

The World Eaters

Experimental Army List

Version 2.0

1.0. The World Eaters

The History of the World Eaters

The history of the World Eaters Legion is one drenched in the blood of their victims *and* their own; and one that begins with its Primarch, Angron.

The History of Angron

Imperial records held within the Library Sanctus on Holy Terra, describe the first years of Angron as brutal and miserable - his existence that of a cyber-enhanced slave gladiator. When he led the revolt of his fellow slaves against their masters, they were hunted down. As the final battle approached, the recently arrived Emperor intervened and offered to take him away - offering Angron the leadership of the World Eaters Legion. He foresaw Angron's impending doom at the hands of the vastly superior forces of his previous masters. But Angron declined. His martial pride refused to listen to the Emperor or receive aid from his father; preferring an honourable death with his gladiators. The Emperor did not accept this, however, and teleported Angron to his Battle Barge the night before the last battle. The gladiators were slaughtered to a man without their leader and Angron's honour was blemished. It is said he never forgave his father for the incident.

The Great Betrayal

The Legion was already active by the time Angron finally accepted the leadership offered him by the Emperor and they joined in on the Emperor's Great Crusade. They would soon be influenced by Angron's thirst for battle, however; amplified by the use of psycho surgery similar to that Angron had received during his gladiator training. Ordering the legion's Techmarines to duplicate his own enhancements, these implants turned the already fierce Space Marines into frenzied berserkers so feared that the Liber Malum mentions that whole systems would rather surrender than face the wrath of the World Eaters in battle. After the Scouring of Ghenna, in which the World Eaters wiped out an entire planet in a single night, the Emperor commanded the use of the technology to cease. Angron paid little heed to the fact that the technology was unstable, however, and ordered its continued use until almost every marine in the legion had undergone the ritual surgery. Rites of blood were performed as custom within the legion and the other Primarchs spoke of their concerns of the slaughter the legion wrought upon the galaxy, to the Emperor. In a fatal error, he dispatched the most trusted of his Primarchs, Horus, to deal with Angron. Unbeknownst to the Emperor however, Horus had been corrupted by the powers of Chaos and he turned Angron's repressed resentment and bitterness towards his father, into betrayal. As the hour of the Horus Heresy grew near, Horus had little problem corrupting Angron and the World Eaters were the first to join the Sons of Horus in the great revolt. Thus began the first galactic civil war, and the World Eaters were to turn their psychotic ferocity upon the Imperium of man.

In every battle they fought, the World Eaters were in the vanguard, tearing their foes apart at close quarters. They forged a new ritual in honour of their new master - Khorne the Blood God - drinking the blood of their victims and taking the skulls of the dead as trophies. During the Siege of Terra itself, World Eaters lead the assault on the walls of the Imperial Palace and it is said that one of their champions, Khârn, was the first to enter the breach. Yet that battle was lost when the Emperor slew Horus, breaking the spirits of the Chaos forces, and the remains of the World Eaters legion fled into the Eye of Terror along with the other Traitor Legions where Angron was elevated to daemon hood.



The Sundering

The World Eaters would continue to function as a Legion up to the Skalathrax Incident. Originally a fight against the rival Traitor Legion, The Emperor's Children, the battle escalated when Khârn attacked his fellow World Eaters. Refusing to fall back before the deadly cold of the Skalathrax night, Khârn burned their shelters and forced a desperate fight between brother Marines for the few remaining safe-houses. This splintered the Legion into war bands, a force structure they follow to this day.

Angron was last seen during the First War for Armageddon, where he lead the invasion of a Khornate host upon an Imperial forge world. He was eventually banished to the Warp for a hundred years, at the cost of the lives of a large number of Grey Knights.



