

XII Legion—World Eaters

Army Rules & Reactions

Special Rules	Description
Violence Incarnate	On any turn in which a unit with this special rule makes a successful Charge it gains +1 Attack for the remainder of that turn in addition to any other bonuses, even if that Charge is considered a Disordered Charge.
The Butcher's Panoply	<p>Models with this special rule gain access to Unique Wargear Options (Page 128, Libre Hereticus)</p> <p>Ravening Madmen—Any model making a To Wound roll in the Assault phase against a unit composed entirely of models with this special rule reduces its Strength by -1 when determining the score required To Wound (this does not affect the attacking unit's Strength for the purposes of inflicting Instant Death). Additionally, any To Hit rolls made in the Assault phase targeting a unit that includes one or more models with this special rule, always count the majority Weapon Skill of the target unit as 3, regardless of the actual Weapon Skill of the models in that unit. A unit that includes models with this special rule may only be joined by models with this special rule, or the Primarch Angron, and models with this special rule may not join a unit that includes any models without this special rule.</p> <p>Savage Fervour—Any model with the Legiones Astartes (World Eaters) special rule with a Chainsword may exchange the Chainsword for a Chainaxe for no additional cost in points</p>
World Eaters Berserkers	<p>A model with the Legiones Astartes (World Eaters) special rule gains access to the World Eaters Berserkers Upgrade</p> <p>Any model with independent character and Legiones Astartes (World Eaters) special rules that does not also have the Psyker sub-type may be upgraded to a Berserker for 20+ points and gains the Ravening Madmen special rule and increases its attack characteristic by +1</p>
Hounds of War	A Warlord with this special rule may select a Warlord Trait from the World Eaters Warlord Trait list

World Eaters Advanced Reaction

The Savage Tide—This advanced reaction may be made one per battle during the opposing players shooting phase when any enemy unit declares a shooting attack targeting a friendly unit with the infantry unit type under the reactive player's control with the Legiones Astartes (World Eaters) special Rule.

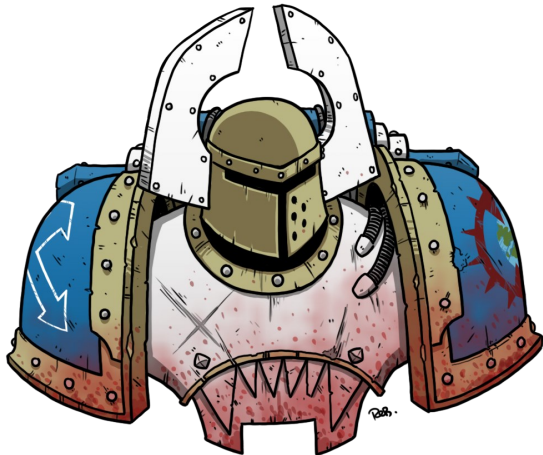
All models in the reacting unit gain the Feel No Pain (5+) special rule against all Wounds inflicted as part of the shooting attack that triggered this reaction. If the unit already has the Feel No Pain (X) special rule this does not compound and the reacting player may choose which to use.

Once the shooting has concluded the reacting unit may charge, following all the normal rules for charging, targeting the enemy unit that made the shooting attack. The enemy unit may not react to this charge.

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Warlord Traits	Description
Blood Hunger (Traitor Only)	A Warlord with this Trait gains a bonus Wound whenever a melee attack it has made causes an enemy model to be removed as a casualty (this may raise the model's Wounds score above its starting value, but no higher than 6 Wounds). In addition, a Warlord with this Trait, and any unit it has joined, must declare a Charge in any of the Controlling player's Assault phases where there is an enemy unit within 12" and line of sight of the Warlord or its unit, and must always target the closest enemy unit if possible. Furthermore, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.
Cloaked in Blood	Any model that does not have the Legiones Astartes (World Eaters) special rule must reduce its Leadership by -2 while locked in combat with this Warlord or any unit that includes this Warlord. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.
The Butcher's Claw	When a Warlord with this Trait, and all models with the Legiones Astartes (World Eaters) special rule in a unit that it has joined, gain a bonus attack from the Violence Incarnate clause of the Legiones Astartes (World Eaters) special rule they also gain +1 Strength for the remainder of that turn. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Assault phase as long as the Warlord has not been removed as a casualty.



Rites of War	Effects	Limitation
Berserker Assault	<ul style="list-style-type: none"> • All units composed entirely of models with the Legiones Astartes (World Eaters) special rule in a Detachment using this Rite of War add +2" to the distance moved when Running. • All units composed entirely of models with the Legiones Astartes (World Eaters) special rule gain a bonus of +2 to all Charge rolls made for them. • All units composed entirely of models with the Legiones Astartes (World Eaters) special rule in a Detachment using this Rite of War gain a bonus of +1 to their Leadership (to a maximum of 10) when making Pinning tests. • Rampager Squads may be taken as Troops choices in a Detachment using this Rite of War. • Legion Predator Squadrons may be taken as Fast Attack choices in a Detachment using this Rite of War. 	<p>Limitations</p> <ul style="list-style-type: none"> • All units in a Detachment using this Rite of War must declare a Charge in any of the controlling player's Assault phases where there is at least one model from any enemy unit within 12" and line of sight of a unit selected as part of a Detachment using this Rite of War, and must always target the closest enemy unit if possible. This Charge may not initiate a Multiple Combat. • An army that includes a Detachment using this Rite of War may not also include an Allied Detachment
The Crimson Path	<ul style="list-style-type: none"> • Any unit composed entirely of models with both the Infantry Unit Type and the Legiones Astartes (World Eaters) special rule ignores the first Wound inflicted on that unit in each Phase. No saves or Damage Mitigation rolls are made for this Wound, it is simply discarded and no other special rules may be triggered because of it. • All models with both the Independent Character and Legiones Astartes (World Eaters) special rules in a Detachment using this Rite of War gain the It Will Not Die (5+) special rule while outside of their own Deployment Zone. This does not stack with other versions of the It Will Not Die (X) special rule, and the controlling player must select one version of the rule to use. • Rampager Squads in a Detachment using this Rite of War gain the Line Unit Sub-type. 	<ul style="list-style-type: none"> • Detachments using this Rite of War must include more units composed entirely of models with the Infantry Unit Type than the total number of units that include one or more models with any other Unit Type combined. • A Detachment using this Rite of War may include only a single Heavy Support choice. <p>It Will Not Die (X)</p> <p>At the end of each of your turns, roll a D6 for each of your models with this special rule that has less than its starting number of Wounds or Hull Points, but that has not been removed as a casualty or destroyed. On a roll equal to or greater than the number in brackets associated with the special rule, that model regains a Wound, or Hull Point, lost earlier in the game. For example, a model with It Will Not Die (5+) would regain a lost Wound on the roll of a 5 or more.</p>