

C O D E X

CHAOS - WORLD EATERS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN	4
FRAKTIONSKRAM	5
DETACHMENTS	6
Detachments — Übersicht	6
Berzerker Warband	7
Cult of Blood	9
Goretrack Onslaught	11
Khorne Daemonkin	13
Possessed Slaughterband	15
Vessels of Wrath	17
DATASHEETS	19
Angron	19
Bloodcrushers	21
Bloodcult Champion [Crucible]	22
Bloodletters	25
Bloodthirster	26
Butcherlord [Crucible]	28
Chaos Land Raider	31
Chaos Predator Annihilator	33
Chaos Predator Destructor	35
Chaos Rhino	37
Chaos Spawn	39
Chaos Terminators	40
Daemon Prince of Khorne	42
Daemon Prince of Khorne with wings	44
Defiler	46
Eight-blessed Lord [Crucible]	49
Eightbound	53
Exalted Eightbound	54
Flesh Hounds	55
Forgefiend	56
Goremongers	58
Helbrute	60
Heldrake	62
Hell Talon [Legends]	64
Hellblade [Legends]	66

Jakhal	67
Jakhals	68
Khorne Berzerkers	69
Khorne Lord of Skulls	71
Khârn the Betrayer	73
Lord Invocatus	75
Lord on Juggernaut	77
Master of Executions	79
Maulerfiend	81
Skarbrand	83
Slaughterbound	84
PUNKTELISTE	86

FRAKTIONSREGELN

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. 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.

FRAKTIONSKRAM

WRATH OF KHORNE

RULE

When a friendly WORLD EATERS CHARACTER unit (excluding EPIC HERO units) is selected to fight, that unit's CHARACTER models' melee attacks can have:

- [CLEAVE 1].
- Or: +1 AP.

UEBERSICHT

Berzerker Warband

Berzerker Glaive, Battle-lust, Helm of Brazen Ire, Favoured of Khorne

Cult of Blood

Brazen Form, Butcher Lord, Chosen of the Blood God, Strategic Slaughter

Goretrack Onslaught

Aggressive Deployment, Unleash Hell, Infernal Infusion, Murderous Onslaught

Khorne Daemonkin

Disciple of Khorne, Blood-forged Armour, Icon of War, Blade of Endless Bloodshed

Possessed Slaughterband

Frenzied Focus, Killing Clarity, Violent Demise, Malicious Vigour

Vessels of Wrath

Archslaughterer, Gateways to Glory

BERZERKER WARBAND

ENHANCEMENTS

Berzerker Glaive

35 pts

Add 1 to the Attacks and Damage characteristics of melee weapons (excluding Extra Attacks weapons) equipped by the bearer.

Battle-lust

20 pts

You can re-roll Charge rolls made for the bearer's unit. In addition, while the Unbridled Bloodlust Blessing of Khorne is active for your army, add 1 to Charge rolls made for the bearer's unit.

Helm of Brazen Ire

30 pts

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack.

Favoured of Khorne

20 pts

Each time you make a Blessings of Khorne roll, if the bearer is on the battlefield, you can re-roll up to 2 of the D6 rolled.

DETACHMENT-REGEL

Each time a World Eaters unit from your army makes a Charge move, until the end of the turn, add 1 to the Attacks characteristic and add 2 to the Strength characteristic of melee weapons equipped by models in that unit.

STRATAGEMS

1 CP

 BERZERKER WARBAND –
STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

APOPLECTIC FRENZY

When: Your Movement phase, just after a KHORNE BERZERKERS unit from your army is selected to Advance.

Target: That Khorne Berzerkers unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP

 BERZERKER WARBAND – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

BERZERKER'S WRATH

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Khorne Berzerkers unit from your army that can make a Blood Surge move as a result of those attacks.

Effect: Do not roll a D6 to determine how far models in your unit can move when they make their Blood Surge move. Instead, when making their Blood Surge move, these models can move up to 8".

2 CP

 BERZERKER WARBAND – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

FRENZIED RESILIENCE

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 the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

 BERZERKER WARBAND – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

HACK AND SLASH

When: Fight phase.

Target: One World Eaters unit from your army that has not been selected to fight this phase and that made a charge move this turn.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

1 CP

BERZERKER WARBAND – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

SKULLS FOR THE SKULL THRONE!

When: Fight phase, just after a WORLD EATERS unit from your army destroys a CHARACTER or MONSTER model.

Target: That World Eaters unit.

Effect: Make a Blessings of Khorne roll and use the results to activate one Blessing of Khorne. Until the end of the battle round, that Blessing of Khorne is active in addition to any other Blessings of Khorne that are currently active.

1 CP

BERZERKER WARBAND – EPIC DEED
STRATAGEM · WAHAPEDIA

ANY

BLOOD OFFERING

When: Any phase.

Target: One World Eaters unit from your army that was just destroyed while it was within range of one or more objective markers you controlled at the end of the previous phase. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Select one of those objective markers. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

CULT OF BLOOD

ENHANCEMENTS

Brazen Form

25 pts

Add 1 to the bearer's Toughness characteristic and the bearer has the Feel No Pain 5+ ability.

Butcher Lord

10 pts

The bearer has the Infiltrators ability.

Chosen of the Blood God

15 pts

Add 3" to the range of the bearer's Aura abilities.

Strategic Slaughter

20 pts

After both players have deployed their armies, select up to 3 Jakhals and/or Goremongers units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

DETACHMENT-REGEL

At the start of your Command phase, you can select one of the Idols of Khorne abilities listed below. Until the start of your next Command phase, that ability is active and its effects apply to all World Eaters Titanic and World Eaters Monster units from your army. You can only select each Idols of Khorne ability once per battle.

Idol of Infinite Rage (Aura)

While a friendly Jakhals or Goremongers unit is within 6" of this model (or within 9" if this model is TITANIC), each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Idol of Burning Wrath (Aura)

While a friendly JAKHALS or GOREMONGERS unit is within 6" of this model (or within 9" if this model is TITANIC), add 1" to the Move characteristic of models in that unit and add 1 to Advance and Charge rolls made for that unit.

Idol of Blessed Blood (Aura)

While a friendly JAKHALS or GOREMONGERS unit is within 6" of this model (or within 9" if this model is TITANIC), models in that unit have a 4+ invulnerable save.

