

# World Eaters

V3.8

Play Document



# World Eaters Army List

## Version 3.8

### WE1.0 The World Eaters

#### WE1.1 World Eaters Special Rules

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

##### WE1.1.1 Initiative & Strategy Rating

World Eaters armies have a strategy rating of 4.

The following formations have an Initiative of 2+:

- Blood Slaughterers
- Defiler Engines
- Khorne Assault Engines
- Khorne Support Engines
- Chaos Navy (excluding World Eaters Battle Barge)

All other World Eaters formations (including the World Eaters Battle Barge) have an initiative rating of 1+.

#### WE1.1.2 Factions

All World Eaters are followers of Khorne.

##### WE1.1.3 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 are listed below in parentheses after each unit). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units 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. You may only summon as many daemons as you have left in your Daemon Pool. 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. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

The types of units that can be summoned by the World Eaters are: *Bloodthirster*; *Greater Daemon of Khorne* (7); *Bloodletters* (1), and *Flesh Hounds*(1).

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.

### WE2.0 World Eaters Chaos Space Marine Army List

#### WE2.1 Using the Army List

World Eaters are organised around core formations called retinues which are supported by daemon influenced formations. Most formations may also include a number of extra units called upgrades. Some companies are Core Formations – these are the backbone of the World Eaters army. Specialised and daemon infused detachments are Auxiliary Formations. The tables below show the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost. Each upgrade taken adds to the cost of the company or detachment. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Character upgrades may be given to both core units and upgrades within a retinue.

World Eaters armies may be supported by War Engines of Khorne, and Chaos Navy. Up to a third of the points available to the army may be spent on these formations.

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 end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see WE1.1.5 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed 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. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. 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.

##### WE1.1.4 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.

##### WE1.1.5 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.

##### WE1.1.6 Blood Rage of Khorne

All units within the World Eaters Army list (not Chaos Navy) are effected by the Blood Rage of Khorne. If a formation effected by the Blood Rage of Khorne has at least one unit that can potentially reach base contact with an enemy, they may perform an Engage action with a +1 modifier to the initiative roll.

If a formation effected by the Blood Rage of Khorne has at least one unit that can potentially reach base contact with an enemy decides to perform any other action other than an Engage, they will receive a -1 modifier to their initiative roll.

##### WE1.1.7 Fickle Masters

In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool. If the Chaos player rolls 1 theirs patron Powers withdraw their support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effort.

##### WE1.1.8 Sacrifice

A unit with a Keeper of Skulls character may be sacrificed to generate 6 summoning points to summon a Greater Daemon. The Greater Daemon must be placed within 10 cm of the unit with the Keeper of Skulls, which is then removed from play.

## World Eaters

World Eaters Core Formations			
Formation type	Units	Upgrades Allowed	Points Cost
<b>World Eaters Berserker Retinue</b>	One World Eaters Skull Lord character, four World Eaters Legionaires, and four Khorne Berserker units, and optional Rhinos	All	300 points
<b>World Eaters Bike Retinue</b>	One World Eaters Skull Lord character and six to eight World Eaters Bike units.	Daemonic Pact, Keeper of Chains, Keeper of Skulls.	250 first 6 units +25 per extra unit
<b>World Eaters Terminator Retinue</b>	One World Eaters Skull Lord character and four to eight World Eaters Terminator units.	Daemonic Pact, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Daemon Prince	350 first 4 units +75 per extra unit
<b>World Eaters Possessed Retinue</b>	One World Eaters Skull Lord character upgrade, four World Eaters Possessed units, and a Daemonic Pact	Daemon Prince, Favoured of Khorne	200 points
<b>World Eaters Chosen Retinue</b>	One World Eaters Skull Lord character upgrade, four World Eaters Chosen units, and optional Rhino transports	Assault Walkers, Daemonic Pact, Dreadclaws, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Transport.	200 points

World Eaters Auxiliary – <i>four may be taken per World Eaters Berserker Retinue</i>			
<b>Bloodpack</b>	5 Khorne Berserker units and 3 Slaughterfiends		375 points
<b>Defiler Engines</b>	4 Defilers	Assault Walkers	275 points
<b>Juggernauts of Khorne</b>	5-8 Khorne Juggernaut units		50 points per unit
<b>Khorne Assault Engines</b>	4 Khorne Assault Engines in any combination <u>OR</u> 5 Blood Slaughterers	Assault Walkers	250 points
<b>Khorne Support Engines</b>	4 Khorne Doomblaster or Hellfire Cannon in any combination	Assault Walkers	275 points

