

WORLD EATERS

ARMY RULE

Khorne is the god of warfare and slaughter, and provides mighty boons to those who consecrate the battlefield in his name.

BLESSINGS OF KHORNE

If your Army Faction is **WORLD EATERS**, at the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll eight D6. You can then use those dice to activate up to two Blessings of Khorne from the Blessings of Khorne list [see right]. Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded.

Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

Example: Ash makes their Blessings of Khorne roll and gets the following dice: 1, 2, 2, 2, 3, 4, 6, 6.

First they use the two 6s to activate Warp Blades [which requires a double 5+], leaving the following dice: 1, 2, 2, 2, 3, 4.

They then use the two 2s to activate Wrathful Devotion [which requires any double], leaving the following dice: 1, 2, 3, 4.

However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.

RAGE-FUELLED INVIGORATION

ANY DOUBLE

Add 2" to the Move characteristic of models in this unit.

WRATHFUL DEVOTION

ANY DOUBLE

Models in this unit have the Feel No Pain 6+ ability. If models in this unit already have the Feel No Pain ability, add 1 to their Feel No Pain rolls.

MARTIAL EXCELLENCE

DOUBLE 3+

Melee weapons equipped by models in this unit have the **[SUSTAINED HITS 1]** ability.

TOTAL CARNAGE

DOUBLE 4+ OR ANY TRIPLE

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

WARP BLADES

DOUBLE 5+ OR ANY TRIPLE

Melee weapons equipped by models in this unit have the **[LETHAL HITS]** ability.

UNBRIDLED BLOODLUST

DOUBLE 6 OR TRIPLE 4+

This unit is eligible to declare a charge in a turn in which it Advanced.



WORLD EATERS – BERZERKER WARBAND DETACHMENT RULE

If your Army Faction is **WORLD EATERS**, you can use this Berzerker Warband Detachment rule.

RELENTLESS RAGE

The World Eaters fight in a perpetual fury, driven ever onwards to slaughter all who stand in their way. All of their warriors have been subject to horrific psycho-surgery, implanted with crude devices that amplify their aggression, while some also submit to possession by the raging daemons of the Blood God. Whatever drives their berserk rage, these warriors only stop killing when every foe lies in ruin at their feet – and sometimes not even then.

Each time a **WORLD EATERS** unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in that unit.



WORLD EATERS – BERZERKER WARBAND

STRATEGEMS

If you are using the Berzerker Warband Detachment rule, you can use these Berzerker Warband Stratagems.

GORY MASSACRE

BERZERKER WARBAND – STRATEGIC PLOY STRATEGEM

Those who witness the massacres inflicted by the World Eaters flee to avoid being the next victims.

1CP

WHEN: Fight phase.

TARGET: One **WORLD EATERS** unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.

EFFECT: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

FOR THE SKULL THRONE!

BERZERKER WARBAND – BATTLE TACTIC STRATEGEM

Khorne rewards those who test their might against the strongest foes, blessing the greatest warriors with his favour.

1CP

WHEN: Fight phase.

TARGET: One **WORLD EATERS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a melee attack that targets a **CHARACTER**, **MONSTER** or **VEHICLE** unit, add 1 to the Wound roll.

FOR THE BLOOD GOD!

BERZERKER WARBAND – BATTLE TACTIC STRATEGEM

When blood spills, the blessings of the Blood God are bountiful.

WHEN: Fight phase, just after a **WORLD EATERS** unit from your army destroys an enemy unit.

TARGET: That **WORLD EATERS** unit.

EFFECT: Make a Blessings of Khorne roll. You can use the results of this roll to activate one Blessing of Khorne. That Blessing of Khorne does not count towards your maximum number of activated Blessings of Khorne, but all other rules for Blessings of Khorne apply.

KHORNE CARES NOT...

BERZERKER WARBAND – STRATEGIC PLOY STRATEGEM

Khorne cares not from whence the blood flows, so long as it flows, and mere flesh wounds will not stay the wrath of the World Eaters.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **WORLD EATERS** unit from your army that was selected as the target of one or more of that enemy unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Damage characteristic of that attack.



WORLD EATERS – BERZERKER WARBAND STRATAGEMS

If you are using the Berzerker Warband Detachment rule, you can use these Berzerker Warband Stratagems.

BLOOD OFFERING

BERZERKER WARBAND – EPIC DEED STRATAGEM

1CP

The blood of Khorne's devoted warriors is still blood, and when the battleground runs red, it is still a worthy addition to the Blood God's domain.

WHEN: Any phase.

TARGET: One **WORLD EATERS** unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

APOPLECTIC FRENZY

BERZERKER WARBAND – BATTLE TACTIC STRATAGEM

1CP

Those who fight for Khorne are driven to even greater depths of rage, surging towards the foe in a barely controlled tide.