KEYWORDS

JAKHALS and GOREMONGERS units from your army have the BATTLELINE keyword.

STRATAGEMS

2 CP

CULT OF BLOOD – EPIC DEED
STRATAGEM · WAHAPEDIA

COMMAND

BRAZEN IDOL**When:** Your Command phase.**Target:** One World Eaters Monster or World Eaters Titanic unit from your army.**Effect:** Select the Idol of Infinite Rage, Idol of Burning Wrath or Idol of Blessed Blood. Until the start of your next Command phase, that Idols of Khorne ability is active for your unit instead of any other Idols of Khorne ability that is active for your army, even if you have already selected that ability this battle.**Restriction:** You can only use this Stratagem once per battle.

1 CP

CULT OF BLOOD – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

SHOOTING

IN THE SHADOW OF BRASS IDOLS**When:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One Jakhals or Goremongers unit from your army that was selected as the target as one or more of the attacking unit's attacks.**Effect:** Until the end of the phase, models in your unit have the Feel No Pain 6+ ability. If your unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, your unit has the Feel No Pain 5+ ability instead.

1 CP

CULT OF BLOOD – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

BLOODTHIRSTY HORDE**When:** Fight phase.**Target:** One Jakhals or Goremongers unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.**Effect:** Until the end of the phase, each time your unit is selected to fight, when determining which models in it are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP

CULT OF BLOOD – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

FAIL NOT THE BLOOD GOD**When:** Fight phase.**Target:** One Jakhals or Goremongers unit from your army.**Effect:** Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If that model's unit is within 6" of one or more friendly World Eaters Monster units, or within 9" of one or more friendly World Eaters Titanic units, you can re-roll the Hit roll instead.

1 CP

CULT OF BLOOD – EPIC DEED STRATAGEM
· WAHAPEDIA

ANY

BLOODY VENGEANCE**When:** Any phase.**Target:** One World Eaters Monster or World Eaters Titanic unit from your army that was just destroyed by an enemy unit. You can use this Stratagem on that unit even though it was just destroyed.**Effect:** Until the end of the battle, each time a model in a Jakhals or Goremongers unit from your army makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll.

2 CP

CULT OF BLOOD – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

ANY

DRAWN TO THE SLAUGHTER**When:** Any phase.**Target:** One Jakhals unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.**Effect:** Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.**Restriction:** This Stratagem cannot be used to return destroyed Character units to Attached units. You can only use this Stratagem once per battle.

GORETRACK ONSLAUGHT

ENHANCEMENTS

Aggressive Deployment

20 pts

In the Declare Battle Formations step, if the bearer starts the battle embarked within a Dedicated Transport, that Dedicated Transport has the Scouts 9" ability.

Unleash Hell

10 pts

At the start of your Shooting phase, you can select one Vehicle model within 6" of the bearer or, if the bearer is embarked within a Transport, you can select that Transport model. Until the end of the phase, after the selected model has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Infernal Infusion

25 pts

Once per battle, at the start of the Fight phase, the bearer can use this Enhancement. If it does, until the end of the phase, the bearer's unit has the Fights First ability.

Murderous Onslaught

5 pts

If the bearer's unit disembarked from a Transport this turn, until the end of the turn, enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT-REGEL

Each time a World Eaters unit from your army disembarks from a Transport, until the end of the turn, add 1 to Charge rolls made for that unit and that unit's melee weapons have the [lance] ability.

STRATAGEMS

1 CP

GORETRACK ONSLAUGHT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

AGGRESSIVE DISEMBARKATION

When: Your Movement phase.

Target: One World Eaters Rhino model from your army that has not been selected to move this phase.

Effect: One WORLD EATERS unit embarked within your RHINO can disembark. When doing so, models in that unit can be set up anywhere on the battlefield wholly within 6" of your RHINO and can be set up within Engagement Range of one or more enemy units.

1 CP

GORETRACK ONSLAUGHT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

FULL-THROTTLE ASSAULT

When: Your Movement phase.

Target: One World Eaters Rhino model from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time a WORLD EATERS unit disembarks from that model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

1 CP

GORETRACK ONSLAUGHT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

SMASH THROUGH

When: Your Movement phase.

Target: One World Eaters Vehicle model from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time your unit makes a Normal or Advance move, it can move horizontally through terrain features.

1 CP

GORETRACK ONSLAUGHT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

FURY UNLEASHED

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One World Eaters Rhino model from your army that has one or more wounds remaining and was hit by one or more of the attacking unit's attacks.

Effect: One Khorne Berzerkers unit embarked within your model can disembark and make a Blood Surge move.

Restriction: A unit cannot be targeted by this Stratagem and the Unrelenting Advance Stratagem in the same phase.

1 CP

GORETRACK ONSLAUGHT –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

SHOOTING

UNRELENTING ADVANCE

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One World Eaters Vehicle model from your army that was hit by one or more of the attacking unit's attacks.

Effect: Your model can make a Normal move of up to 6".

Restriction: A unit cannot be targeted by this Stratagem and the Fury Unleashed Stratagem in the same phase.

1 CP

GORETRACK ONSLAUGHT – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

ENDLESS PURSUIT OF VIOLENCE

When: End of the Fight phase.

Target: One World Eaters Infantry unit from your army and one friendly Transport that it is able to embark within.

Effect: If your WORLD EATERS INFANTRY unit is wholly within 6" of that TRANSPORT, it can embark within it.

KHORNE DAEMONKIN

ENHANCEMENTS

Disciple of Khorne

15 pts

The bearer has the Deep Strike ability, and it has the BLOOD LEGIONS Faction keyword instead of the WORLD EATERS Faction keyword.

Blood-forged Armour

20 pts

The bearer has a Save characteristic of 2+. If the bearer is destroyed, you gain 1 Blood Tithe point.

Icon of War

25 pts

While a friendly Blood Legions unit is within 6" of the bearer, that unit has the Blessings of Khorne ability. If the Might of Khorne ability is active for your army, then while a friendly Blood Legions unit is within 6" of the bearer, you can re-roll Battle-shock tests taken for that unit.

