

World Eaters

Experimental Army List

Version 0.2

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

All formations in a World Eaters army have an initiative rating of 2+ (note that this can be modified by the Bloodlust of Khorne, see WE3.2). World Eaters armies have a strategy rating of 3.

Khorne rewards wanton slaughter but is quick to anger and withdraw his gifts. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their eagerness to kill with an additional 1D3 daemons to add to the Daemon Pool (see WE1.1.3). If the Chaos player rolls 1 Khorne withdraws its 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 effect.

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; Daemonic Beasts.*

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 rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with Daemonic Focus (see WE1.1.5 below). Summoned units that are removed from play in this manner 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. Any summoned units will vanish back to the warp when a formation breaks.

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.

WE2.0 World Eaters Units

World Eaters Bloodlord

Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Daemon Weapon	Base Contact	Assault Weapons	MW, Extra attack (+2)	
Notes: <i>Leader, Invulnerable Save, Commander</i>				

World Eaters Bezerkers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	2+	6+
Weapon	Range	Firepower	Notes	
Bolt pistols	(15cm)	Small Arms		
Khornate chainaxe	Base Contact	Assault Weapons		
Plasma pistols	15cm	AP6+/AT6+		
Notes: <i>Fearless</i>				

World Eaters Possessed

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	2+	6+
Weapon	Range	Firepower	Notes	
Khornate chainaxe	Base Contact	Assault Weapons		
Bolt pistols	(15cm)	Small Arms		
Notes: <i>Fearless, Invulnerable Save, Jump Packs</i>				

World Eaters Chosen

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms		
2x Reaper Autocannon	30cm	AP4+/AT6+		
Power Weapons	Base Contact	Assault Weapons	MW, Extra attack (+1)	
Notes: <i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour</i>				

World Eaters Bikers

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	2+	4+
Weapon	Range	Firepower	Notes	
Combi-bolters	(15cm)	Small Arms		
Khornate chainaxe	Base Contact	Assault Weapons		
Notes: <i>Fearless, Mounted</i>				

Destroyer

The Destroyer is a Defiler dedicated by the World Eaters to the service of Khorne.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
2x reaper atuocannon	45cm	AP4+/AT6+/AA5+	Ignore Cover, Extra attack (+1) MW, Extra attack (+D3)	
Blood Spray	(15cm)	Small Arms		
Spiked Battle Claws	Base Contact	Assault Weapons		
Notes: <i>Fearless, Invulnerable Save, Walker.</i>				

World Eaters Land Raider

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Combat blades	Base Contact	Assault Weapons		
2x Twin Lascannon	45cm	AT4+		
Twin Heavy Bolters	30cm	AP4+		
Notes: <i>Fearless, Transport: one World Eaters Chosen unit or two World Eaters Bezerker units.</i>				

World Eaters Rhino

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Combat blades	Base Contact	Assault Weapons		
Combi-bolter	(15cm)	Small Arms		
Notes: <i>Fearless, Transport: two World Eaters Bezerker units.</i>				

World Eaters Predator

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Combat blades	Base Contact	Assault Weapons		
Twin-linked lascannon	45cm	AT4+		
2x Heavy Bolter	30cm	AP5+		
Notes: <i>Fearless</i>				



Other Units

The following units are identical to those in the Black Legion army list (section BL2.0): *Chaos Dreadnought**, *Chaos Champion*, *Daemon Prince**, *Daemonic Beasts**, *Defiler*, *Dreadclaws*, *Icon bearer*, *Bloodletters*, *Bloodthirster: Greater Daemon of Khorne*, *Banelord Titan*, *Ravager Titan*, *Feral*, *Swiftdeath Interceptor*, *Helltalon fighter-bomber*, *Devastation Class Cruiser*, *Despoiler Class Battleship*.

The following units are identical to those in the Lost and the Damned army list (section LD3.1): *Lord of Battles*, *Daemonic Assault Engines*, *Hellfire Cannons*.

*These units have optional alternate datafaxes detailed in section WE4.0.

WE3.0 World Eaters Chaos Space Marine Army List

WE3.1 Using the Army List

World Eaters Marines are organised around core formations called companies or retinues which are supported by smaller formations of specialised troops. Most formations are made up of seven 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. More rare and specialised detachments are Support Formations and you may not have more Support Formations than Core formations. The chart below shows 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 taking for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

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

WE3.2 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. Any formation in a World Eaters army (excluding Chaos Navy and spacecraft) gains +1 to their Initiative if there are no enemy units within 30cm of any of the units in the formation. In addition, 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 rather than a *Hold* action. If there are no eligible enemy formations to assault, the formation may make a *Hold* action as normal.



