

WORLD EATERS

V2.4

PLAY DOCUMENT



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World Eaters Army List

Version 2.4

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.

Chaos Navy (excluding World Eaters Battle Barge) and Bloodgors have an Initiative of 2+.

World Eaters Core Retinues without a 'Skull Lord' or 'Favoured of Khorne' (whether lost during the game or not purchased), have an Initiative of 2+

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 will be listed on its data sheet, but as a rule of thumb Greater Daemons cost eight 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, and 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 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 Transports

Some units give a Transport option. If this is the case, no more Transport units may be taken than the number needed to transport the full formation that they are bought for.

WE1.1.7 Frenzied

Khorne's followers are incensed with rage and the need to slay in his name. Their numbers consist of psychotic fighters with little care for their own safety. Due to this, their battle prowess is legendary. Through reckless abandon and the rush of adrenaline such warriors ignore horrendous wounds and can be oblivious to battle around them. Many times they do not realise that the combat is lost and fight on to the death.

The above is represented by the use of the 'Frenzied' special ability.

All units that have the 'Frenzied' ability may make their normal armour saves (including any re-rolls that may apply) against hack down losses due to losing close combat or hits caused by suffering Blast Markers when broken. (Note that units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move)

Broken units with 'Frenzied' who lose an assault are not wiped out. Instead they treat the result as a normal combat with extra hits being counted as hack down hits for purposes of saves under this rule. In effect, units with 'Frenzied' always receive their armour saves from the result of a lost combat.

Furthermore, if the formation was broken before the assault, each surviving unit with 'Frenzied' must take a further armour save (including any Reinforced Armour and Invulnerable) for losing the combat.

WE2.0 World Eaters Chaos Space Marine Army List

WE2.1 Using the Army List

World Eaters Marines are organised around core formations called retinues which are supported by daemon influenced formations. Most formations are made up of eight units, and 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 Support Formations. The tables below show the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost. Each upgrade that is taken adds to the cost of the company or detachment, as shown on the upgrade chart. 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 only be given to core units (not upgrades) within a retinue. The exception to this is the *Bloodpack* upgrade where a character upgrade can be placed on a Slaughtferiend (he is riding it).

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

WE2.2 Bloodrage of Khorne

The followers of the Blood God live to slay in his name, and there are few as bloodthirsty, favoured and homicidal as the World Eaters. When the scent of the enemy is strong nothing can stand in their path to slaughter, but their frenzy can also cause them to abandon all strategy.

Any formation (excluding Chaos Navy or spacecraft) that fails its Action Test (see 1.6.2 of the Epic: Armageddon rulebook) must make an *Engage* action or Shoot at -1 rather than take a *Hold* action.

World Eater Core Formations			
Formation type	Core Units	Upgrades Allowed	Points Cost
<i>World Eaters Berzerker Retinue</i>	Eight World Eaters Berzerker units	Any	225 points
<i>World Eaters Bike Retinue</i>	One World Eaters Skull Lord character upgrade and five to eight World Eaters Bike units.	Daemoniac Pact, Keeper of Chains, Keeper of Skulls.	250 first 5 units +50 per extra unit
<i>World Eaters Terminator Retinue*</i>	One World Eaters Skull Lord character upgrade and four to eight World Eaters Terminator units.	Assault Walkers, Dreadnoughts, Daemoniac Pact, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Teleport, Transport.	100 points per Terminator unit.
<i>World Eaters Chosen Retinue*</i>	One World Eaters Skull Lord character upgrade and four World Eaters Chosen units	Assault Walkers, Daemoniac Pact, Dreadclaws, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Onslaught, Transport.	200 points
<i>* No more than one of each retinue may be taken per World Eater Berzerker Retinue</i>			

World Eater Support Formations – one may be taken per World Eater Core Formation			
Formation type	Core Units	Upgrades Allowed	Points Cost
<i>Bloodgor Attack Squad</i>	One Bloodgor Packmaster upgrade and twelve Bloodgor Units	Abhumans	200 points
<i>Daemoniac Assault Engines</i>	Any four Daemoniac Assault Engine combinations	Assault Walkers	250 points
<i>Daemoniac Support Engines</i>	Any four Daemoniac Support Engine combinations	Onslaught	275 Points
<i>Defiler Engines</i>	Any four of the following in any combination: Defiler, Slaughtferiend	Assault Walkers, Onslaught	275 points
<i>Khorne Juggernauts</i>	5-8 World Eater Juggernaut units		250 first 5 units +50 per extra unit

Daemon Pool		
Formation type	Units	Points Cost
<i>Daemon Pool</i>	Greater Daemon (Bloodthirster) Lesser Daemon (Bloodletters and/or Flesh Hounds)	75 points 100 points per 5 units and/or 25 points each