WHEN: Your Movement phase.

TARGET: One **WORLD EATERS** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.



WORLD EATERS – BERZERKER WARBAND ENHANCEMENTS

If you are using the Berzerker Warband Detachment rule, you can use these Berzerker Warband Enhancements.

FAVoured OF KHORNE

This warrior has the favour of Khorne; the Blood God seems to aid him in his slaughter with a portion of his own power.

WORLD EATERS model only. Once per battle, when you make a Blessings of Khorne roll, before doing anything else, the bearer can use this Enhancement. If it does, discard all of the dice from that roll and make a new Blessings of Khorne roll. This new roll does not count as a re-roll, so any rules that enable you to re-roll or manipulate individual dice (e.g. Icon of Khorne) can still be used.

BERZERKER GLAIVE

The bearer of this daemon-infested weapon is driven to a state of apoplectic frenzy by the proximity of its red-hot steel.

WORLD EATERS model only. Add 1 to the Attacks and Damage characteristics of melee weapons equipped by the bearer.

BATTLE-LUST

This veteran killer's lust for battle draws him into any and all fights, his thirst driving him to new heights of battlefield frenzy.

WORLD EATERS model only. You can select the bearer's unit for the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

HELM OF BRAZEN IRE

This helm is forged from unbreakable brass from the Blood God's own throne. Any who seek to take the bearer's skull find that their blades break upon it.

WORLD EATERS model only. Each time an attack is allocated to the bearer, halve the Damage characteristic of that attack.





ANGRON

M	T	SV	W	LD	OC
14"	11	2+	16	5+	6



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Samni'arius and Spinegrinder – strike	Melee	8	2+	16	-4	D6+2
Samni'arius and Spinegrinder – sweep	Melee	18	2+	8	-2	2

WRATHFUL PRESENCE

Glorious Bloodletting (Aura): While a friendly WORLD EATERS unit is within 6" of this model, each time a Charge roll is made for that unit, add 1 to the roll.

Infectious Rage (Aura): While a friendly WORLD EATERS unit that is below its Starting Strength is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit. For the purposes of this ability, if a unit has a Starting Strength of 1, it is considered to be below its Starting Strength while it has lost one or more wounds.

Righteous Slaughter (Aura): While a friendly WORLD EATERS unit is within 6" of this model, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, FLY, CHARACTER, EPIC HERO, CHAOS, KHORNE, DAEMON, PRIMARCH, ANGRON

ABILITIES

CORE: Deadly Demise D6, Deep Strike

FACTION: Blessings of Khorne

Reborn in Blood: Each time you make a Blessings of Khorne roll, if this model is destroyed, you can use a triple 6 from that roll to use this ability. If you do, this model is no longer destroyed and is placed into Reserves with its full wounds remaining.

Wrathful Presence: At the start of your Charge phase, select one Wrathful Presence ability (see left). Until the start of your next Charge phase, this model has that ability.

DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:
WORLD EATERS

ANGRON

Angron is rage given immortal form. An engine of destruction, he possesses the strength to tear apart Imperial bastions with his bare hands and stop Titans in their tracks. Armed with the sword Samni'arius and the axe Spinegrinder, he is capable of carving his way through entire armies of foes in a whirlwind of apocalyptic bloodshed.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Angron – EPIC HERO

This model is equipped with: Samni'arius and Spinegrinder.

SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: MONSTER, FLY, CHARACTER, EPIC HERO, CHAOS, KHORNE, DAEMON,
PRIMARCH, ANGRON



FACTION KEYWORDS:
WORLD EATERS

KHÂRN THE BETRAYER

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Khârn's plasma pistol [PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Gorechild	Melee	8	2+	6	-2	3

ABILITIES

CORE: Leader

FACTION: Blessings of Khorne

Legendary Killer: While this model is leading a unit, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

The Betrayer: At the end of your Charge phase, if this model is leading a unit and that unit is not within Engagement Range of one or more enemy units, you must take a Leadership test for this model. If that test is failed, one Bodyguard model of your choice in that unit is destroyed.

Berzerker Frenzy: If this model is destroyed by a melee attack, if it has not fought this phase, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, CHAOS, KHORNE,
KHÂRN THE BETRAYER



FACTION KEYWORDS:
WORLD EATERS

KHÂRN THE BETRAYER

Khârn is a raging storm of slaughter, the embodiment of the eightfold path of Khorne. As he sprints into battle, his bellowed war cries boom from the vox-grille of his helm. Khârn's mantra – 'Kill! Maim! Burn!' – has become infamous across the Imperium, a terrifying harbinger of the carnage to come.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Khârn the Betrayer – EPIC HERO

This model is equipped with: Khârn's plasma pistol; Gorechild.

