



## COMBAT PATROL: CHAOS DAEMONS

# BUTCHERS OF HYPORIA

Dark legend throughout the Hyporia Cluster and beyond tells of a murderous crimson horde of malevolent otherworldly hunters that appear from nowhere and leave carnage in their wake. Yet even the most proscribed and lurid folklore falls short of the true horror of Kh'har'ret the Butcher. Conjured forth by terrible acts of bloodshed and murder, this daemon warlord and its unholy followers rampage across realspace, venting their unquenchable bloodlust on all in their paths.

This Combat Patrol includes the units shown below.

- A Kh'har'ret the Butcher**  
(1 model)  
■ This model is equipped with: blade of blood.

- B Bloodletters**  
(10 models)  
■ 8 models are equipped with: hellblade.  
■ 1 model is equipped with: hellblade; daemonic icon.  
■ 1 model is equipped with: hellblade; instrument of Chaos.

- C Bloodletters**  
(10 models)  
■ 8 models are equipped with: hellblade.  
■ 1 model is equipped with: hellblade; daemonic icon.  
■ 1 model is equipped with: hellblade; instrument of Chaos.

- D Flesh Hounds**  
(5 models)  
■ 1 Gore Hound is equipped with: burning roar; gore-drenched fangs; collar of Khorne.  
■ 4 Flesh Hounds are equipped with: gore-drenched fangs; collar of Khorne.

- E Flesh Hounds**  
(5 models)  
■ 1 Gore Hound is equipped with: burning roar; gore-drenched fangs; collar of Khorne.  
■ 4 Flesh Hounds are equipped with: gore-drenched fangs; collar of Khorne.

- F Bloodcrushers**  
(3 models)  
■ 1 model is equipped with: hellblade; Juggernaut's bladed horn.  
■ 1 model is equipped with: hellblade; Juggernaut's bladed horn; daemonic icon.  
■ 1 model is equipped with: hellblade; Juggernaut's bladed horn; instrument of Chaos.









# COMBAT PATROL: CHAOS DAEMONS

## BUTCHERS OF HYPORIA

### ABILITIES

The datasheets required to use the Butchers of Hyporia can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – The Shadow of Chaos – that is referenced on each unit's datasheet, and is described below.

#### THE SHADOW OF CHAOS

*When daemons pour into realspace, maelstroms of warp energy spill through in their wake. Manifest emotion and unbridled, nightmarish forces twist all that they touch, reshaping the landscape into bizarre forms while tormenting mortal beings to madness. To be embroiled in such tempests is to endure conditions utterly anathema to the fundamental laws of reality, provoking primal terror in even the most emotionless warriors.*

Certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

#### Daemonic Manifestation

While a unit from your army is within your army's Shadow of Chaos, each time that unit takes a Battle-shock test, add 1 to that test and, if that test is passed, one model in that unit regains up to D3 lost wounds (if that unit is a **BATTLELINE** unit and that test is passed, up to D3 destroyed models can be returned to that unit instead).

#### Daemonic Terror

While an enemy unit is within your army's Shadow of Chaos, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

### ENHANCEMENTS

Your **BLOODMASTER** model is your **WARLORD** and has the Incarnated Rage Enhancement. You can replace this with Warp Locus.

#### DEFAULT ENHANCEMENT

##### INCARNATED RAGE

*This daemon is rage and hatred made manifest. Its corporeal form burns with the psychotic fury of a million murderers and radiates the desire to shed blood and take skulls until it infuses all about it.*

While the bearer is leading a unit, melee weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

OR

#### OPTIONAL ENHANCEMENT

##### WARP LOCUS (AURA)

*So powerful is this daemon's manifestation upon the fabric of realspace that it burns a hole in the very skin of reality wherever it goes. Malign energies flow through it as if passing through an infernal gateway, corrupting and distorting the battlefield until it resembles Khorne's unholy realm.*

The area of the battlefield within 3" of the bearer is considered to be within your army's Shadow of Chaos.

## SECONDARY OBJECTIVES

You will use the Worthy Offerings secondary objective. You can replace this with Dark Conjunction.

### DEFAULT SECONDARY OBJECTIVE

#### WORTHY OFFERINGS

*Every champion of Khorne, be they mortal or daemonic, seeks to claim the skulls of the mightiest foes to cast before the Blood God's throne in tribute.*

At the end of the battle, you score 6VP if your opponent's **WARLORD** is destroyed. If your opponent's **WARLORD** was destroyed by an attack made by your **WARLORD** model, you score 10VP instead.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### DARK CONJUNCTION

*Through frenzied and ritualistic slaughter shall the blood be shed to anoint the altar of battle. As the veil tatters and the tides of the warp spill through, Khorne's own gore-drenched realm will manifest in realspace.*

From the second battle round onwards, at the end of your turn, you score 1VP for each objective marker that is within your army's Shadow of Chaos and not within your deployment zone.