World Eater Upgrades – <i>up to four upgrades may be taken per formation</i>		
<b>Assault Walkers</b>	Add up to two assault walker selections in any combination	75 points per Defiler 75 points per two World Eater Dreadnoughts
<b>Daemonic Pact</b>	Allows the formation to summon Daemons from the Daemon Pool and add one Lesser Daemon to the Daemon Pool	25 points
<b>0-1 Daemon Prince</b>	Replace a unit with a Skull Lord character with a Daemon Prince unit	50 points
<b>Dreadclaws</b>	Formation replaces all transport options with Dreadclaws	5 points per unit
<b>0-1 Favoured of Khorne</b>	Add one Blood Lord character per army to a Khorne Daemon Prince or a unit with a Skull Lord character.	50 points
<b>Keeper of Chains</b>	Add a Keeper of Chains to a unit in the formation	25 points
<b>Keeper of Skulls</b>	Add a Keeper of Skulls to a unit in the formation	50 points
<b>Predators</b>	Add up to three World Eaters Predators to the formation	50 points each
<b>Transport</b>	Replace the same number of Rhinos with any of the following to transport the formation. (only purchase enough to transport the formation)	125 points per two Slaughterfiend 125 points per two Land Raider

Chaos Navy	
<b>Three Hellblade Interceptors</b>	200 points
<b>Two Helltalon Fighter Bombers</b>	250 points

Spacecraft	
<b>0-1 Devastation Class Cruiser</b>	150 points
<b>- Upgrade Devastation Cruiser to a World Eater Battle Barge</b>	+100 points

War Engines of Khorne	
<b>Up to three Greater Brass Scorpion Engines</b>	200 points each
<b>One Lord of Battle</b>	425 points
<b>Two Lords of Battle</b>	800 points
<b>Banelord Titan</b> <i>(May purchase Leader ability +25 points)</i>	800 points

Daemon Pool	
Greater Daemon (Bloodthirster)	50 points
Lesser Daemons (Bloodletters and/or Flesh Hounds)	15 points each