World Eater Upgrades – up to 4 upgrades may be taken per formation		
Upgrade	Units	Points Cost
<i>Abhumans</i>	Add three Bloodgor units and/or two Ogryn Berserker units	Bloodgors Ogryn Berserkers 50 points for 3 Units 75 points for 2 units
<i>Assault Walkers</i>	Add up to three Slaughterfiends and/or Defilers in any combination.	75 points each
<i>Bloodpack</i>	Replace 3 World Eater Berserker units with 3 Slaughterfiend units	+150 points
<i>Dreadnoughts</i>	Add up to two World Eater Dreadnoughts	25 points each
<i>Dreadclaws</i>	Equips the formation with Dreadclaw Assault Boats	25 points per two units
<i>Daemonic Pact</i>	Allows the formation to summon Daemons from the Daemon Pool	25 points
<i>0-1 Favoured of Khorne</i>	Upgrade one Skull Lord character in the army to a Blood Lord character <u>OR</u> <u>replace</u> one Skull Lord <u>unit</u> in the army with a Daemon Prince <u>unit</u> .	+ 50 Blood Lord +100 Daemon Prince
<i>Keeper of Chains</i>	Add a Keeper of Chains to a unit in the formation	50 points
<i>Keeper of Skulls</i>	Add a Keeper of Skulls to a unit in the formation	50 points
<i>Onslaught</i>	Add up to 4 Blood Slaughterer units to the formation	50 points each
<i>Predators</i>	Add up to three World Eaters Predators to the formation	50 points each
<i>Skull Lord</i>	Upgrade one unit in the formation to include a Skull Lord Character	+50 points
<i>Transport</i>	Add enough transports in any combination of World Eater Rhinos and/or World Eater Land Raiders to transport the formation.	25 per two Rhino, 75 per Land Raider
<i>Teleport</i>	All terminator units gain the teleport ability	50 points

Chaos Navy and Spacecraft		
Formation	Units	Points
<i>Hellblade</i>	Three Hellblade Interceptors	225 points
<i>Helltalon</i>	Two Helltalon Fighter-bombers	175 points
<i>Harbinger</i>	One Harbinger Bomber	400 points
<i>Devastation Class Cruiser</i>	One Devastation Class Cruiser	150 points
<i>World Eaters Battle Barge</i>	One World Eaters Battle Barge Spaceship	250 points

War Engines of Khorne		
Formation type	Units	Points Cost
<i>World Eaters Banelord Titan</i>	One Banelord Titan (May purchase Leader ability +25 points)	800 points
<i>World Eaters Ravager Titan</i>	One Ravager Titan (May purchase Leader ability +25 points)	625 points
<i>Cerberus Titan</i>	One Cerberus Titan (May purchase Leader ability +25 points)	275 points
<i>Lord of Battle</i>	Up to two Lord(s) of Battles	400 points each
<i>Scorpion Engines</i>	Two to four Scorpion Engines in any combination	Brass Scorpion Greater Brass Scorpion 125 points each 175 points each