2.0 World Eaters Units

Infantry

World Eaters Bloodlord

Type	Speed	Armour	Close Combat	Fire fight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Daemon Weapon	(base contact)	Assault Weapons	MW, Extra Attacks (+1)	

Notes: Leader, Invulnerable Save, Commander

Khorne Icon Bearer

Type	Speed	Armour	Close Combat	Fire fight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
-	-	-	-	

Notes: Leader, Invulnerable Save, Daemonic Focus

Khorne Champion

Type	Speed	Armour	Close Combat	Fire fight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Daemon Artifact	(base contact)	Assault Weapon	Extra Attack (+1), First Strike	

Notes: Invulnerable Save, Augment Summoning (+2D3)

Khorne Daemon Prince

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm (30cm)	3+ (4+)	2+	-
Weapons	Range	Firepower	Notes	
Dread Axe	(base contact)	Assault Weapons	MW, Extra Attacks (+3)	

Notes: Fearless, Leader, Reinforced Armour, Teleport, Commander
The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cm. However his armour save is reduced to 4+. If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander.

World Eaters Berzerkers

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm	4+	2+	5+
Weapons	Range	Firepower	Notes	
Bolt pistols	(15cm)	Small Arms		
Khornate chainaxes	(base contact)	Assault Weapons		

Notes:



World Eaters Terminators

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm	4+	2+	4+
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Combi-bolters		(15cm)	Small Arms	
Reaper Autocannon		30cm	AP4+/AT6+	
Power Weapons		(base contact)	Assault Weapons	MW, Extra Attack (+1)

Notes: Reinforced Armour, Teleport, Thick Rear Armour

World Eaters Bikers

Type	Speed	Armour	Close Combat	Fire fight
Infantry	35cm	4+	3+	5+
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Combi-bolters		(15cm)	Small Arms	
Khornate chainaxes		(base contact)	Assault Weapons	

Notes: Mounted

Khorne Renegade Marines

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm	4+	4+	4+
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Bolters		15cm	Small Arms	

Renegade Annihilators

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm	4+	5+	3+
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
3x Heavy Weapons		45cm	AP4+/AT4+	

Juggernauts of Khorne

Type	Speed	Armour	Close Combat	Fire fight
LV	20cm	3+	4+	6+
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Bolters		(15cm)	Small Arms	
Khornate chainaxes		(base contact)	Assault Weapons	
Charge Attack		(base contact)	Assault Weapons	MW, Extra Attack (+1)

Notes: Fearless, Infiltrator, Walker, Invulnerable Save

Daemons

Bloodthirster: Greater Daemon of Khorne

Type	Speed	Armour	Close Combat	Fire fight
War Engine	30cm	4+	3+	-
<u>Weapons</u>		<u>Range</u>	<u>Firepower</u>	<u>Notes</u>
Axe of Khorne		(base contact)	Assault Weapon	TK, Extra Attacks (+2)
Bloodthirster Whip		(base contact)	Assault Weapon	TK, Extra Attacks (+1)

*Notes: DC3, Inspiring, Walker, Wings (count as Jump Packs), Reinforced Armour, Fearless. 7 Summon Points
Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemoniac units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.*

Bloodletter: Lesser Daemon of Khorne

Type	Speed	Armour	Close Combat	Fire fight
Infantry	15cm	4+	4+	-
Weapons	Range	Firepower	Notes	
Hellblades	(base contact)	Assault Weapon	Extra Attack (+1)	

Notes: Invulnerable save, 1 Summon Point

Flesh Hound: Lesser Daemon of Khorne

Type	Speed	Armour	Close Combat	Fire fight
Infantry	20cm	4+	3+	-
Weapons	Range	Firepower	Notes	
Claws and Fangs	(base contact)	Assault Weapon		

Notes: Infiltrator, Invulnerable save, 1 Summon point

Armoured Vehicles

Khorne Dreadnought

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	15cm	3+	4+	4+
Weapons	Range	Firepower	Notes	
Twin Powerfist	(base contact)	Assault Weapons	MW, Extra Attack (+2)	
Twin Flamers	(15cm)	Small Arms	Ignore Cover	

Notes: Walker

Khorne Land Raider

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	25cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+		
Twin Heavy bolters	30cm	AP4+		

Notes: Reinforced Armour, Thick Rear Armour, Transport: one World Eaters Terminator unit or two Berzerker units

Khorne Predator

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	30cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+		
2x Heavy Bolters	30cm	AP5+		

Khorne Rhino

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	30cm	5+	6+	6+
Weapons	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms		