Blade of Endless Bloodshed

30 pts

Add 1 to the Attacks, Strength and Damage characteristics of the bearer's melee weapons. Each time the bearer's unit destroys an enemy unit with a melee attack, do not roll to gain a Blood Tithe point, you automatically gain 1 Blood Tithe point instead.

DETACHMENT-REGEL

Each time a Blood Legions or World Eaters unit from your army destroys an enemy unit, roll one D6: on a 3+, you gain 1 Blood Tithe point (BTP). At the start of the Command phase, you can spend one or more of your BTP to activate one of the following abilities until the end of the battle:

- Enraged Abjuration [2BTP]

BLOOD LEGIONS and WORLD EATERS models from your army have the Feel No Pain 5+ ability against Psychic Attacks and mortal wounds. • Daemonic Rage [3BTP]

Melee weapons equipped by BLOOD LEGIONS units from your army have the [lance] ability. • Boon of Blood [4BTP]

BLOOD LEGIONS units from your army have a 4+ invulnerable save. • Might of Khorne [5BTP]

BLOOD LEGIONS units from your army gain the Blessings of Khorne ability.

RESTRICTIONS

You can include the Blood Legions units in your army. The combined points cost of such units you can include in your army is:

Incursion: Up to 500 pts

Strike Force: Up to 1000 pts

Onslaught: Up to 1500 pts

No BLOOD LEGIONS model from your army can be your WARLORD.

STRATAGEMS

1 CP

KHORNE DAEMONKIN – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

COMMAND

DAEMONTIDE

When: Your Command phase.

Target: One World Eaters unit from your army.

Effect: Select one friendly Blood Legions unit within 6" of your unit. One destroyed Mounted model, up to D3 destroyed Beast models, or up to D6 destroyed Infantry models are returned to that BLOOD LEGIONS unit with their full wounds remaining.

Restriction: This Stratagem cannot be used to return destroyed Character models to Attached units.

1 CP

KHORNE DAEMONKIN – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

DAEMONIC FURY

When: Start of your Fight phase.

Target: One Blood Legions unit from your army.

Effect: Select one friendly World Eaters unit within 6" of your unit. Until the end of the turn, melee weapons equipped by models in your WORLD EATERS unit have the [LANCE] ability. If the Daemonic Rage ability is active for your army, then until the end of the phase those melee weapons also have the [TWIN-LINKED] ability.

1 CP

KHORNE DAEMONKIN – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

BLESSING OF BURNING BLOOD

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One Blood Legions unit from your army that is within 6" of a friendly World Eaters unit that was selected as the target as one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your WORLD EATERS unit have a 5+ invulnerable save. If the Boon of Blood ability is active for your army, then until the end of the phase, models in your WORLD EATERS unit have a 4+ invulnerable save.

1 CP

KHORNE DAEMONKIN – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

MURDER-CALL

When: End of your opponent's Fight phase.

Target: One Blood Legions unit from your army that is on the battlefield and not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

KHORNE DAEMONKIN – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

ANY

SUMMONED BY SLAUGHTER

When: Any phase, when the last model in a unit is destroyed, before removing it from play. (If that unit is a Transport, any units embarked within that TRANSPORT model must disembark first.)

Target: One Bloodletters unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield wholly within 9" of that destroyed model and more than 6" horizontally away from all enemy units, then remove the destroyed model from play.

Restriction: You cannot use this Stratagem more than once per battle round.

1 CP

KHORNE DAEMONKIN – EPIC DEED
STRATAGEM · WAHAPEDIA

FIGHT

A WORTHY SKULL

When: Fight phase, just after a Blood Legions or World Eaters unit from your army has fought, and one or more enemy CHARACTER or MONSTER models were destroyed as a result of those attacks.

Target: That BLOOD LEGIONS or WORLD EATERS unit.

Effect: You gain D3BTP and you can then spend one or more BTP you have to activate one of the Blood Tithe abilities.

POSSESSED SLAUGHTERBAND

ENHANCEMENTS

Frenzied Focus

20 pts

Each time a model in the bearer's unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

Killing Clarity

15 pts

Each time the bearer's unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Violent Demise

10 pts

The bearer's Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6. In addition, the bearer has the Deadly Demise D3+1 ability, instead of the Deadly Demise D3 ability.

Malicious Vigour

30 pts

Each time the bearer's unit makes a Brazen Fury move, it is treated as having rolled a 6 for the distance the unit can be moved.

DETACHMENT-REGEL

World Eaters Possessed units from your army have the following ability:

Brazen Fury: In your opponent's Shooting phase, each time an enemy unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Brazen Fury move. To do so, roll one D6: models in this unit move a number of inches up to this result, but this unit must end 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. This unit cannot make a Brazen Fury move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Brazen Fury move per phase.

STRATAGEMS

1 CP

POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

COMMAND

HORRIFYING VIOLENCE

When: Your opponent's Command phase.

Target: One World Eaters Possessed unit from your army.

Effect: Each enemy unit within Engagement Range of your unit must take a Battle-shock test, subtracting 1 from that test.

1 CP

POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

RAPID MANIFESTATION

When: Your Movement phase.

Target: One Exalted Eightbound unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

2 CP

POSSESSED SLAUGHTERBAND –
BATTLE TACTIC STRATAGEM ·
WAHAPEDIA

SHOOTING

DAEMONIC RESISTANCE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One World Eaters Possessed unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

1 CP

POSSESSED SLAUGHTERBAND –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

CHARGE

WARP STALKERS

When: Your Movement phase or your Charge phase.

Target: One World Eaters Possessed unit from your army that has not been selected to move or declare a charge this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through enemy models (excluding MONSTERS and VEHICLES). When doing so, it can move within Engagement Range of such models but, unless that move was a Charge move, it cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

1 CP

POSSESSED SLAUGHTERBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

DAEMONIC STRENGTH

When: Fight phase.

Target: One World Eaters Possessed unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time an attack made by a model in your unit is allocated to an enemy model, if your unit has the Eightbound keyword and that enemy model is not a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack. If your unit has the Exalted Eightbound keyword and that enemy model is a MONSTER or VEHICLE, add 1 to the Damage characteristic of that attack instead.

2 CP

POSSESSED SLAUGHTERBAND – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

FIGHT

IMMORTAL FURY

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

Target: One World Eaters Possessed unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, 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.