## STRATAGEMS

You can use the following Stratagems:



### BLOOD-MADDENED BANISHMENT

BUTCHERS OF HYPORIA – BATTLE TACTIC STRATAGEM

*Even as they are hurled back into the warp these daemons stab and hack, seeking to drag more mortal souls screaming into damnation alongside them.*

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **BLOODLETTERS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



### EMPYRIC PREDATORS

BUTCHERS OF HYPORIA – STRATEGIC PLOY STRATAGEM

*These Flesh Hounds flicker in and out of realspace, their warped howls echoing from all sides as they encircle their prey, their sulphur-wreathed forms confounding the enemy's aim until it is far too late...*

**WHEN:** Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

**TARGET:** One **FLESH HOUNDS** unit from your army that is within 6" of that enemy unit and has not been targeted with the Fire Overwatch Stratagem this phase.

**EFFECT:** Your unit can make a Normal move of up to 6".

**RESTRICTIONS:** Until the end of the phase, your unit cannot be targeted with the Fire Overwatch Stratagem.



### MANIFEST HATE

BUTCHERS OF HYPORIA – BATTLE TACTIC STRATAGEM

*So elemental is the hatred these daemons hold for their foes that it can overcome physical wounds, reknitting their ravaged corporeal manifestations in blazes of crimson light.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One **LEGIONES DAEMONICA** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, models in your unit have a 4+ invulnerable save.



# KH'HAR'RET THE BUTCHER

M T SV W LD OC  
**6"** **4** **5+** **4** **7+** **1**

**4+** INVULNERABLE SAVE



## Combat Patrol Datasheet

Risen victorious from the horrors of the Skullpit, Bloodmasters lead Khorne's Bloodletter hosts in battle. Kh'h'ar'ret the Butcher is such an entity, a malevolent distillation of murderous rage and slaughter given monstrous corporeal form and unleashed to lead the daemons of Khorne to war.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Blade of blood	Melee	5	2+	6	-2	3

### LEADER

This model can be attached to the following unit: **BLOODLETTERS**

### ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **The Shadow of Chaos**

**A Gory Path:** Each time this model's unit Consolidates, it can move up to 6" instead of up to 3".

KEYWORDS: INFANTRY, CHARACTER, CHAOS, DAEMON, BLOODMASTER, KHORNE, KH'HAR'RET THE BUTCHER



FACTION KEYWORDS: **LEGIONES DAEMONICA**

# BLOODLETTERS

M T SV W LD OC  
**6"** **4** **7+** **1** **7+** **2**

**5+** INVULNERABLE SAVE



## Combat Patrol Datasheet

Bloodletters are hate and violence made manifest. Attacking in berserk packs or in martial, marching ranks, they hack apart their victims with monstrous hellblades. These weapons glow red-hot with the fury of their wielders, and even the slightest wound they inflict can see the victim bled dry in seconds.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2

### ABILITIES

CORE: **Deep Strike**

FACTION: **The Shadow of Chaos**

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, DAEMON, KHORNE, BLOODLETTERS



FACTION KEYWORDS: **LEGIONES DAEMONICA**



# BLOODCRUSHERS

M T SV W LD OC  
 10" 7 4+ 4 7+ 2  
 4+ INVULNERABLE SAVE



## Combat Patrol Datasheet

Unholy fusions of daemon and machine, Juggernauts of Khorne are unstoppable beasts whose blood is fire and whose every step is thunder. When ridden into battle by Bloodletters, they act as shock cavalry, bearing down on their victims like battering rams. The destruction when their charge hits home is hideous to behold.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2
Juggernaut's bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1

## ABILITIES

FACTION: The Shadow of Chaos

KEYWORDS: MOUNTED, CHAOS, DAEMON, KHORNE, BLOODCRUSHERS



FACTION KEYWORDS:  
 LEGIONES DAEMONICA

# FLESH HOUNDS

M T SV W LD OC  
 12" 4 7+ 2 7+ 1  
 5+ INVULNERABLE SAVE



## Combat Patrol Datasheet

These hunting hounds of Khorne track the terror spoor of their prey across interstellar gulfs. The brass collars about their necks ward away even the most potent sorceries of their desperate prey, before the slaving Flesh Hounds launch themselves onto their victims swinging vicious talons and sinking foot-long fangs deep.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burning roar [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Gore-drenched fangs	Melee	3	3+	5	-1	1

## ABILITIES

FACTION: The Shadow of Chaos

### WARGEAR ABILITIES

Collar of Khorne: The bearer has the Feel No Pain 3+ ability against Psychic Attacks.

KEYWORDS: BEAST, CHAOS, DAEMON, KHORNE, FLESH HOUNDS



FACTION KEYWORDS:  
 LEGIONES DAEMONICA