Notes: Transport: Two Berzerker, Khorne Renegade or Renegade Annihilator units

Blood Slaughterer

Type	Speed	Armour	Close Combat	Fire fight
Armoured vehicle	15cm	3+	3+	-
Weapons	Range	Firepower	Notes	
Power Blades	(base contact)	Assault Weapon	MW, Extra Attacks (+2)	

Notes: Fearless, Walker, Invulnerable save

Slaughterfiend

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	20cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Twin Power Flails	(base contact)	Assault Weapon	MW, Extra Attack (+1)	
Battle Claws	(base contact)	Assault Weapon	MW, Extra Attack (+1)	

Notes: Infiltrator, Walker, Invulnerable save, Fearless, Transport (May carry 1 Berzerker or World Eaters Champion Unit) Infantry and characters must make Dangerous Terrain Test to board.

Cannon of Khorne

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Warp Cannon	75cm	MW4+	TK(1)	

Notes: Invulnerable save, Fearless

Dreadclaw Assault Boat

Type	Speed	Armour	Close Combat	Fire fight
Armoured Vehicle	Immobile	5+	-	-
Weapons	Range	Firepower	Notes	
-	-	-	-	

Notes: Planet fall, Transport (may carry one formation that includes only World Eaters Berzerker, World Eaters Terminator, Khorne Daemon Prince and World Eaters Dreadnought units). Troops carried in the Dreadclaw must disembark within 5cms of the vehicle or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the vehicle. The Dreadclaw model is only used as a marker and does not count as a unit in any respect. It may not be used to claim crossfire and the armour value is for comparative purposes only. Dreadclaws do not scatter and do not have a Deathwind attack on landing. In all other regards they follow the rules for Drop Pods.



War Engines

Brass Scorpion

Type	Speed	Armour	Close Combat	Fire fight
WE	20cm	5+	3+	3+
Weapons	Range	Firepower	Notes	
Scorpion Cannon	30cm	2x AP3+/AT5+	-	
Hellmaw Cannon	15cm	AP4+	Ignore Cover	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	
Claws	(base contact)	Assault Weapon	MW, Extra Attack (+1)	

Notes: DC2, Infiltrator, Invulnerable Save, Reinforced Armour, Fearless, Walker
Critical Hit Effect: The Brass Scorpion's reactor explodes. The Brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4.

Greater Brass Scorpion

Type	Speed	Armour	Close Combat	Fire fight
WE	20cm	5+	3+	3+
Weapons	Range	Firepower	Notes	
Scorpion Cannon	30cm	2x AP3+/AT5+	-	
2x Hellmaw Cannon	15cm	AP4+	Ignore Cover	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	
Claws	(base contact)	Assault Weapon	MW, Extra Attack (+2)	

Notes: DC3, Infiltrator, Invulnerable Save, Reinforced Armour, Fearless, Walker
Critical Hit Effect: The Brass Scorpion's reactor explodes. The Brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4.

Lord of Battle

Type	Speed	Armour	Close Combat	Fire fight
WE	25cm	4+	2+	4+
Weapons	Range	Firepower	Notes	
Death Storm	45cm	4x AP4+/AT4+		
2x Battle Cannons	75cm	AP4+/AT4+		
Chain Fist	(base contact)	Assault Weapon	MW, Extra Attacks (+3)	

Notes: DC 6, Reinforced Armour, Thick Rear Armour, Fearless
Critical Damage: The Lord of Battles is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles 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 the Lord of Battles rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).

Banelord Titan

Type	Speed	Armour	Close Combat	Fire fight
WE	15cm	4+	2+	3+
Weapons	Range	Firepower	Notes	
Havoc Missile Rack	60cm	6x 2BP, Indirect Fire	Single Shot, Forward Arc	
Hellstrike Cannon	60cm	3 BP, MW	Ignore Cover, FxF	
Doomfist	30cm	4x AP4+/AT4+ <u>OR</u>	Forward Arc	
	(base contact)	Assault Weapon	Extra Attacks (+2), TK (D3)	
Battle Head	(15cm)	Small Arms	Extra Attacks (+2), FxF	
Tail	75cm	AP4+/AT4+ <u>OR</u>		
	(base contact)	Assault Weapon	Extra Attack (+1)	

Notes: DC 8, 6 Void Shields, Reinforced Armour, Walker, Fearless
Critical Hit Effect: The Banelord is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Banelord 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 the Titan rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).