VESSELS OF WRATH

ENHANCEMENTS

Archslaughterer

30 pts

(Once per battle, per army) In your Command phase, you can use this ability. If you do, every Blessing of Khorne is active for this unit until the start of your next turn.

Gateways to Glory

10 pts

This model has:

- MOBILE.
- +1 to charge rolls.

DETACHMENT-REGEL

At the start of the battle round, after activating Blessings of Khorne, you can select one or more models from your army from those listed below (including models that are embarked within Transports):

- World Eaters Character (excluding Epic Heroes) • Eightbound Champion • Exalted Eightbound Champion • Khorne Berzerkers Champion • World Eaters Terminator Champion

You can select the same type of model multiple times. The maximum number of models you can select depends on the battle size, as follows:

INCURSION:	2 MODELS
STRIKE FORCE:	3 MODELS
ONSLAUGHT:	4 MODELS

Until the end of the battle round, each of those models has the VESSEL OF WRATH keyword (we recommend marking such models with a suitable token). Then, select one Blessing of Khorne that is not currently active for your army. Until the end of the battle round, that Blessing of Khorne is active for VESSEL OF WRATH units from your army in addition to any others that are active for your army.

STRATAGEMS

1 CP VESSELS OF WRATH STRATAGEM

MOVEMENT

The Blood God is said to detest cowards. Meting out punishment

When: Your opponent's Movement phase, when a unit is selected to

Target: One BLOODLETTERS unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield wholly within 9"

1 CP VESSELS OF WRATH STRATAGEM

MOVEMENT

The Blood God is said to detest cowards. Meting out punishment

When: Your opponent's Movement phase, when a unit is selected to

Target: One BLOODLETTERS unit from your army that is in Reserves.

Effect: Set your unit up anywhere on the battlefield wholly within 9"

1 CP VESSELS OF WRATH STRATAGEM

FIGHT

Feeling that the Blood God's eye must surely be sweeping the

When: Fight phase, when a friendly WORLD EATERS CHARACTER unit

Target: That WORLD EATERS CHARACTER unit.

Effect: Your unit's CHARACTER models' melee attacks have:

1 CP VESSELS OF WRATH STRATAGEM

FIGHT

Feeling that the Blood God's eye must surely be sweeping the

When: Fight phase, when a friendly WORLD EATERS CHARACTER unit

Target: That WORLD EATERS CHARACTER unit.

Effect: Your unit's CHARACTER models' melee attacks have:

1 CP VESSELS OF WRATH STRATAGEM

ANY

Those who feel Khorne's blessings burning through their bodies

When: Any phase, when a friendly WORLD EATERS CHARACTER unit

Target: That WORLD EATERS CHARACTER unit.

Effect: Your unit has Feel No Pain 4+ against mortal wounds.

1 CP VESSELS OF WRATH STRATAGEM

ANY

Those who feel Khorne's blessings burning through their bodies

When: Any phase, when a friendly WORLD EATERS CHARACTER unit

Target: That WORLD EATERS CHARACTER unit.

Effect: Your unit has Feel No Pain 4+ against mortal wounds.

ANGRON

330 PTS

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

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Samni'arius and Spinegrinder - strike DEVASTATING WOUNDS	Melee	8	2+	14	-3	D6+2
► Samni'arius and Spinegrinder - sweep DEVASTATING WOUNDS	Melee	16	2+	7	-2	2

ABILITIES

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.

Reborn in Blood

At the start of the battle round, when 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 instead of activating any Blessings of Khorne at the start of that battle round. If you do, this model is no longer destroyed and in the Reinforcements step of your next Movement phase, it is set up anywhere on the battlefield using its Deep Strike ability, with 8 wounds remaining.

Wrathful Presence

At the start of the battle round, select one Wrathful Presence ability. Until the start of the next battle round, this model has that ability.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

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. 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.



AUFSTELLUNG

1x Angron

Equipped with: ► Samni'arius and Spinegrinder - strike, ► Samni'arius and Spinegrinder - sweep



KEYWORDS: Monster, Fly, Character, Epic Hero, Chaos, Khorne, Daemon, Primarch, Angron
FACTION KEYWORDS: World Eaters

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

INVULNERABLE
SAVE

4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

WRATHFUL PRESENCE

The Blood God's Favour

Each time you make a Blessings of Khorne roll, if this model is on the battlefield, you can re-roll up to 6 of the D6 rolled.

Driven by Ultimate Rage (Aura)

While a friendly World Eaters unit is within 6" of this model, you can ignore any or all modifiers to that unit's Move characteristic and to Advance and Charge rolls made for it, and each time a model in that unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and/or any or all modifiers to the Hit roll.

Overwhelming Wrath (Aura)

Each time an enemy unit within 6" of this model 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.

KEYWORDS: Monster, Fly, Character, Epic Hero, Chaos, Khorne, Daemon, Primarch, Angron
FACTION KEYWORDS: World Eaters

BLOODCRUSHERS95–190 PTS

BLOODCRUSHER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE
SAVE

5+

BLOODHUNTER

M	T	Sv	W	LD	OC
10"	7	3+	4	7+	2

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	4+	6	-1	1
Hellblade	Melee	2	3+	5	-2	2

ABILITIES

- Brass Stampede**
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers D3 mortal wounds.
- Daemonic Icon**
Models in the bearer's unit have a Leadership characteristic of 6+.
- Instrument of Chaos**
Add 1 to Charge rolls made for the bearer's unit.

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

2-5x Bloodcrusher - Equipped with: Hellblade, Bladed horn

1x Bloodhunter - Equipped with: Hellblade, Bladed horn



KEYWORDS: Mounted, Chaos, Daemon, Khorne, Summoned, Bloodcrushers

FACTION KEYWORDS: Blood Legions

BLOODCULT CHAMPION
[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
7"	4	6+	3	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

ABILITIES

AUFSTELLUNG

1x Bloodcult Champion [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with up to 1 of: Blood harpoon, Combi-weapon, Heavy flamer, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler.