LEADER

This model can be attached to the following unit:

- KHORNE BERZERKERS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GRENADES, CHAOS, KHORNE,
KHÂRN THE BETRAYER



FACTION KEYWORDS:
WORLD EATERS

LORD INVOCATUS

M T SV W LD OC
12" 6 2+ 8 6+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Coward's Bane [DEVASTATING WOUNDS]	Melee	7	2+	6	-2	2
Juggernaut's bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	3+	6	-1	2

ABILITIES

CORE: Leader, Scouts 6"

FACTION: Blessings of Khorne

Counter-attacks: While this model is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Road of Eight Bloody Steps: At the start of the battle, before any moves are made using the Scouts ability, you can select up to two friendly **WORLD EATERS INFANTRY** units within 6" of this model. Until the end of the battle, all models in the selected units have the Scouts 6" ability.

INVULNERABLE SAVE

4+

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, CHAOS, KHORNE, LORD INVOCATUS



FACTION KEYWORDS:
WORLD EATERS

LORD INVOCATUS

A master of swift raiding, devastating counter-attacks and hit-and-run strategies, Lord Invocatus seeks to shed more blood and take more skulls for Khorne by moving from one war zone to another at great speed, leading his hosts as they smash into enemy battle lines while mounted upon his mighty Juggernaut, Khal'guruth.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Lord Invocatus – EPIC HERO

This model is equipped with: bolt pistol; Coward's Bane, Juggernaut's bladed horn.

LEADER

This model can be attached to the following units:

- EIGHTBOUND
- EXALTED EIGHTBOUND
- KHORNE BERZERKERS

KEYWORDS: MOUNTED, CHARACTER, EPIC HERO, GRENADES, CHAOS, KHORNE, LORD INVOCATUS



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS DAEMON PRINCE



M	T	SV	W	LD	OC
8"	10	2+	10	6+	3

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Infernal cannon	24"	3	2+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Hellforged weapons – strike	Melee	6	2+	10	-2	3
Hellforged weapons – sweep	Melee	14	2+	8	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, CHAOS, KHORNE, DAEMON, DAEMON PRINCE

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

Infernal Fortitude [Aura]: While a friendly WORLD EATERS INFANTRY unit is within 6" of this model, models in that unit have a 5+ invulnerable save, unless they already have an invulnerable save, in which case they have a 4+ invulnerable save.

Devastating Assault: Each time this model makes a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.

INVULNERABLE SAVE

4+



WORLD EATERS DAEMON PRINCE

The trail of blood a World Eater must leave behind him to become a Daemon Prince is so vast that it could submerge entire worlds. For their deeds, the Lord of Rage has rewarded them with infernal immortality and might. In battle, Daemon Princes lead their warbands in devastating assaults, striding unharmed through enemy attacks.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 World Eaters Daemon Prince

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, CHAOS, KHORNE, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS DAEMON PRINCE WITH WINGS

M	T	SV	W	LD	OC
12"	9	2+	10	6+	3

RANGED WEAPONS

RANGE	A	BS	S	AP	D
24"	3	2+	5	-1	2

MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	6	2+	10	-2	3
Melee	14	2+	8	0	1

- Hellforged weapons – strike
- Hellforged weapons – sweep

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Blessings of Khorne

Bloodied Terror: At the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test.

Oath to Khorne: At the start of the battle, select one unit from your opponent's army to be this model's sworn foe. Each time this model makes an attack that targets that sworn foe, you can re-roll the Hit roll and you can re-roll the Wound roll. If, at the end of the battle, that sworn foe has not been destroyed, this model is destroyed.

INVULNERABLE SAVE

4+

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, CHARACTER, FLY, CHAOS, KHORNE, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS DAEMON PRINCE WITH WINGS

Desperate eagerness to kill in Khorne's name is a trait shared by all World Eaters Daemon Princes. The blessing of a pair of powerful, hooked wings is the perfect aid. Descending from the skies at the speed of bullets, they slam into their enemies, roaring oaths to Khorne and swearing the doom of those before them.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 World Eaters Daemon Prince with Wings

This model is equipped with: infernal cannon; hellforged weapons.

KEYWORDS: MONSTER, CHARACTER, FLY, CHAOS, KHORNE, DAEMON, DAEMON PRINCE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS LORD ON JUGGERNAUT

M	T	SV	W	LD	OC
10"	6	2+	7	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	2+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	2+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Exalted chainblade	Melee	7	2+	6	-1	2
Juggernaut's bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	3+	6	-1	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE, LORD ON JUGGERNAUT

ABILITIES

CORE: Leader

FACTION: Blessings of Khorne

Aggressive Advance: While this model is leading a unit, you can re-roll any or all of the following rolls made for that unit: Advance rolls; Charge rolls; Blood Surge rolls (see Khorne Berzerkers).