Ravager Titan

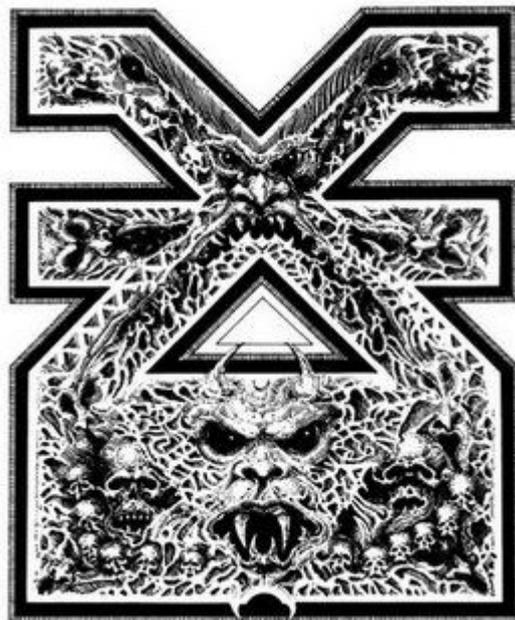
Type	Speed	Armour	Close Combat	Fire fight
WE	20cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
Doom Burner	30cm	MW2+, TK, Ignore Cover		
2x Long Barrel Death Storm	60cm	4x AP4+/AT4+	Forward Arc	
Battle Head	(15cm)	Small Arms	Extra Attacks (+2), FxF	
Tail	75cm	AP4+/AT4+ <u>OR</u>		
	(base contact)	Assault Weapon	Extra Attack (+1)	

Notes: DC 6, 4 Void Shields, Reinforced Armour, Walker, Fearless
Critical Hit Effect: The Ravager's plasma reactor has been damaged. Roll a D6 for the Ravager in the end phase of every turn: on a 1 the reactor explodes destroying the Reaver; 2-3 the Reaver suffers one more point of damage; 4-6 the reactor is repaired. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Feral Scout Titan

Type	Speed	Armour	Close Combat	Fire fight
WE	30cm	5+	4+	4+
Weapons	Range	Firepower	Notes	
Death Storm	45cm	4x AP4+/AT4+	Forward Arc	
Battle Head	(15cm)	Small Arms	Extra Attacks (+2), FxF	
Hell Mouth	30cm	3BP	Ignore Cover	

Notes: DC 3, 2 Void Shields, Reinforced Armour, Walker, Fearless
Critical Hit Effect: The Feral is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound 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+ (make saving throws for the units normally)



Chaos Navy

Hellblade Fighter

Type	Speed	Armour	Close Combat	Fire fight
Aircraft	Fighter	6+	-	-
Weapons	Range	Firepower	Notes	
2x Reaper Auto-cannons	15cm	AP4+/AT6+/AA5+	FxF	

Helltalon Fighter-Bomber

Type	Speed	Armour	Close Combat	Fire fight
Aircraft	Fighter-Bomber	5+	-	-
Weapons	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+/AA4+	FxF	
Havoc Launcher	45cm	AP5+/AT6+	FxF	
Incendiary Bomb Racks	15cm	1BP	Ignore Cover, FxF	

Harbinger Bomber

Type	Speed	Armour	Close Combat	Fire fight
Aircraft War Engine	Bomber	5+	-	-
Weapons	Range	Firepower	Notes	
Reaper Auto-cannons	30cm	AP4+/AT6+/AA5+	FxF	
Reaper Auto-cannons	15cm	AP4+/AT6+/AA5+	Left Arc	
Reaper Auto-cannons	15cm	AP4+/AT6+/AA5+	Right Arc	
Bombs	15cm	6BP	Ignore Cover, FxF	
Notes: DC4				
<i>Critical hit effect: The Harbinger's munitions are hit, causing the craft to explode in a spectacular fireball, raining burning debris all around. The Harbinger is destroyed and all units (both aircraft and ground units) within 15cm of the final position are hit on a D6 roll of 6+)</i>				

Devastation Class Cruiser

Type	Speed	Armour	Close Combat	Fire fight
Spaceship	-	-	-	-
Weapons	Range	Firepower	Notes	
Orbital Bombardment	-	3 BP	MW	
Pin-Point Attack		MW2+	TK (D3)	
Notes: Transport: May carry up to 20 units that can be deployed with Dreadclaws.				