KEYWORDS: Infantry, Character, Grenades, Khorne, Bloodcult Champion, Crucible

FACTION KEYWORDS: World Eaters

BLOODCULT CHAMPION
[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
7"	4	6+	3	6+	1

INVULNERABLE
SAVE

5+

CORE - Leader, Leader, Leader, Leader

- Aura of Dark Glory**
Models in this unit have an invulnerable save characteristic of 5+.
- Bellowed Challenge**
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the **[ANTI-MONSTER 4+]** and **[ANTI-VEHICLE 4+]** abilities.
- Forwards, for Blood**
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.
- Lord of Slaughter**
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has already been targeted with that Stratagem this phase.
- Murderous Insight**
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.
- Rage Eternal**
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.
- Leader**
This model can be attached to the following units: Terminator Squad

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

KEYWORDS: Infantry, Character, Grenades, Khorne, Bloodcult Champion, Crucible
FACTION KEYWORDS: World Eaters

BLOODCULT CHAMPION
[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
7"	4	6+	3	6+	1

INVULNERABLE
SAVE

5+

- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- 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. 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.

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character,
Grenades, Khorne, Bloodcult
Champion, Crucible

FACTION KEYWORDS: World
Eaters

BLOODLETTERS

90 PTS

BLOODLETTER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	1

INVULNERABLE
SAVE

5+

BLOODREAPER

M	T	Sv	W	LD	OC
8"	4	7+	1	7+	1

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2

ABILITIES

- Bane of Cowards**
Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is also Battle-shocked, subtract 1 from each of those Desperate Escape tests.
- Daemonic Icon**
Models in the bearer's unit have a Leadership characteristic of 6+.
- Instrument of Chaos**
Add 1 to Charge rolls made for the bearer's unit.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

- 9x Bloodletter - Equipped with:
Hellblade
- 1x Bloodreaper - Equipped with:
Hellblade



KEYWORDS: Infantry, Battleline,
Chaos, Daemon, Khorne,
Summoned

FACTION KEYWORDS: Blood
Legions

BLOODTHIRSTER320 PTS

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bloodflail DEVASTATING WOUNDS	12"	1	2+	16	-3	D6+1
Hellfire breath IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lash of Khorne	12"	9	2+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Axe of Khorne - strike	Melee	8	2+	14	-4	D3+1
➤ Axe of Khorne - sweep	Melee	16	2+	8	-2	1
➤ Great axe of Khorne - strike	Melee	7	2+	16	-4	D6+2
➤ Great axe of Khorne - sweep	Melee	14	2+	10	-2	2

ABILITIES

- Daemon Lord of Khorne (Aura)**
While a friendly Blood Legions unit is within 6" of this model, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
- 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.
- Relentless Carnage**
At the end of the Fight phase, you can select one enemy unit within Engagement Range of this model and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



AUFSTELLUNG

- 1x Bloodthirster
- Equipped with:** Bloodflail, Hellfire breath, Lash of Khorne, ➤ Axe of Khorne - strike, ➤ Axe of Khorne - sweep, ➤ Great axe of Khorne - strike, ➤ Great axe of Khorne - sweep
- Wargear Options:**
■ This model can replace its Great axe of Khorne with Axe and flail or Axe and lash.



KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Summoned, Bloodthirster

FACTION KEYWORDS: Blood Legions

M	T	Sv	W	LD	OC
12"	11	3+	18	6+	5

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character, Fly, Chaos, Daemon, Khorne, Summoned, Bloodthirster
FACTION KEYWORDS: Blood Legions

BUTCHERLORD [CRUCIBLE] 90 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

ABILITIES

CORE - Leader, Leader, Leader, Leader

AUFSTELLUNG

1x Butcherlord [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

- This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.
- This model can be equipped with up to 1 of: Blood harpoon, Heavy flamer, Combi-weapon, Combi-bolter, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

KEYWORDS: Infantry, Character, Grenades, Chaos, Khorne, Butcherlord, Crucible
FACTION KEYWORDS: World Eaters

BUTCHERLORD [CRUCIBLE] 90 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE
SAVE



Bellowed Challenge

Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the **[ANTI-MONSTER 4+]** and **[ANTI-VEHICLE 4+]** abilities.

Endless Hatred

You can re-roll Charge rolls made for this model's unit.

Forwards, for Blood

While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Lord of Slaughter

Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has already been targeted with that Stratagem this phase.

Murderous Insight

Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.

Rage Eternal

While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader

This model can be attached to the following units: Terminator Squad

WEAPON ABILITIES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Infantry, Character, Grenades, Chaos, Khorne, Butcherlord, Crucible
FACTION KEYWORDS: World Eaters

BUTCHERLORD [CRUCIBLE] 90 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE
SAVE



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

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. 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.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character,
Grenades, Chaos, Khorne,
Butcherlord, Crucible
FACTION KEYWORDS: World
Eaters

CHAOS LAND RAIDER

220 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	9	3+	8	0	1

ABILITIES

- 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.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG
- 1x Chaos Land Raider
- Equipped with:** Combi-bolter, Combi-weapon, Havoc launcher, Soulshatter lascannon, Twin heavy bolter, Armoured tracks
- Wargear Options:**
 - This model can be equipped with one of: Combi-bolter, Combi-weapon.



- KEYWORDS:** Vehicle, Transport, Smoke, Chaos, Khorne, Land Raider, Frame
- FACTION KEYWORDS:** World Eaters

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

- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- 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. 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.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

- Chaos Land Raider

This model has a transport capacity of 14 World Eaters Infantry models. Each Possessed and Terminator model takes up the space of 2 models.

KEYWORDS:

Vehicle, Transport,
Smoke, Chaos, Khorne, Land Raider,
Frame

FACTION KEYWORDS:

World
Eaters

CHAOS PREDATOR
ANNIHILATOR

130 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
Heavy bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator twin lascannon RAPID FIRE 2 TWIN-LINKED	48"	1	4+	14	-3	D6+1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

ABILITIES

Blood-hungry Annihilator
Each time this model makes a ranged attack that targets the closest eligible Monster or Vehicle target within 18", you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

1x Chaos Predator Annihilator

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator twin lascannon, Armoured tracks

Wargear Options:

- This model can be equipped with one of: Combi-bolter, Combi-weapon.
- This model can be equipped with one of: 2 heavy bolters, 2 lascannons.