Bloody Stampede: Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

INVULNERABLE SAVE

4+



WORLD EATERS LORD ON JUGGERNAUT

Lords of the World Eaters have spent countless mortal lifetimes leading their warriors. Some have achieved such feats of greatness that their bloody patron has seen fit to reward them with a Juggernaut. These savage daemonic steeds crush all in their path when they stampede forward.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 World Eaters Lord on Juggernaut

This model is equipped with: plasma pistol; exalted chainblade; Juggernaut's bladed horn.

LEADER

This model can be attached to the following units:

- EIGHTBOUND
- EXALTED EIGHTBOUND
- KHORNE BERZERKERS

KEYWORDS: MOUNTED, CHARACTER, GRENADES, CHAOS, KHORNE,
LORD ON JUGGERNAUT



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS MASTER OF EXECUTIONS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Axe of dismemberment [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

ABILITIES

CORE: Leader

FACTION: Blessings of Khorne

Trophy Taker: While this model is leading a unit, models in that unit have the Fights First ability.

Murderous Swing: Each time this model makes a melee attack that targets a CHARACTER unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, CHAOS, KHORNE, MASTER OF EXECUTIONS



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS MASTER OF EXECUTIONS

Masters of Executions are corrupted axemen who single-mindedly seek out the greatest enemy champions to claim their skulls for Khorne, bellowing a fatal decree before crashing forward and hacking through armour, flesh and bone.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 World Eaters Master of Executions

This model is equipped with: bolt pistol; axe of dismemberment.

LEADER

This model can be attached to the following unit:

- KHORNE BERZERKERS

KEYWORDS: INFANTRY, CHARACTER, CHAOS, KHRONE, MASTER OF EXECUTIONS



FACTION KEYWORDS:
WORLD EATERS

KHORNE BERZERKERS

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Berzerker chainblade	Melee	4	3+	5	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, KHORNE, BERZERKERS

ABILITIES

FACTION: Blessings of Khorne

Blood Surge: Each time an enemy unit is selected to shoot, after that unit has finished making its attacks, if any models from this unit were destroyed as a result of those attacks, this unit can make a Blood Surge move. To do so, roll one D6: this unit can be moved a number of inches up to the result, but this unit must finish that move as close as possible to the closest enemy unit [excluding AIRCRAFT]. When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Blood Surge move while it is Battle-shocked.

WARGEAR ABILITIES

Icon of Khorne: Each time you make a Blessings of Khorne roll, if the bearer's unit is within range of an objective marker you control, you can re-roll one of the dice.



FACTION KEYWORDS:
WORLD EATERS

KHORNE BERZERKERS

Berzerkers of Khorne relish their role as the Blood God's sacred destroyers, and are fanatical in the extreme. The warp-fuelled anger of these psychopathic warriors drives them into an endless frenzy of action. Those who face them in battle disappear under a rain of heavy blows, each potent enough to shear limbs and shatter shields.



WARGEAR OPTIONS

- The Khorne Berzerker Champion's bolt pistol can be replaced with 1 plasma pistol.
- For every 5 models in this unit, 1 Khorne Berzerker's bolt pistol can be replaced with 1 plasma pistol.
- For every 5 models in this unit, 1 Khorne Berzerker's Berzerker chainblade can be replaced with 1 Khornate eviscerator.
- 1 model can be equipped with 1 icon of Khorne.

UNIT COMPOSITION

- 1 Khorne Berzerker Champion
- 4-9 Khorne Berzerkers

Every model is equipped with: bolt pistol; Berzerker chainblade.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, CHAOS, KHORNE, BERZERKERS



FACTION KEYWORDS:
WORLD EATERS

JAKHALS

M T SV W LD OC
6" 3 6+ 1 7+ 1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Jakhal chainblades [SUSTAINED HITS 1]	Melee	2	4+	3	0	1
Dishonoured chainblades [SUSTAINED HITS 1]	Melee	3	4+	4	0	1
Mauler chainblade [SUSTAINED HITS 1]	Melee	2	5+	5	-1	2
Skullsmasher	Melee	4	4+	4	-1	2

ABILITIES

CORE: Feel No Pain 6+

FACTION: Blessings of Khorne

Objective Ravaged: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

Icon of Khorne: Each time you make a Blessings of Khorne roll, if the bearer's unit is within range of an objective marker you control, you can re-roll one of the dice.

