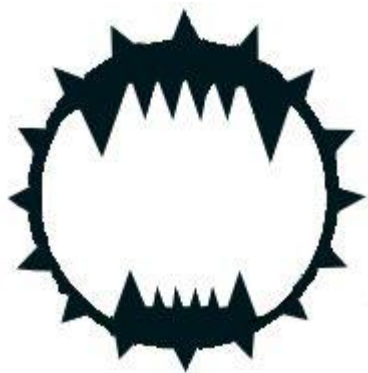


EPIC 40,000
Horus Heresy



WORLD EATERS

World Eaters in Epic 40,000

Formation

Great Crusade era War Hounds the Twelfth Legion was formed on Terra, from no particular geographic recruiting ground. Fragmentary records do suggest however, that during the formation process of the legion, an experimental screening process may have resulted in the initial intakes being formed from the most aggressive and competitive of candidates. While this cannot be confirmed with certainty, early records of the Legion do note that it was considered a highly aggressive, hot-blooded, and savage force.

The nascent, relatively small Legion was deployed in the Unification Wars, their first recorded engagement being the Sa'afrik Liberation. However, for reasons unknown, after their initial battles they were largely held in the Imperial reserve right through the rest of Terran Unification and even throughout the conquest of the Sol System. While the true reasons for this withdrawal from the front-lines are unknown, one suggested reason was that they were simply kept off the board in case a sudden mishap in the Imperial campaigns resulted in a need for swift, fresh reinforcement. Another, more whispered proposed reason, is that they were deliberately held in check in case any disloyalty among the Emperor's troops emerged, and needed to be quickly ended. Nonetheless, the Legion continued to grow and determinedly train for war. This dedication, as well as their savage and tenacious demeanour during the few times they were deployed in combat during this period, reportedly led to the Emperor himself dubbing the XII Legion as his War Hounds. In prideful recognition of this honour, the Twelfth adopted a red hound as their insignia.

After Angron assumed command of his newly-rechristened legion the World Eaters became a byword for mass-scale slaughter and violence, their enemies not merely shot down or blasted to oblivion, but killed to a man in their streets and fortresses. Their legend for brutality became so strong that more than once non-compliant worlds would surrender at the threat of the World Eaters being unleashed upon them. Already a breed apart, Angron's legionaries began to be actively shunned by their fellow Space Marine Legions and spoken of in dread by those Imperial citizens who knew of their actions. The planets upon which the World Eaters fell were not merely crushed - they were destroyed utterly.

This document is made to complement the Legio Astartes Army list.
World Eaters forces can make use of the following Detachments from the Legio Astartes list.

World Eater Infantry Detachment(Page 2)
World Eater Supreme Commander (Page 3)
Space Marine Armoured Detachment (LA)
Space Marine Super Heavy Detachment (LA)
Space Marine Air Detachment (LA)

(LA) = Legion Astartes

WORLD EATERS INFANTRY DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ+25pts

Up to one Space Marine Captain25pts

Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (Cannot use Rhino)

(Hero, Save)+5pts

Upgrade Space Marine Captain to

Consul15pts

May select one option below:

Berserker (Hero, Rampage, Assault).

Main Force

Choose up to **10** from the following list.

World Eaters Red Butchers25pts

Consists of 1 Space Marine Unit (Rampage, Assault, Save).

Extra cost to:

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

World Eaters Rampagers18pts

Consists of 1 Space Marine Unit (Rampage, Assault)

Extra Cost to:

Mount in a Rhino+7pts

Mount in Spartan Assault Tank.....+50pts

Legion Marine Squad30pts

Consists of 2 Space Marine units. (*Choose one)

Mount in a Rhino+7pts

Upgrade both units to Devastators*

(Heavy Weapons) +10pts

Upgrade both units to Assault troops*

(Assault, Jump Packs) +4pts

Legion Bike Squad10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

Tactical Support

Squad.....10pts per unit

Consists of 1 Tactical Support unit.

Mount in a Rhino+7pts

Legion Land Speeder

Squadron20pts per unit

Consists of 1 to 3 Land Speeders.

Legion Dreadnought27pts per unit

Legion Land Raider45pts per unit

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Vindicator22pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Sicaran Venator28 pts per unit

World Eaters Dreadnought25pts per unit

Chain of Command: Captain > Consul > Legion Marines > Any other unit.

WORLD EATERS SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

Up to one Legion

Chapter Master50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (*Choose one):

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (cannot use Rhino)

Hero, Commander, Save)+5pts

Up to one Angron150pts

Consists of 1 Angron unit (Primarch, Assault, Rampage).

Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Angron may select up to 3.

World Eaters Red Butcher Squad25pts

Consists of 1 Space Marine unit (Assault, Rampage, Save).

Extra cost to: (*choose one).

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

World Eaters

Terminator Squad19pts

Consists of 1 Space Marine unit (Save,).

Extra cost to: (*choose one).

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Chain of Command: Commander > Bodyguard.

Special Rules:

Primarch: Hero, Commander, Stubborn, Damage Capacity 3.

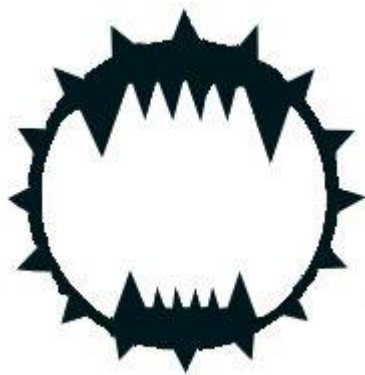
WORLD EATERS SUMMARY

INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Angron	15cm	30cm	1	6	6+	Primarch, Deathstrike
Legion Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Tactical Support	10cm	30cm	2	3	5+	+ No Rapid Fire
Red Butchers	10cm	30cm	2	3	5+	+ Save, Assault, Rampage
Rampagers	10cm	30cm	1	4	5+	+ Assault, Rampage
Support Weapons	10cm	45cm	Anti Tank	0	4+	

ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (2)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Dreadnought	15cm	45cm	2	4	6+	
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Sicaran	30cm	45cm	4	1	5+	
Venator	30cm	45cm	2 x Anti Tank	1	5+	
World Eater Dreadnought	15cm	15cm	1	3	6+	Assault, Rampage



DETACHMENT NAME
DETACHMENT TYPE
PSYKER
COMMANDER
COMMANDER
COMMANDER

POINT COST

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST

DETACHMENT MAIN FORCE

POINT COST

1 2 3 4 5 6 7 8 9 10

DETACHMENT SUPPORT

POINT COST

1 2 3 4 5 6 7 8 9 10

UNIT

SPEED RANGE

FIRE POWER ASSAULT ARMOUR

NOTES

UNIT

SPEED RANGE

FIRE POWER ASSAULT ARMOUR

NOTES