KEYWORDS: Vehicle, Smoke, Chaos, Khorne, Predator Annihilator, Frame

FACTION KEYWORDS: World Eaters

CHAOS PREDATOR
ANNIHILATOR

130 PTS

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

- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- 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. 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.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Chaos, Khorne, Predator Annihilator, Frame

FACTION KEYWORDS: World Eaters

CHAOS PREDATOR
DESTRUCTOR

130 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 4	24"	2	4+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Havoc launcher BLAST	48"	D6	4+	5	0	1
Heavy bolter RAPID FIRE 2 SUSTAINED HITS 1	36"	3	4+	5	-1	2
Lascannon	48"	1	4+	12	-3	D6+1
Predator autocannon RAPID FIRE 6	48"	4	4+	9	-1	3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	3+	6	0	1

ABILITIES

Punishing Suppression

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks (excluding Monsters and Vehicles*). Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

AUFSTELLUNG

1x Chaos Predator Destructor

Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Heavy bolter, Lascannon, Predator autocannon, Armoured tracks

Wargear Options:

This model can be equipped with one of: Combi-bolter, Combi-weapon.

This model can be equipped with one of: 2 heavy bolters, 2 lascannons.

KEYWORDS: Vehicle, Smoke, Chaos, Khorne, Predator Destructor, Frame

FACTION KEYWORDS: World Eaters

CHAOS PREDATOR
DESTRUCTOR

130 PTS

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

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke,
Chaos, Khorne, Predator Destructor,
Frame
FACTION KEYWORDS: World
Eaters

CHAOS RHINO

75 PTS

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

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

Meet Any Challenge
In your opponent's Movement phase, each time an enemy unit is set up or ends a Normal, Advance or Fall Back move within 8" of this model, any units embarked within it can disembark.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



- AUFSTELLUNG
- 1x Chaos Rhino
- Equipped with: Combi-bolter, Combi-weapon, Havoc launcher, Armoured tracks
- Wargear Options:
- This model can be equipped with 1x Combi-bolter.

This model can be equipped with one of: Combi-bolter, Combi-weapon.



KEYWORDS: Vehicle, Transport, Dedicated Transport, Smoke, Chaos, Khorne, Rhino, Frame

FACTION KEYWORDS: World Eaters

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

FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 2

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Chaos Rhino

This model has a transport capacity of 12 World Eaters Infantry models. It cannot transport Possessed or Terminator models.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Smoke, Chaos, Khorne, Rhino, Frame
FACTION KEYWORDS: World Eaters

CHAOS SPAWN

M	T	Sv	W	LD	OC
10"	5	4+	4	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hideous Mutations	Melee	D6+4	4+	5	-1	2

ABILITIES

To Slake Its Rage
This unit is eligible to declare a charge in a turn in which it Advanced.

FACTION RULES

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. 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.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



AUFSTELLUNG

2x Chaos Spawn - Equipped with:
Hideous Mutations



KEYWORDS: Beast, Chaos, Khorne, Spawn
FACTION KEYWORDS: World Eaters

165–330 PTS

M	T	Sv	W	LD	OC
7"	5	2+	3	6+	1

INVULNERABLE
SAVE



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

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-3	2
Paired accursed weapons TWIN-LINKED	Melee	5	3+	5	-2	1
Power fist	Melee	3	3+	8	-2	2

- This unit's ranged attacks that target the closest eligible target can re-roll hit rolls.
- When this unit declares a charge, you can use this part of this ability.

If you do:

- This unit can re-roll that charge roll.
- This unit must end that charge move engaged with the closest charge target.

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



- Each Terminator Champion can replace its Combi-bolter, accursed weapon with Combi-weapon, power fist, Combi-weapon, accursed weapon, power fist, Combi-weapon, chainfist



KEYWORDS: Infantry, Chaos, Khorne, Terminator, Terminator Squad
FACTION KEYWORDS: World Eaters

TERMINATOR CHAMPION

M	T	Sv	W	LD	OC
7"	5	2+	3	6+	1

INVULNERABLE
SAVE

4+

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- 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. 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.

CORE RULES

- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Chaos, Khorne, Terminator, Terminator Squad

FACTION KEYWORDS: World Eaters

DAEMON PRINCE OF KHORNE

200 PTS

M	T	Sv	W	LD	OC
10"	10	2+	10	6+	3

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellforged weapons - strike	Melee	8	2+	8	-2	3
Hellforged weapons - sweep	Melee	16	2+	6	-1	1

ABILITIES

- Devastating Assault**
Each time this model makes a Charge move, until the end of the turn, its hellforged weapons have the [DEVASTATING WOUNDS] ability.
- Direct the Slaughter**
Once per battle round, one model from your army with this ability can use it when a friendly World Eaters unit within 12" of this model is targeted with a Stratagem. If it does, reduce the CP cost of that Stratagem by 1CP.
- Lord of Murder**
While this model is within 3" of one or more friendly World Eaters Infantry units, this model has the Lone Operative ability.

WEAPON ABILITIES

- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

- 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. 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.



- AUFSTELLUNG
- 1x Daemon Prince of Khorne
- Equipped with: Infernal cannon, Hellforged weapons - strike, Hellforged weapons - sweep



KEYWORDS: Monster, Character, Chaos, Khorne, Daemon, Daemon Prince

FACTION KEYWORDS: World Eaters

DAEMON PRINCE OF KHORNE

200 PTS

M	T	Sv	W	LD	OC
10"	10	2+	10	6+	3

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Monster, Character, Chaos, Khorne, Daemon, Daemon Prince
FACTION KEYWORDS: World Eaters

DAEMON PRINCE OF KHORNE WITH WINGS

170 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	3

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hellforged weapons - strike	Melee	8	2+	8	-2	3
Hellforged weapons - sweep	Melee	16	2+	6	-1	1

ABILITIES

- Bloodied Terror**
At the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test, subtracting 1 if that enemy unit is Below Half-strength.
- Swooping Predator**
Each time this model ends a Normal or Advance move, you can select one enemy unit that it moved over during that move and roll 6 D6: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

- 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. 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.