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, KHORNE, JAKHALS



FACTION KEYWORDS:
WORLD EATERS

JAKHALS

Jakhal are amongst the strongest and most bloodthirsty of all the mortal followers of the World Eaters, and seek to emulate their gore-crazed masters in every way they can. When sent into battle, they enter the fray with wild abandon, hacking and slashing with their chain weapons in the hope of earning the favour of their lords.



WARGEAR OPTIONS

- For every 10 models in this unit, 1 Jakhal's Jakhal chainblades can be replaced with 1 mauler chainblade.
- Any number of Dishonoured models can each have their Dishonoured chainblades replaced with 1 skullsmasher.
- For every 10 models in this unit, 1 Jakhal can be equipped with 1 icon of Khorne.

UNIT COMPOSITION

- 1 Jakhal Pack Leader, 1 Dishonoured and 8 Jakhals

or:

- 1 Jakhal Pack Leader, 2 Dishonoured and 17 Jakhals

The Jakhal Pack Leader and every Jakhal is equipped with: autopistol; Jakhal chainblades.

Every Dishonoured is equipped with:
Dishonoured chainblades.

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, KHORNE, JAKHALS



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Reaper autocannon	36"	4	3+	7	-1	1
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	6	-2	1
Paired accursed weapons [TWIN-LINKED]	Melee	5	3+	6	-2	1
Chainfist [ANTI-VEHICLE 3+]	Melee	3	4+	9	-3	2
Power fist	Melee	3	3+	9	-2	2

ABILITIES

CORE: Deep Strike

FACTION: Blessings of Khorne

Bloody Fury: Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHAOS, KHORNE, TERMINATOR, TERMINATOR SQUAD

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS TERMINATOR SQUAD

Clad in hulking, corrupted Terminator plate, each of these murderous brutes is akin to a walking tank. Their powerful array of heavy firepower and brutal melee weapons can tear through elite squads.



WARGEAR OPTIONS

- For every 5 models in this unit, 1 World Eaters Terminator's combi-bolter can be replaced with one of the following:
 - 1 heavy flamer
 - 1 reaper autocannon
- Any number of models can each have their combi-bolter replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 model's combi-bolter and accursed weapon can be replaced with 1 paired accursed weapons.
- For every 5 models in this unit, up to 3 models can each have their accursed weapon replaced with 1 power fist.
- For every 5 models in this unit, 1 model's accursed weapon can be replaced with 1 chainfist.

UNIT COMPOSITION

- 1 World Eaters Terminator Champion
- 4-9 World Eaters Terminators

Every model is equipped with: combi-bolter; accursed weapon.

KEYWORDS: INFANTRY, CHAOS, KHORNE, TERMINATOR, TERMINATOR SQUAD



FACTION KEYWORDS:
WORLD EATERS

EIGHTBOUND

M T SV W LD OC
9" 6 3+ 3 6+ 1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Eightbound eviscerators	Melee	6	3+	5	-2	2
Heavy chainglave	Melee	8	3+	7	-3	1
Lacerators	Melee	4	3+	9	-2	3

ABILITIES

CORE: Scouts 6"

FACTION: Blessings of Khorne

Beacons of Rage (Aura): While a friendly WORLD EATERS unit is within 6" of this unit, each time a model in that unit makes a melee attack, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHAOS, KHORNE, DAEMON, EIGHTBOUND

FACTION KEYWORDS:
WORLD EATERS

EIGHTBOUND

Virtually unrecognisable from the World Eaters they once were, Eightbound are Heretic Astartes whose form is possessed by eight daemons of Khorne. As a result they have incredible strength and savagery far in excess of others in their warband. Carrying all manner of chain weapons, they can rip apart any who stand against them.



WARGEAR OPTIONS

- The Eightbound Champion's lacerators can be replaced with 1 heavy chainglave.

UNIT COMPOSITION

- 1 Eightbound Champion
- 2-5 Eightbound

The Eightbound Champion model is equipped with: lacerators.

Every Eightbound model is equipped with: Eightbound eviscerators.

KEYWORDS: INFANTRY, CHAOS, KHORNE, DAEMON, EIGHTBOUND



FACTION KEYWORDS:
WORLD EATERS

EXALTED EIGHTBOUND

M T SV W LD OC
9" 6 3+ 3 6+ 1



MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Eightbound chainfist	Melee	3	3+	14	-3	2
Eightbound eviscerator	Melee	5	2+	6	-2	2
Heavy chainglave	Melee	8	2+	8	-3	1
Paired Eightbound chainfists [TWIN-LINKED]	Melee	5	3+	14	-3	2

ABILITIES

CORE: Deep Strike, Feel No Pain 6+

FACTION: Blessings of Khorne

Overwhelming Wrath (Aura): Each time an enemy unit within 6" of this unit is selected to Fall Back, that unit must take a Leadership test. If that test is failed, that unit must Remain Stationary this phase instead.