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Blood Lord	CHA	-	-	-	-	-	-	-	<i>Supreme Commander</i>
Khorne Daemon Prince	INF	15cm (30cm)	3+ (4+)	2+	5+	Daemon Weapon Battle Roar of Khorne	Base Contact (15cm)	MW, Extra attack (+3) Ignore Cover	<i>Commander, Leader, Fearless, Reinforced Armour, Teleport.</i> A Daemon Prince may have wings. The unit gains <i>Jump Packs</i> and a move of 30cm, while the armour value is reduced to 4+.
Skull Lord	CHA	-	-	-	-	Daemon Weapon	Base Contact	MW, Extra attack (+1)	<i>Commander, Invulnerable Save, Leader</i>
Keeper of Chains	CHA	-	-	-	-	Rope of Chains	Base Contact	(assault weapons)	<i>Daemonic Focus, Leader, Invulnerable Save</i>
Keeper of Skulls	CHA	-	-	-	-	Daemon Artefact	Base Contact	Extra attack (+1), First Strike	<i>Augment Summoning (+2D3), Invulnerable Save, Sacrifice</i>
Bloodletters	INF	15cm	4+	4+	-	Hellblades	Base Contact	Extra Attack (+1)	<i>Invulnerable Save.</i>
Flesh Hounds	INF	20cm	4+	3+	-	Claws and Fangs	Base Contact	(assault weapons)	<i>Infiltrator, Invulnerable Save.</i>
World Eater Legionaires	INF	15cm	4+	3+	5+	Khornate Chainaxes	Base Contact	Extra attack (+1)	
World Eater Possessed	INF	30cm	4+	2+	5+	Mutations	Base Contact	(assault weapons)	<i>Invulnerable save, Wings (count as Jump Packs)</i>
World Eater Chosen	INF	15cm	4+	3+	5+	Khornate Chainaxes	Base Contact	Extra attack (+1)	<i>Scout</i>
World Eater Terminators	INF	15cm	4+	2+	4+	2x Reaper Autocannon Power Weapons	30cm Base Contact	AP4+ /AT6+ MW, Extra Attack (+1)	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
World Eater Bikes	INF	35cm	4+	3+	4+	Chainaxes	Base Contact	(assault weapons)	<i>Mounted</i>
Khorne Berserkers	INF	15cm	4+	2+	5+	Chainaxes	Base Contact	(assault weapons)	<i>Fearless</i>
Juggernauts of Khorne	INF	20cm	3+	3+	6+	Juggernaut Bulk	Base Contact	MW	<i>Fearless, Infiltrator, Invulnerable Save, Mounted, Walker</i>
World Eater Dreadnought	AV	15cm	3+	4+	4+	Plasma Cannon Power Fist	30cm Base Contact	AP4+ /AT4+, Slow Firing MW, Extra attack (+1)	<i>Fearless, Walker</i>
World Eater Land Raider	AV	25cm	4+	5+	4+	2x Twin Lascannon Twin Heavy Bolters	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (2)</i>
World Eater Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2x Heavy Bolter	45cm 30cm	AT4+ AP5+	
World Eater Rhino	AV	30cm	5+	5+	6+	Combi-bolter	(15cm)	(small Arms)	<i>Transport (2)</i>
Dreadclaw	-	-	-	-	-	-	-	-	<i>Planetfall, Transport.</i>
Slaughterfiend	AV	20cm	4+	3+	5+	Battle Cannon Twin Power Flails Spiked Battle Claws	75cm Base Contact Base Contact	AP4+ /AT4+ MW, Extra Attack (+1) MW, Extra Attack (+1)	<i>Fearless, Infiltrator, Invulnerable Save, Walker, Bloodride: Transport (2).</i> Dangerous terrain test required to mount.
Defiler	AV	20cm	4+	4+	3+	Battlecannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm Base Contact	AP4+ /AT4+ AP4+ /AT6+ AP3+, Ignore Cover MW, Extra Attack (+1)	<i>Fearless, Infiltrator, Invulnerable Save, Walker</i>
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	Base Contact	MW, Extra attack (+2)	<i>Fearless, Infiltrator, Invulnerable Save, Walker</i>
Khorne Assault Engines	AV	25cm	4+	4+	4+	Cannons <u>OR</u> Guns Assault Weapons	45cm 30cm Base Contact	2x AP5+ /AT5+ AP3+ /AT5+ /AA5+ MW, Extra attack (+1)	<i>Fearless, Reinforced Armour</i>
Khorne Doombuster	AV	20cm	5+	6+	4+	Doom Blasters	45cm	2BP	<i>Fearless, Reinforced Armour</i>
Khorne Hellfire Cannon	AV	15cm	5+	5+	4+	Hellfire Cannon	75cm	MW4+	<i>Fearless, Reinforced Armour</i>
Banelord Titan	WE	15cm	4+	2+	4+	Havoc Missile Launcher Hellstrike Cannon Doomfist  Battlehead Tail	60cm 60cm 30cm Base Contact (15cm) 75cm Base Contact	6x 2BP, Indirect, Single Shot 3BP, MW, Ignore Cover, FF 4x AP4+ /AT4+, FF Extra Attack (+2), TK (D3) Extra Attack (+2), FF AP4+ /AT4+ Extra Attack (+1)	<i>DC8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker</i> (May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide).
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	Base Contact	Extra Attack (+3), TK (1)	<i>DC3, Daemonic Focus, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Jump Packs</i>
Greater Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Mega Cannon Hellmaw Cannon Demolisher Cannon Battle Claws	30cm 15cm 30cm Base Contact	2 x AP3+ /AT5+ 2 x AP4+, Ignore Cover AP3+ /AT4+, Ignore Cover Extra Attack (+2), MW	<i>DC3, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker</i> (May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.)
Lord of Battle	WE	25cm	4+	2+	4+	Death Storm Chain Fist 2 x Battlecannon	45cm Base Contact 75cm	4x AP4+ /AT4+ Extra Attack (+3), MW AP4+ /AT4+	<i>DC6, Fearless, Reinforced Armour, Thick Rear Armour, Invulnerable Save</i>
Hellblade	AIR	Fighter	6+	-	-	2x Reaper Autocannon	15cm	AP4+ /AT6+ /AA5+, FA	
Helltalon	AIR	Fighter /Bomber	5+	-	-	Twin Lascannon Havoc Launcher Bombs	30cm 45cm 15cm	AT4+ /AA4+, FF AP4+ /AT6+, FF 2BP, FF	
Devastation Class Cruiser	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	<i>Transport (20)</i>
World Eaters Battle Barge	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	<i>Transport (80), Slow and Steady</i> May not be used on turns 1 or 2 unless specified

## Transports

### **Rhino, Transport(2):**

May transport World Eaters Legionnaires, Khorne Berserkers, and World Eaters Chosen units.

### **Land Raider, Transport(2):**

May transport Khorne Daemon Prince, World Eaters Legionnaires, Khorne Berserkers, and World Eater Chosen, and World Eaters Terminator units. Each World Eaters Terminator unit or Khorne Daemon Prince unit takes up 2 slots.

### **Slaughterfiend, Transport(2):**

May transport Khorne Daemon Prince, Khorne Berserkers, and World Eaters Chosen units.

### **Dreadclaws:**

May transport World Eater Legionnaires, Khorne Berserkers, World Eaters Chosen and World Eaters Dreadnaught. The Dreadclaw does not scatter 2d6cm after being placed within 15 cm of the drop zone coordinates recorded at the start of the game (see Planetfall). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transported has disembarked.

## War Engine Critical Effects

### **Bloodthirster**

The greater daemon is hurled back into the warp and destroyed. Any daemoniac units within 5cm will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.

### **Greater Brass Scorpion**

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**

The Lord of Battles is driven into a daemoniac 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).

### **World Eaters Banelord Titan**

The Banelord is driven into a daemoniac 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).