch with the Burning Brand of Skalathrax. If Khârn is locked in combat in the Emperor's Children player's turn then that combat must be resolved even if no Emperor's Children unit is involved.

**Designer's Note:** *This special rule could cause some unusual situations; if any arise, remember The Most Important Rule described in Warhammer 40,000: The Rules.*

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