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHAOS, KHORNE, DAEMON, EXALTED EIGHTBOUND

FACTION KEYWORDS:
WORLD EATERS

EXALTED EIGHTBOUND

Some Eightbound reach a level of apotheosis when the soul of the World Eater they once were becomes one with the eight daemons sharing their physical form. This only makes them more dangerous. With no internal competition for control over their body, the Exalted Eightbound possess a purer kind of rage that is directed at their foes.



WARGEAR OPTIONS

- The Exalted Eightbound Champion's Eightbound eviscerator and Eightbound chainfist can be replaced with one of the following:
 - 1 paired Eightbound chainfists
 - 1 heavy chainglave

UNIT COMPOSITION

- 1 Exalted Eightbound Champion
- 2-5 Exalted Eightbound

Every model is equipped with: Eightbound eviscerator; Eightbound chainfist.

KEYWORDS: INFANTRY, CHAOS, KHORNE, DAEMON, EXALTED EIGHTBOUND



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Soulshatter lascannon	48"	2	3+	12	-3	D6+1
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: Deadly Demise D6

FACTION: Blessings of Khorne

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, KHORNE, LAND RAIDER



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS LAND RAIDER

World Eaters Land Raiders are massive armoured transports bristling with heavy armaments and seething with a killer spirit. Strung with trophies taken from those slain by the savage warriors the tanks carry to the front line, Land Raiders are the gore-encrusted spear-tip of many World Eaters assaults.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 combi-bolter
 - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 World Eaters Land Raider

This model is equipped with: 2 soulshatter lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **WORLD EATERS INFANTRY** models. Each **EIGHTBOUND**, **EXALTED EIGHTBOUND** and **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, CHAOS, KHORNE, LAND RAIDER



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	48"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator twin lascannon [TWIN-LINKED]	48"	1	3+	14	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

Annihilator: Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, CHAOS, KHORNE, PREDATOR ANNIHILATOR

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS PREDATOR ANNIHILATOR

These tanks' machine spirits are likened to the animus of a stalking hunter. They unleash searing beams from their lascannons and enter front-line brawls to crack open bunkers housing the craven foe.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with one of the following:
 - 1 combi-bolter
 - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 World Eaters Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, KHORNE, PREDATOR ANNIHILATOR



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS PREDATOR DESTRUCTOR

M T SV W LD OC
10" 10 3+ 11 6+ 3



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Heavy bolter [SUSTAINED HITS 1]	48"	3	3+	5	-1	2
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [RAPID FIRE 2]	48"	4	3+	9	-1	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

Destructor: Each time a ranged attack made by this model targets an enemy INFANTRY unit, improve the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, SMOKE, CHAOS, KHORNE, PREDATOR DESTROYER

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS PREDATOR DESTRUCTOR

Many of these ancient war engines have unleashed destruction on battlefields dating back to the Horus Heresy. Their rapid-firing guns scythe apart infantry and light vehicles as they storm into battle.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with one of the following:
 - 1 combi-bolter
 - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 World Eaters Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, CHAOS, KHORNE, PREDATOR DESTRUCTOR



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS DEFILER

M	T	SV	W	LD	OC
8"	10	3+	14	6+	5



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Defiler cannon [BLAST]	48"	D6+3	3+	10	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Reaper autocannon	36"	4	3+	7	-1	1
[DEVASTATING WOUNDS, SUSTAINED HITS 1]						
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer	12"	D6	N/A	5	-1	1
[IGNORES COVER, TORRENT, TWIN-LINKED]						
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Defiler claws	Melee	5	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

Scuttling Walker: Each time this model makes a Normal, Advance or Fall Back move, it can be moved over friendly MONSTER and VEHICLE models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, SMOKE, CHAOS, KHORNE, DAEMON, DEFILER

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS DEFILER

Defilers are Daemon Engines possessed by abominable entities. Towering creations that stomp across the battlefield on piston-driven legs, their clanking claws are easily capable of cutting a Space Marine in half. Foes are not safe at a distance either, as Defilers' monstrous heavy weapons are just as deadly at long range.



WARGEAR OPTIONS

- This model's twin heavy flamer can be replaced with one of the following:
 - 1 havoc launcher
 - 1 Defiler scourge
- This model's reaper autocannon can be replaced with one of the following:
 - 1 twin heavy bolter
 - 1 twin lascannon
- This model can be equipped with one of the following:
 - 1 combi-bolter
 - 1 combi-weapon

UNIT COMPOSITION

- 1 World Eaters Defiler

This model is equipped with: Defiler cannon; reaper autocannon; twin heavy flamer; Defiler claws.

