

# KHORNE'S FURY

# POINTS: 400+MODELS

The daemons of the chaos power Khorne are universally violent, existing in a constant state of rage and bestial anger. This is the personification of Khorne, the Blood God. When the god of war's anger is focused on a specific battlefield his madness rains down onto his foes in the form of mighty winged daemons.

Able to move quickly from combat to combat, the daemons of Khorne's Fury follow the gaze of their master and will slaughter all that they come across.



Blood Feeders (Daemon Princes of Khorne)



Red Devils (Furies)



Skull Stealers (Furies)



**FORMATION:**

3-12 Daemon Princes of Chaos

Chosen from Codex: Chaos Daemons

All must have:

- Daemonic Flight
- Mark of Khorne
- Blessing of the Blood God

0+ Units of Furies of Chaos

All Furies must be given the Mark of Khorne for +4 pts per model.

**OPTIONS:**

Furies:

- The whole squad may be given Hellblades (must be modeled) +15 pts each
- One Fury in each unit may take a Chaos Icon..... +5 pts

**SPECIAL RULES:**

**Princes of Blood:** The Daemon Princes in the formation form a single unit of Monstrous Creatures.

**By the Will of Khorne:** All models in the formation receive the gifts *Rage*, *Fury of Khorne*, *Furious Charge*, *Hit & Run*, and *Offensive Grenades*. If a unit of Furies from the formation has a model within 8" of a Daemon Prince they also gain *Blessing of the Blood God*.

**From Out of the Sky:** The entire formation must start the game in *Strategic Reserve*, counting as a single choice and enters play as per a Khornate daemon unit. The Prince unit must be placed first. The Fury of Chaos units are then placed so a model is within 6" of the Prince unit as if the Prince models are icons of Khorne.

**The Blood God's Gaze:** If at the start of the movement phase the Prince unit is unengaged it may be removed from play, returning to *Strategic Reserve*. This supersedes the *Rage* USR. Any unengaged Fury unit in the formation may join them, although they are not required to.