Carnage Class Cruiser

Type	Speed	Armour	Close Combat	Fire fight
Spaceship	-	-	-	-
Weapons	Range	Firepower	Notes	
Orbital Bombardment	-	8BP	MW	
Notes: Transport: May carry up to 30 units that can be deployed with Dreadclaws				

3.0 World Eaters Chaos Space Marine Army List

3.1.0 World Eaters Army Special Rules

The following special rules apply to formations and units in the World Eaters army.

3.1.1 Factions

All World Eaters army formations are followers of Khorne.

3.1.2 Summoned Units

Certain units may be summoned to appear at the start of a World Eaters formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost seven summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons. Summoned units must be set up with their entire base within 5cm of any unit from their formation; apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The types of units that can be summoned by the World Eaters are: *Bloodthirster*; *Greater Daemon of Khorne*; *Bloodletters*; *Flesh Hounds*. Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the

warp and are removed from play unless the formation has a unit with Daemonic Focus (see WE1.1.5 below). Summoned units that are removed from play in this manner are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. Any summoned units will vanish back to the warp when a formation breaks.

Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Bloodthirster you are not allowed to summon another until that first Greater Daemon has been removed from play.

3.1.3 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see WE1.1.3 summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

3.1.4 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

3.1.5 Augmented Psychosis

Due to their numerous aggression augmentations over the millennia, and their exposure to the twisting nature of Chaos, the World Eaters have become psychotic in their pursuit of spilled blood and slaughter. Ignoring wounds and losses to their own side, they heedlessly charge into close combat to butcher their foes. The following rules apply only to units specifically listed as World Eaters units in the army list:

In the Assault resolution step, enemy formations do not gain the +1 modifier if a World Eaters formation has more Blast Markers than them.

World Eaters formations are immune to damage from Blast Markers if broken.

Formations containing World Eaters units are Initiative 2 when attempting *Advance* actions and may not take *Sustained Fire* or *Overwatch* action tests.

3.1.6 Blood Rage of Khorne

The followers of Khorne are bloodthirsty killers whose sole purpose is to bring death to Khorne's enemies. Pursuing this ideal with great abandon, they often lose control of themselves as unbridled bloodlust grips them.

Any formation in a World Eaters army (excluding Chaos Navy or spacecraft) that fails its Action Test (see 1.6.2 of the Epic: Armageddon rulebook) must make an Engage action if enemy are within range. Otherwise, they must make one move towards the nearest enemy formation. The formation may not regroup or shoot.

WORLD EATERS CHAOS SPACE MARINE ARMY LIST

Version 3.0

World Eaters armies have a strategy rating of 4.

All formations in a World Eaters army have an initiative rating of 1+, except Chaos Navy formations which are 2+.

WORLD EATERS WARBANDS

WARBAND	CORE UNITS	UPGRADES	COST
World Eaters Warband	Eight World Eaters Berzerkers units and one Bloodlord character	Up to 4 of any upgrade from the list	225
World Eaters Bike Warband	Eight World Eaters Bike units	Daemonic Pact, Icon Bearer, World Eaters Champion	300

WORLD EATERS ELITE SUPPORT FORMATIONS

(One Elite Support Formation may be included in the army for each Warband selected)

FORMATION	CORE UNITS	UPGRADES	COST
World Eaters Terminators	Four World Eaters Terminator units and one Bloodlord	Up to 4 of any upgrade from the list	375
Juggernauts of Khorne	Six Juggernauts of Khorne units		300
World Eaters Blood Pack	Four Slaughterfiends and Four World Eaters Berzerker units		400

KHORNE SUPPORT FORMATIONS

(Up to two Khorne Support Formations may be included for each Warband selected)

FORMATION	CORE UNITS	UPGRADES	COST
Khorne Renegade Marines	Eight Khorne Renegade Marine units	Daemonic Pact, Dreadclaws, Transports, Renegade Annihilators, Dreadnoughts, Champion, Icon Bearer, Khorne Predators	275
Slaughter Pack	Four Khorne Blood Slaughterers	Bloodslaughterers	200
Cannons of Khorne	Four Cannons of Khorne		200