KEYWORDS: VEHICLE, WALKER, SMOKE, CHAOS, KHORNE, DAEMON, DEFILER



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS FORGEFIEND



M T SV W LD OC

8"	10	3+	12	6+	3
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Ectoplasma cannon [BLAST]	36"	D3	3+	10	-3	3
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	3	3+	6	0	1
Forgefiend jaws	Melee	5	3+	7	0	2

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

Furious Onslaught: In your Shooting phase, after this model has finished making its attacks, if one or more of those attacks scored a hit against an enemy INFANTRY unit, that INFANTRY unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, FORGEFIEND

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS FORGEFIEND

Forgefiends are fused with enormous rotary cannons that fire fist-sized phosphor shells, or else with ancient artefact ordnance perverted to vomit ectoplasma from the beasts' own innards. With such weaponry they mow down masses of enemy troops and blast glowing craters into the toughest opposition.



WARGEAR OPTIONS

- This model's 2 Hades autocannons can be replaced with 2 ectoplasma cannons.
- This model's Forgefiend jaws can be replaced with 1 ectoplasma cannon and 1 Forgefiend claws.

UNIT COMPOSITION

- 1 World Eaters Forgefiend

This model is equipped with: 2 Hades autocannons; 1 Forgefiend jaws.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, FORGEFIEND



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS HELBRUTE

M T SV W LD OC

6" **9** **2+** **8** **6+** **3**



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Helbrute plasma cannon [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
Missile launcher – krak	48"	1	3+	9	-2	D6
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, HELBRUTE

ABILITIES

CORE: Deadly Demise 1

FACTION: Blessings of Khorne

Frenzy: Each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot as if it were your Shooting phase or fight as if it were the Fight phase.

Helbrute Fists: If this model is equipped with two Helbrute fists, those weapons have the [TWIN-LINKED] ability.



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS HELBRUTE

Helbrutes are walking engines of destruction, their psychotic occupants kept alive in a state of agony and insanity. These infernal sarcophagi are fitted with a variety of powerful armaments to blast enemy armour open from afar, and cruel appendages with which to hack and crush with enormous strength at close quarters.



WARGEAR OPTIONS

- This model's multi-melta can be replaced with one of the following:
 - 1 Helbrute plasma cannon
 - 1 twin autocannon
 - 1 twin heavy bolter
 - 1 twin lascannon
 - 1 Helbrute fist
- This model's missile launcher can be replaced with one of the following:
 - 1 Helbrute fist
 - 1 Helbrute hammer
 - 1 power scourge
- For each Helbrute fist this model is equipped with, it can be equipped with one of the following:
 - 1 combi-bolter
 - 1 heavy flamer

UNIT COMPOSITION

- 1 World Eaters Helbrute

This model is equipped with: missile launcher; multi-melta; close combat weapon.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, HELBRUTE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS HELDRAKE

M T SV W LD OC
 20+" 9 3+ 12 6+ 0



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
Hades autocannon	36"	6	3+	8	-1	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	5	3+	7	-1	2

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Blessings of Khorne

Swooping Predator: Each time this model ends a Normal move, you can select one enemy unit that it moved over during that move and roll two D6: for each 4+, that enemy unit suffers D3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, CHAOS, KHORNE, DAEMON, HELDRAKE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS HELDRAKE

Like vast, draconic predators of myth, Heldrakes sweep suddenly out of the sky. These airborne Daemon Engines excel at intercepting the enemy's aerial assets, tearing them from the air and incinerating their crew. Once their dominance of the sky is complete, they turn their claws and weapons against prey on the ground.



WARGEAR OPTIONS

- This model's Hades autocannon can be replaced with 1 baleflamer.

UNIT COMPOSITION

- 1 World Eaters Heldrake

This model is equipped with: Hades autocannon; Heldrake claws.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, CHAOS, KHORNE, DAEMON, HELDRAKE



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS MAULERFIEND

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3



RANGED WEAPONS

RANGE	A	BS	S	AP	D
6"	2	3+	9	-4	D6

MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	6	3+	7	-1	1
Melee	6	3+	14	-2	D6+1

ABILITIES

CORE: Deadly Demise D3

FACTION: Blessings of Khorne

The Scent of Blood: Each time you make a Charge roll for this model, if one or more of the targets of that charge are below their Starting Strength, add 2 to that roll. Each time this model makes a melee attack that targets an enemy unit that is below its Starting Strength, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, MAULERFIEND

FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS MAULERFIEND

Maulerfiends stalk the battlefield like immense hunting beasts. With the enemy in sight, these huge Daemon Engines thunder forward, even scaling defensive walls in their eagerness to get at their prey. Once amongst the foe, they slaughter anything in reach with their huge talons, crushing jaws and lashing tendrils.