World Eaters

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Blood Lord	CHA	-	-	-	-	Daemon Weapon Gift of Khorne	Base Contact Base Contact	MW, Extra attack (+1) Extra attack (+1)	Fearless, Invulnerable Save, Supreme Commander
Daemon Prince	INF	15cm (30cm)	3+ (4+)	2+	5+	Daemon Weapon Battle Roar of Khorne	Base Contact (15cm)	MW, Extra attack (+3)	Fearless, Reinforced Armour, Supreme Commander, Teleport
Skull Lord	CHA	-	-	-	-	Daemon Weapon	Base Contact	MW, Extra attack (+1)	Fearless, Invulnerable Save, Leader
Keeper of Chains	CHA	-	-	-	-	Rope of Chains	Base Contact	-	Daemonic Focus, Invulnerable Save, Leader
Keeper of Skulls	CHA	-	-	-	-	Daemon Artefact	Base Contact	Extra attack (+1), First Strike	Augment Summoning (+2D3), Invulnerable Save
Bloodgor Packmaster	CHA	-	-	-	-	-	-	-	Leader
World Eater Berserkers	INF	15cm	4+	3+	5+	Bolt Pistols Khornate Chainaxes	(15cm) Base Contact	- Extra attack (+1)	Frenzied
World Eater Chosen	INF	15cm (30cm)	4+	3+	5+	Bolt Pistols Khornate Chainaxes	(15cm) Base Contact	- Extra attack (+1)	Frenzied, Invulnerable save, either Scout <u>OR</u> Jump Packs
World Eater Terminators	INF	15cm	4+	3+	4+	Combi Bolters 2 x Reaper Autocannon Power+Assault Weapons	(15cm) 30cm Base Contact	- AP4+/AT6+ EA(+1),MW & EA(+1)	Frenzied, Reinforced Armour, Thick Rear Armour
World Eater Bikes	INF	35cm	4+	4+	4+	Combi-bolters Khornate Chainaxes	(15cm) Base Contact	- Extra attack (+1)	Frenzied, Mounted
World Eater Juggernauts	LV	20cm	3+	4+	6+	Bolt Pistols Juggernaut Bulk	(15cm) Base Contact	- MW, Extra attack (+1)	Fearless, Infiltrator, Invulnerable Save, Walker
Bloodgors	INF	15cm	6+	5+	6+	Assault Weapons Fire Arms	Base Contact (15cm)	- -	'Disposable' within a World Eaters Berserker Retinue
Ogryn Berzerkers	INF	15cm	3+	3+	-	Large Implements	Base Contact	MW, Extra attack (+1)	Fearless. 'Disposable' within a World Eater Berserker Retinue
World Eater Dreadnought	AV	15cm	4+	4+	4+	Plasma Cannon Power Fist	30cm Base Contact	AP4+/AT4+, Slow Firing MW, Extra attack (+1)	Fearless, Walker
World Eater Land Raider	AV	25cm	4+	5+	4+	2x Twin Lascannon Twin Heavy Bolters	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2)
World Eater Predator	AV	30cm	4+	6+	5+	Autocannon 2x Lascannon	45cm 45cm	AP5+/AT6+ AT5+	
World Eater Rhino	AV	30cm	5+	5+	6+	Combi-bolter	(15cm)	-	Transport (2)
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	Base Contact	MW, Extra attack (+2)	Fearless, Infiltrator, Invulnerable Save, Walker
Daemonic Assault Engine	AV	25cm	4+	4+	4+	Cannons <u>OR</u> Guns Assault Weapons	45cm 30cm Base Contact	2x AP5+/AT5+ AP3+/AT5+ MW, Extra attack (+1)	Fearless, Invulnerable Save
Daemonic Support Engine	AV	20cm	5+	6+	4+	Doom Blasters <u>OR</u> Warp Cannon	45cm 90cm	2BP MW5+, Ignore Cover	Fearless, Invulnerable Save
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)	Fearless, Infiltrator, Invulnerable Save, Walker
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)	Fearless, Infiltrator, Invulnerable Save, Walker, Bloodride: <i>Transport (2)</i> . <i>Dangerous terrain test required to mount.</i>

Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne Bloodthirster's Whip	Base Contact Base Contact	Extra Attack (+2), TK (1) Extra Attack (+1), TK (1)	DC3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Wings (Jump Packs). Summon: 7 Points
Bloodletters	INF	15cm	4+	4+	-	Hellblades	Base Contact	Extra Attack (+1)	Invulnerable Save. Summon: 1 Point
Flesh Hounds	INF	20cm	4+	3+	-	Claws and Fangs	Base Contact	-	Infiltrator, Invulnerable Save. Summon: 1 Point
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+, FF 1BP, Ignore Cover, FF	
Harbinger	WE/AIR	Bomber	5+	-	-	Reaper Autocannon Reaper Autocannon Reaper Autocannon Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+, FF AP4+/AT6+/AA5+, LA AP4+/AT6+/AA5+, RA 6BP, Ignore Cover, FF	DC4, Reinforced Armour
Devastation Class Cruiser	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	Transport (20)
World Eaters Battle Barge	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	Transport (80), Slow and Steady* *May not be used on turns 1 or 2 unless specified
World Eaters 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)	DC8, Void Shields x6, Fearless, Reinforced Armour, Thick Rear Armour, Walker* *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
World Eaters Ravager Titan	WE	20cm	4+	3+	4+	Doomburner 2 x Death Storm Juggerhead Tail	45cm 45cm (15cm) 75cm Base Contact	MW2+, TK (D3) Ignore Cover 4x AP4+/AT4+ Extra Attack (+1), MW AP4+/AT4+ Extra Attack (+1)	DC6, Void Shields x4, Fearless, Reinforced Armour, Walker* *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
Cerberus Titan	WE	30cm	5+	3+	5+	Cerberus Mega Bolter Plasma Blastgun Bident* *Replace Plasma for Bident	45cm 45cm Base Contact	3x AP4+/AT5+, Disrupt, FA 2x MW2+, Slow, FA Extra Attack (+1), TK (D3)	DC3, Void Shields x2, Fearless, Reinforced Armour, Walker* *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Cannon Hellmaw Cannon Demolisher cannon Claws	30cm 15cm 30cm Base Contact	2 x AP3+/AT5+ 2 x AP4+, Ignore Cover AP3+/AT4+, Ignore Cover Extra Attack (+1), MW	DC2, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker
Greater Brass Scorpion	WE	20cm	4+	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	DC3, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker
Lord of Battles	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+	DC6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour