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| Heretic Astartes - World Eaters | | | | | | | | | | | | | | | | | | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |
| Full HP | 20-30" | 30-45" | 18" | 3+ | 3+ | 9 | | 15 | 13 | 13 | 12 | 6 | 4 | 6+ | | 3+ | 5++/4++ | |
| Mid HP | 13-20" | 19-30" | 12" | 4+ | 4+ | 9 | | 14 | 12 | 12 | 8 | 5 | 4 | 7+ | | 3+ | 5++/4++ | |
| Low HP | 7-10" | 10-15" | 6" | 5+ | 5+ | 9 | | 13 | 11 | 11 | 4 | 4 | 4 | 8+ | | 3+ | 5++/4++ | |
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| Unit Aptitudes | | | | | | | | | | | | | | | | | | |
| Dæmonforge | | | For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1. | | | | | | | | | | | | | | | |
| Dæmonic Possession | | | Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+. | | | | | | | | | | | | | | | |
| Airborne Predator | | | Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll. | | | | | | | | | | | | | | | |
| Mark of Khorne | | | Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack. | | | | | | | | | | | | | | | |
| Explosive Fatal Demise | | | When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds. | | | | | | | | | | | | | | | |
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| Unit Special Rules | | | | | | | | | | | | | | | | | | |
| Furious Charge / Fear / Daemon / It Will Not Die / Flyer | | | | | | | | | | | | | | | | | | |
| Psychic Domains | | | | | | | | | | | | | | | | | | |
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[illegible]