WARGEAR OPTIONS

- This model's lasher tendrils can be replaced with 2 magma cutters.

UNIT COMPOSITION

- 1 World Eaters Maulerfiend

This model is equipped with: lasher tendrils; Maulerfiend fists.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, MAULERFIEND



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS RHINO

M T SV W LD OC

12"	9	3+	10	6+	2
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RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Combi-weapon	24"	1	4+	4	0	1
[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]						
Havoc launcher [BLAST]	48"	D6	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Blessings of Khorne

Self Repair: At the start of your Command phase, this model regains 1 lost wound.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, KHORNE, RHINO



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS RHINO

World Eaters Rhinos are well-adapted for battlefield transportation. Though corrupted by the warp and encrusted with dried blood, they remain as reliable as ever, safely carrying their passengers over fire-swept terrain. Many of these vehicles are festooned with blades, and have machine spirits just as bloodthirsty as their occupants.



WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 additional combi-bolter
 - 1 combi-weapon
- This model can be equipped with 1 havoc launcher.

UNIT COMPOSITION

- 1 World Eaters Rhino

This model is equipped with: combi-bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **WORLD EATERS INFANTRY** models. It cannot transport **EIGHTBOUND**, **EXALTED EIGHTBOUND** or **TERMINATOR** models.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, SMOKE, CHAOS, KHORNE, RHINO



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS CHAOS SPAWN

M	T	SV	W	LD	OC
8"	5	4+	4	7+	1



MELEE WEAPONS

Hideous mutations	RANGE	A	WS	S	AP	D
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Melee	D6+2	4+	6	-1	2
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ABILITIES

CORE: **Feel No Pain** 5+

FACTION: **Blessings of Khorne**

Regenerating Monstrosities: At the start of each player's Command phase, one model in this unit regains up to D3 lost wounds.

KEYWORDS: BEAST, CHAOS, KHORNE, SPAWN



FACTION KEYWORDS:
WORLD EATERS

WORLD EATERS CHAOS SPAWN

Becoming a Chaos Spawn is the dark fate of many upon the Path to Glory. Wracked with the endless gifts of the Dark Gods, they are mutated mounds of muscle, writhing pseudopods, slathering maws and far more. Chaos Spawn are herded towards their terrified foes, advancing in loping runs, seeking only to tear, crush and consume.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 2 Chaos Spawn

Every model is equipped with: hideous mutations.

KEYWORDS: BEAST, CHAOS, KHORNE, SPAWN



FACTION KEYWORDS:
WORLD EATERS

KHORNE LORD OF SKULLS

M	T	SV	W	LD	OC
8"	13	3+	24	6+	8



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Daemongore cannon [BLAST]	18"	D6	3+	14	-4	D6+2
Gorestorm cannon [BLAST]	24"	D6+3	3+	10	-2	3
Hades gatling cannon [SUSTAINED HITS 1]	48"	12	3+	8	-2	2
Ichor cannon [BLAST]	48"	2D6	3+	7	-2	2
Skullhurler	60"	2D6	3+	14	-3	3

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Great cleaver of Khorne – strike	Melee	5	3+	16	-4	8
Great cleaver of Khorne – sweep	Melee	15	3+	8	-2	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TITANIC, TOWERING, CHAOS, KHORNE, DAEMON, LORD OF SKULLS

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Blessings of Khorne

Blessed Slaughter: Each time you make a Blessings of Khorne roll, for each enemy unit destroyed by this model in the previous battle round, you can add 1 to or subtract 1 from one of the dice rolled (each dice can only be modified in this way once, and a dice cannot be modified below 1 or above 6).

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

5+



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KHORNE LORD OF SKULLS

Lords of Skulls are insane, monolithic creations fuelled by boiling blood and dedicated to slaughtering in the name of Khorne. They plough through the enemy's ranks, crushing infantry beneath their tracks, hacking tanks into kindling with sweeps of their cleaver and hurling brazen projectiles or burning ichor at the survivors.



WARGEAR OPTIONS

- This model's gorestorm cannon can be replaced with one of the following:
 - 1 daemongore cannon
 - 1 ichor cannon
- This model's Hades gatling cannon can be replaced with 1 skullhurler.

UNIT COMPOSITION

- 1 Khorne Lord of Skulls

This model is equipped with: gorestorm cannon; Hades gatling cannon; great cleaver of Khorne.

KEYWORDS: VEHICLE, TITANIC, TOWERING, CHAOS, KHORNE, DAEMON, LORD OF SKULLS



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