World Eaters Core Formations

Formation type	Core Units	Upgrades Allowed	Points Cost
<i>World Eaters Retinue</i>	One World Eaters Bloodlord character upgrade and eight World Eaters Bezerkers units	Dreadnoughts, Daemon Engines, Dreadclaws, Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport, Warlord.	350 points
<i>World Eaters Armoured Company (0-1 per World Eaters Retinue)</i>	Eight World Eaters Predators and/or World Eaters Land Raiders	Daemon Engines	75 points per Predator and 100 points per Land Raider
<i>Daemon Pool</i>	Lesser Daemon Greater Daemon		+20 points each +75 points each

World Eaters Support Formations – one may be taken per World Eaters Core Formation

Formation type	Core Units	Upgrades Allowed	Points Cost
<i>World Eaters Possessed</i>	One World Eaters Bloodlord character upgrade and eight World Eaters Possessed units	Chaos Champion, Daemonic Pact, Daemon Prince, Icon Bearer, Transport, Warlord.	400 points
<i>0-2 World Eaters Chosen Retinue</i>	One World Eaters Bloodlord character upgrade and four to eight World Eaters Chosen units.	Dreadnoughts, Daemon Engines, Dreadclaws, Chaos Champion, Chosen Land Raiders, Daemonic Pact, Daemon Prince, Icon Bearer, Warlord.	100 points per Chosen unit
<i>World Eaters Bike Company</i>	One World Eaters Lord character upgrade and eight World Eaters Bike units.	Daemonic Pact, Icon Bearer.	500 points
<i>Cannons of Khorne Lord of Battle</i>	Eight Hellfire Cannons	Daemon Engines	400 points
<i>Daemonic Assault Engines</i>	One to two Lord of Battles Eight Daemonic Assault Engines		400 points each 650 points

Khorne Titan Formations

Formation type	Units	Points Cost
<i>Banelord Titan</i>	One Banelord Titan	800 points
<i>Ravager Titan</i>	One Ravager Titan	650 points
<i>Feral Titan</i>	One Feral Scout Titan	300 points

Chaos Navy and Spacecraft

Formation type	Units	Points Cost
<i>Swiftdeath</i>	Three Swiftdeath Interceptors	200 points
<i>Helltalon</i>	Two Helltalon Fighter-bombers	300 points
<i>Devastation</i>	One Devastation Class Cruiser	150 points
<i>Despoiler</i>	One Despoiler Class Battleship	250 points

World Eaters Upgrades

Upgrade	Units	Points Cost
<i>Dreadnoughts</i>	Add up to three Chaos Dreadnoughts	50 points each
<i>Daemon Engines</i>	Add up to three Defilers and/or Destroyers.	75 points each
<i>Dreadclaws</i>	Equips the formation with Dreadclaw Assault Boats	50 points
<i>Chaos Champion</i>	Adds a Chaos Champion to a unit in the formation	50 points
<i>Chosen Land Raiders</i>	Add one World Eaters Land Raider per Chosen unit in the formation	100 points per Land Raider
<i>Daemonic Pact</i>	Allows the formation to summon Daemons from the Daemon Pool	25 points
<i>0-1 Daemon Prince</i>	Replace the <u>unit</u> in the formation that includes the World Eaters Bloodlord character with the Daemon Prince <u>unit</u> .	50 points
<i>Icon Bearer</i>	Adds an Icon Bearer to a unit in the formation	50 points
<i>Transport</i>	Add four World Eater rhinos and/or World Eater Land Raiders to the formation.	20 points per rhino, 100 per Land Raider
<i>0-1 Warlord</i>	The unit containing the Bloodlord or Daemon Prince gains the <i>Supreme Commander</i> specialist unit ability.	Free

WE4.0 Alternative Units

The following units may be used instead of their counterparts in the Army List, for the same points cost and options. They are more in character for a World Eaters army, but note that they may be less balanced.

The World Eaters Dreadnought may be used instead of a Chaos Dreadnought.

The World Eaters Daemon Prince may be used instead of a Daemon Prince.

Flesh Hounds may be used instead of Daemonic Beasts (see the datafax in the Appendix section of the Black Legion list)

World Eaters Dreadnought

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Twin Power Fists	Base Contact	Assault Weapons	MW, Extra attack (+D3)	
Twin flamers	(15cm)	Small Arms	Ignore Cover, Extra attack (+1)	
Notes: <i>Fearless, Walker.</i>				

World Eaters Daemon Prince

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm (30cm)	3+ (4+)	2+	-
Weapon	Range	Firepower	Notes	
Dreadaxe	Base Contact	Assault Weapons	Macro Weapon, Titan Killer (D3), Extra attack (+3)	
Notes: <i>Commander, Leader, Fearless, Reinforced Armour, Teleport. The Daemon Prince may have wings. If this option is taken he counts as having a Jump Pack and his speed is increased to 30cms. However his armour save is reduced to 4+ (the different values for wings are shown in parentheses, above).</i>				