WORLD EATER ARMY UPGRADES

(Each allowed upgrade may be taken once per formation. Any upgrade added to a World Eaters formation becomes a World Eaters unit)

UPGRADE	UNITS	COST
0-1 Warlord	A single Bloodlord unit gains the Supreme Commander specialist unit ability	50
0-1 Khorne Daemon Prince	Replace a unit containing a World Eaters Bloodlord or Warlord character with a Khorne Daemon Prince unit.	50
World Eaters Terminators	Replace up to 4 World Eaters Berzerker units with the same number of World Eaters Terminator units	45 points each
Khorne Dreadnoughts	Add up to 2 Khorne Dreadnoughts	50 points each
Blood Slaughterers	Add up to 2 Blood Slaughterers	50 points each
Slaughterfiend	Equips a World Eaters Champion unit with one Slaughterfiend	75
Renegade Annihilators	Replace up to 2 Khorne Renegade units with the same number of Renegade Annihilator units	25 points each
Dreadclaws	Equips the formation with Dreadclaw Assault Boats	50
Khorne Champion	Add a Khorne Champion to a unit in the formation	50
Khorne Icon Bearer	Add a Khorne Icon Bearer to a unit in the formation	50
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25
Khorne Predators	Add up to 3 Khorne Predators to a Warband.	50 points each
Transports	Add as many Rhinos and/or Land Raiders to the formation as required to carry the entire formation	10 points per Rhino 75 per Land Raider

DAEMON POOL

FORMATIONS	CORE UNITS	COST
Lesser Daemons	Any number of Bloodletters and/or Flesh Hounds	20 points each
Greater Daemons	Any number of Blood Thirsters	75 points each

KHORNE WAR ENGINE AND NAVY FORMATIONS

(Up to 1/3 of an army points may be spent on Khorne War Engines and/or Navy formations)

WAR ENGINES			CHAOS NAVY	
FORMATION	UNITS	COST	FORMATION	COST
Banelord Titan	One Banelord Titan	800	Three Hellblade Fighters	175
Ravager Titan	One Ravager Titan	625	Two Hell Talon Fighter-Bombers	225
Lord of Battle	One or Two Lord of Battle	400 points each	One Harbinger Bomber	450
Feral Titan	Feral Titan	275	One Devastation Class Cruiser	150
Brass Scorpions	Brass Scorpions	250	One Carnage Class Cruiser	200
Greater Brass Scorpion	Greater Brass Scorpion	175		

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World Eaters 3.0 Reference Sheet