- AUFSTELLUNG
- 1x Daemon Prince of Khorne with wings
- Equipped with: Infernal cannon, Hellforged weapons - strike, Hellforged weapons - sweep



KEYWORDS: Monster, Character, Chaos, Khorne, Daemon, Daemon Prince, Fly

FACTION KEYWORDS: World Eaters

DAEMON PRINCE OF KHORNE WITH WINGS

170 PTS

M	T	Sv	W	LD	OC
14"	9	2+	10	6+	3

INVULNERABLE
SAVE

4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Character,
Chaos, Khorne, Daemon, Daemon
Prince, Fly

FACTION KEYWORDS: World
Eaters

DEFILER

270 PTS

M	T	Sv	W	LD	OC
14"	11	3+	18	6+	5

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma destructor BLAST RAPID FIRE 2	36"	D6	4+	12	-3	3
Excruciator cannon RAPID FIRE 3	36"	6	4+	6	-1	2
Hades battle cannon BLAST RAPID FIRE 3	48"	D6+3	4+	10	-1	3
Hades lascannon RAPID FIRE 1	48"	2	4+	12	-3	D6+1
Heavy baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	7	-2	2
Heavy reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	48"	4	4+	9	-1	3
Magma cutter MELTA 2 RAPID FIRE 1	12"	2	4+	9	-4	D6
► Heavy missile launcher - frag BLAST RAPID FIRE 3	48"	2D6	4+	5	-1	1
► Heavy missile launcher - krak RAPID FIRE 1	48"	2	4+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electroscourge EXTRA ATTACKS SUSTAINED HITS 2	Melee	7	3+	12	-2	2
Shearing claws - strike	Melee	6	3+	16	-3	D6+1
Shearing claws - sweep	Melee	12	3+	6	-2	1

ABILITIES

Scuttling Walker

Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding Titanic models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

Unleash Wrath

At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model; this model can then either:

- Shoot at that unit, but only if it is an eligible target.
- Declare a charge against that unit (note that even if this charge is successful, this model does not receive any Charge bonus this turn).

WEAPON ABILITIES



AUFSTELLUNG

1x Defiler

Equipped with: Ectoplasma destructor, Excruciator cannon, Hades battle cannon, Hades lascannon, Heavy baleflamer, Heavy reaper autocannon, Magma cutter, ► Heavy missile launcher - frag, ► Heavy missile launcher - krak, Electroscourge, Shearing claws - strike, Shearing claws - sweep

Wargear Options:

- This model can replace its Heavy missile launcher with Electroscourge, Hades lascannon or Heavy reaper autocannon.
- This model can replace its Hades battle cannon with Ectoplasma destructor.
- This model can replace its Shearing claws with Hades battle cannon.



KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Defiler
FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
14"	11	3+	18	6+	5

INVULNERABLE
SAVE

5+

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Torrent
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

FACTION RULES

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. 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.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Defiler
FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
14"	11	3+	18	6+	5

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Defiler
FACTION KEYWORDS: World Eaters

EIGHT-BLESSED LORD
[CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	2+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	3+	5	-1	2
Bolt pistol PISTOL	12"	1	2+	4	0	1
Combi-bolter RAPID FIRE 1	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Reaper autocannon DEVASTATING WOUNDS RAPID FIRE 2 SUSTAINED HITS 1	36"	4	3+	7	-1	1
► Plasma pistol - standard PISTOL	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	2+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	6	2+	5	-2	1
Axe of dismemberment DEVASTATING WOUNDS PRECISION	Melee	5	2+	7	-2	2
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Chainblades	Melee	5	3+	3	0	1
Chainfist ANTI-VEHICLE 3+	Melee	5	3+	8	-2	2
Close combat weapon	Melee	6	2+	4	0	1
Daemon hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2
Exalted chainblade	Melee	7	2+	6	-1	2
Khornate eviscerator	Melee	5	3+	8	-2	2
Mauler chainblade	Melee	4	4+	4	-1	2
Paired manglers	Melee	4	3+	4	0	1
Power fist	Melee	5	2+	8	-2	2
Skullsmasher and mangler	Melee	3	3+	4	-1	2

AUFSTELLUNG

1x Eight-blessed Lord [Crucible]

Equipped with: Autopistol, Blood harpoon, Bolt pistol, Combi-bolter, Combi-weapon, Heavy flamer, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Bladed horn, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

Wargear Options:

■ This model can be equipped with up to 2 of: Bolt pistol, Autopistol, Plasma pistol.

■ This model can be equipped with up to 1 of: Blood harpoon, Combi-weapon, Heavy flamer, Reaper autocannon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Accursed weapon, Axe of dismemberment, Bladed horn, Chainblades, Chainfist, Close combat weapon, Daemon hammer, Exalted chainblade, Khornate eviscerator, Mauler chainblade, Paired manglers, Power fist, Skullsmasher and mangler

KEYWORDS: Character, Chaos, Khorne, Mounted, Eight-blessed Lord, Crucible

FACTION KEYWORDS: World Eaters

EIGHT-BLESSED LORD

[CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

ABILITIES

CORE - Leader, Leader, Leader, Leader

- Bellowed Challenge**
Melee weapons (excluding **Devastating Wounds** weapons) equipped by models in this unit gain the **[ANTI-MONSTER 4+]** and **[ANTI-VEHICLE 4+]** abilities.
- Bloodthirst**
Add 2 to Charge rolls made for this unit.
- Forwards, for Blood**
While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.
- Lord of Slaughter**
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if a different unit from your army has already been targeted with that Stratagem this phase.
- Murderous Insight**
Each time an attack made by this unit destroys an enemy unit, roll one D6: on a 4+, you gain 1CP.
- Rage Eternal**
While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.
- Leader**
This model can be attached to the following units: Terminator Squad

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Extra Attacks**
Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

KEYWORDS: Character, Chaos,
Khorne, Mounted, Eight-blessed
Lord, Crucible

FACTION KEYWORDS: World
Eaters

EIGHT-BLESSED LORD

[CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

- 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. 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.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Chaos, Khorne, Mounted, Eight-blessed Lord, Crucible

FACTION KEYWORDS: World Eaters

EIGHT-BLESSED LORD

[CRUCIBLE]

90 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE



Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Character, Chaos, Khorne, Mounted, Eight-blessed Lord, Crucible
FACTION KEYWORDS: World Eaters

EIGHTBOUND

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

INVULNERABLE
SAVE

5+

EIGHTBOUND CHAMPION

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

INVULNERABLE
SAVE

5+

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	5	3+	8	-2	2
Chainblades	Melee	5	3+	8	-2	2

ABILITIES

- 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 that targets a unit (excluding Monsters and Vehicles), add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Wound roll as well.
- Brazen Fury**
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.