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<i>World Eaters Bloodlord</i>	Character	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Weapons, MW, Extra Attacks (+1)	Leader, Invulnerable Save, Commander
<i>Khorne Icon Bearer</i>	Character	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Leader, Invulnerable Save, Daemonic Focus
<i>Khorne Champion</i>	Character	n/a	n/a	n/a	n/a	Daemon Artifact	(base contact)	Assault Weapon, Extra Attack (+1), First Strike	Invulnerable Save, Augment Summoning (+2D3)
<i>Khorne Daemon Prince</i>	Infantry	15cm(30cm)	3+/4+	2+	n/a	Dread Axe	(base contact)	Assault Weapons, MW, Extra Attacks (+3)	Fearless, Leader, Reinforced Armour, Teleport, Commander
<i>World Eaters Berzeikers</i>	Infantry	15cm	4+	2+	5+	Bolt pistols	(15cm)	Small Arms	
<i>World Eaters Terminators</i>	Infantry	15cm	4+	2+	4+	Khornate chainaxes	(base contact)	Assault Weapons	
						Comb-bolters	(15cm)	Small Arms	
						Reaper Autocannon	30cm	AP4+/AT6+	
						Power Weapons	(base contact)	Assault Weapons, MW, Extra Attack (+1)	Reinforced Armour, Teleport, Thick Rear Armour
						Khornate chainaxes	(base contact)	Assault Weapons	Mounted
<i>Khorne Renegade marines</i>	Infantry	15cm	4+	4+	4+	Bolters	(15cm)	Small Arms	
<i>Juggernauts of Khorne</i>	Light Vehicle	20cm	3+	4+	6+	Bolters	(15cm)	Small Arms	
						Khornate chainaxes	(base contact)	Assault Weapons	
						Charge Attack	(base contact)	Assault Weapons, MW, Extra Attack (+1)	
<i>Bloodthirster</i>	War Engine	30cm	4+	3+	-	Axe of Khorne	(base contact)	Assault Weapon, TK, Extra Attacks (+2)	DC3, Inspiring, Walker, Wings (count as Jump Pack), Invulnerable Save, Reinforced Armour, Fearless, 7 Summon Points, Critical Hit Effect: The greater demon is hurled back into the warp and destroyed. Any daemonic units within 5cm will be dragged back into the warp with the greater daemon and destroyed on a roll of 6
						Bloodthirster Whip	(base contact)	Assault Weapon, TK, Extra Attacks (+1)	
<i>Bloodletter</i>	Infantry	15cm	4+	4+	n/a	Helblades	(base contact)	Assault Weapon, Extra Attack (+1)	Invulnerable save, 1 Summon Point
<i>Flesh Hound</i>	Infantry	20cm	4+	3+	n/a	Claws and Fangs	(base contact)	Assault Weapon	Infiltrator, Invulnerable save, 1 Summon point
<i>Khorne Dreadnought</i>	Light Vehicle	15cm	3+	4+	4+	Twin Powerlist	(base contact)	Assault Weapons	Walker
						Twin Flamers	(15cm)	Small Arms	
<i>Khorne Land Raider</i>	Armoured Vehicle	25cm	4+	6+	4+	2 x Twin Lasercannon	45cm	AT4+	Reinforced Armour, Thick Rear Armour, Transport: one World Eaters Terminator or two Berzeiker units
<i>Khorne Predator</i>	Armoured Vehicle	30cm	4+	6+	5+	Twin Heavy bolters	30cm	AP4+	
						Autocannon	45cm	AP5+/AT6+	
						2x Heavy Bolters	30cm	AP5+	
<i>World Eaters Rhino</i>	Armoured Vehicle	30cm	5+	6+	6+	Comb-bolters	(15cm)	Small Arms	Transport: Two Berzeiker, Khorne Renegade or Renegade Annihilator units
<i>Blood Slaughterer</i>	Armoured Vehicle	15cm	3+	3+	n/a	Power Blades	(base contact)	Assault Weapon, MW, Extra Attacks (+2)	Fearless, Walker, Invulnerable save
<i>Slaughterfist</i>	Armoured Vehicle	20cm	4+	3+	5+	Battle Cannon	75cm	AP4+/AT4+	
						Twin Power Fists	(base contact)	Assault Weapon, MW, Extra Attack (+1)	
						Battle Claws	(base contact)	Assault Weapon, MW, Extra Attack (+1)	
<i>Cannon of Khorne</i>	Armoured Vehicle	20cm	4+	6+	4+	Warp Cannon	75cm	MW4+, TK(1)	Invulnerable save, Fearless
<i>Dread Claw Assault Boat</i>	Armoured Vehicle	Immobile	5+	n/a	n/a	n/a	n/a	n/a	See Unit data sheet for special rules
<i>Brass Scorpion</i>	War Engine	20cm	5+	3+	3+	Scorpion Cannon	30cm	2x AP3+/AT5+	DC2, Infiltrator, Invulnerable Save, Reinforced Armour, Fearless, Walker
						Hellmaw Cannon	15cm	AP4+, Ignore Cover	Critical Hit Effect: The Brass Scorpion's reactor explodes. The Brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4.
						Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	
						Claws	(base contact)	Assault Weapon, MW, Extra Attack (+1)	
<i>Greater Brass Scorpion</i>	War Engine	20cm	5+	3+	3+	Scorpion Cannon	30cm	2x AP3+/AT5+	DC3, Infiltrator, Invulnerable Save, Reinforced Armour, Fearless, Walker
						2x Hellmaw Cannon	15cm	AP4+, Ignore Cover	Critical Hit Effect: The Brass Scorpion's reactor explodes. The Brass Scorpion is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 4.
						Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	
						Claws	(base contact)	Assault Weapon, MW, Extra Attack (+2)	
<i>Lord of Battle</i>	War Engine	25cm	4+	2+	4+	Death Storm	45cm	4x AP4+/AT4+	DC 6, Reinforced Armour, Thick Rear Armour, Fearless, Critical Damage: The Lord of Battles immediately moves 30cm in a random direction. If this move takes the Lord of Battles 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 the Lord of Battles rumpages into or over any units then they will take a hit on a D6 roll of 4+ (saving throws apply as normal).
						2x Battle Cannons	75cm	AP4+/AT4+	
						Chain Fist	(base contact)	Assault Weapon, MW, Extra Attacks (+3)	

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Bane/ord Titan	War Engine	15cm	4+	2+	3+	Havoc Missile Rack Hellstrike Cannon Doomfist OR Battle Head Tail	60cm 60cm 30cm (base contact) 15cm 75cm (base contact)	6x 2BP, Indirect Fire, Single Shot, Forward Arc 3 BP, MW, Ignore Cover, FxP 4x AP4+/AT4+, Forward Arc Assault Weapon, Extra Attacks (+2), TK (D3) Small Arms, Extra Attacks (+2), FxP AP4+/AT4+ Assault Weapon, Extra Attack (+1)	DC 8, 6 Void Shields, Reinforced Armour, Walker, Fearless Critical Hit Effect: The Bane/ord is driven into a daemonic rage and immediately moves 306cm in a random direction. If this move takes the Bane/ord 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 the Titan rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).
Raveager Titan	War Engine	20cm	4+	3+	Doom Burner 2x Long Barrel Death Storm Battle Head Tail OR	30cm 60cm (15cm) 75cm (base contact)	MM2+, TK, Ignore Cover 4x AP4+/AT4+, Forward Arc Small Arms, Extra Attacks (+2), FxP AP4+/AT4+ Assault Weapon, Extra Attack (+1)	DC 6, 4 Void Shields, Reinforced Armour, Walker, Fearless Critical Hit Effect: The Raveager's plasma reactor has been damaged. Roll a D6 for the Raveager in the end phase of every turn: on a 1 the reactor explodes destroying the Raveager, 2-3 the Raveager suffers one more point of damage; 4-6 the reactor is repaired. If the reactor explodes, any units within 5cm of the Raveager will be hit on a roll of 5+.	
Feral Scout Titan	War Engine	30cm	5+	4+	Death Storm Battle Head Hell Mouth	45cm (15cm) 30cm	4x AP4+/AT4+, Forward Arc Small Arms, Extra Attacks (+2), FxP 3BP, Ignore Cover	DC 3, 2 Void Shields, Reinforced Armour, Walker, Fearless Critical Hit Effect: The Feral is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound 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+ (make saving throws for the units normally)	
Helblade Fighter	Aircraft	Fighter	6+	n/a	n/a	2x Reaper Auto-cannons	15cm	AP4+/AT6+/AA5+, FxP	
Helblaton Fighter Bomber	Aircraft	Fighter-bomber	5+	n/a	n/a	Twin Lascannon Havoc Launcher Incendiary Bomb Racks	45cm 45cm 15cm	AT4+/AA4+, FxP AP5+/AT6+, FxP 1BP, Ignore Cover, FxP	
Harbinger Bomber	Aircraft War Engine	Bomber	5+	n/a	n/a	Reaper Auto-cannons Reaper Auto-cannons Reaper Auto-cannons Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+, FxP AP4+/AT6+/AA5+, FxP, Left Arc AP4+/AT6+/AA5+, FxP, Right Arc 1BP, Ignore Cover, FxP	DC4, Critical Hit effect: The Harbinger's munitions are hit, causing the craft to explode in a spectacular fireball, raining burning debris all around. The Harbinger is destroyed and all units (both aircraft and ground units) within 15cm of the final position are hit on a D6 roll of 6+
Devastation Class Cruiser	Spaceship	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-Point Attack	-	3 BP, MW MM2+, TK(D3)	Transport: May carry up to 20 units that can be deployed with Dreadclaws
Carriage Class Cruiser	Spaceship	n/a	n/a	n/a	n/a	Orbital Bombardment	-	8BP, MW	Transport: May carry up to 20 units that can be deployed with Dreadclaws