FACTION RULES

- 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. 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.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Scouts 6"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



- AUFSTELLUNG
- 2-5x Eightbound - Equipped with: Chainblades
- 1x Eightbound Champion - Equipped with: Chainblades



KEYWORDS: Infantry, Chaos, Khorne, Daemon, Eightbound, Possessed

FACTION KEYWORDS: World Eaters

EXALTED EIGHTBOUND

130–265 PTS

EXALTED EIGHTBOUND

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

INVULNERABLE
SAVE

5+

EXALTED EIGHTBOUND CHAMPION

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades ANTI-MONSTER 3+ ANTI-VEHICLE 3+	Melee	4	3+	8	-3	2

ABILITIES

- Brazen Fury**
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6". That surge move is a Brazen Fury move.
- Rend and Tear**
Each time a model in this unit makes a melee attack that targets a Monster or Vehicle unit, until the end of the phase, improve the Damage characteristic of that attack by 1.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

FACTION RULES

- 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. 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.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



- AUFSTELLUNG
- 2-5x Exalted Eightbound -
Equipped with: Chainblades
- 1x Exalted Eightbound Champion
- Equipped with: Chainblades



KEYWORDS: Infantry, Chaos,
Khorne, Daemon, Exalted
Eightbound, Possessed

FACTION KEYWORDS: World
Eaters

FLESH HOUNDS

75–150 PTS

M	T	Sv	W	LD	OC
12"	4	7+	2	7+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burning roar IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gore-drenched fangs	Melee	3	3+	5	-1	1

ABILITIES

- Collar of Khorne**
The bearer has the Feel No Pain 3+ ability against Psychic Attacks.
- Hunters from the Warp**
At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Feel No Pain 3+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



- AUFSTELLUNG
- 4-9x Flesh Hound
1x Gore Hound
- Equipped with: Burning roar, Gore-drenched fangs



KEYWORDS: Beast, Chaos, Daemon, Khorne, Summoned, Flesh Hounds

FACTION KEYWORDS: Blood Legions

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ectoplasma cannon BLAST RAPID FIRE 1	36"	D3	4+	10	-3	3
Hades autocannon RAPID FIRE 4	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Forgefiend claws	Melee	6	3+	6	0	1
Forgefiend jaws	Melee	8	3+	7	-1	2

ABILITIES

- Furious Onslaught**
Each time this model makes a ranged attack that targets the closest eligible target within 18", you can re-roll the Hit roll.
- Terror of Khorne**
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

- 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. 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.



- AUFSTELLUNG
- 1x Forgefiend
- Equipped with:** Ectoplasma cannon, Hades autocannon, Forgefiend claws, Forgefiend jaws
- Wargear Options:**
 - This model can replace its 2 Hades autocannons with 2 ectoplasma cannons.
 - This model can replace its Forgefiend jaws with Ectoplasma cannon and claws.



KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Forgefiend

FACTION KEYWORDS: World Eaters

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

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

BLOOD HERALD

M	T	Sv	W	LD	OC
9"	4	6+	1	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Blood harpoon ASSAULT SUSTAINED HITS D3	18"	1	4+	5	-1	2

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade LANCE	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

Loping Speed
In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

WEAPON ABILITIES

Assault
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Lance
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

AUFSTELLUNG

1x Blood Herald - Equipped with:
Autopistol, Chainblade, Close combat weapon
7x Goremonger w/ blood harpoon
oder Goremonger w/ 2 pistols
oder Goremonger w/ chainblade

BLOOD HERALD

M	T	Sv	W	LD	OC
9"	4	6+	1	7+	1

FACTION RULES

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. 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.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	3

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	3+	6	0	1
Helbrute fist	Melee	6	3+	12	-2	3
Helbrute hammer	Melee	6	4+	14	-3	D6+1
Power scourge	Melee	10	3+	7	-1	2

ABILITIES

- Devoted to Destruction

If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.
- Frenzy

(Once per turn, per unit) In the Fight phase, when an enemy unit targets this unit, after that unit has resolved its attacks, you can use this ability. If you do, this unit is eligible to fight (even if it has already fought this phase) and must be selected to fight next.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



AUFSTELLUNG

- 1x Helbrute
- Equipped with:

Combi-bolter, Heavy flamer, Multi-melta, Plasma cannon, Twin autocannon, Twin heavy bolter, Twin lascannon, ► Missile launcher - frag, ► Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge
- Wargear Options:

■ This model can replace its Missile launcher with Helbrute fist with combi-bolter, Helbrute fist with heavy flamer, Helbrute hammer or Power scourge.

■ This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, Helbrute fist with combi-bolter, Helbrute fist with Twin lascannon, Twin heavy bolter, Plasma cannon.
-
- KEYWORDS: Vehicle, Walker, Chaos, Khorne, Helbrute

FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
9"	9	2+	8	6+	3

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

- 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. 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.

CORE RULES

- Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Helbrute
FACTION KEYWORDS: World Eaters

HELDRAKE

175 PTS

M	T	Sv	W	LD	OC
12"	9	3+	12	6+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Baleflamer IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
Hades autocannon RAPID FIRE 4	36"	6	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heldrake claws ANTI-FLY 2+ DEVASTATING WOUNDS	Melee	6	3+	7	-1	2

ABILITIES

- Airborne Predator**
Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.
- Terror of Khorne**
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



- AUFSTELLUNG
- 1x Heldrake
- Equipped with: Baleflamer, Hades autocannon, Heldrake claws
- Wargear Options:
 - This model can replace its Hades autocannon with Baleflamer.



KEYWORDS: Vehicle, Fly, Chaos, Khorne, Daemon, Heldrake

FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
12"	9	3+	12	6+	-

INVULNERABLE
SAVE



FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher BLAST	48"	D6	4+	5	0	1
Twin lascannon RAPID FIRE 1 TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	6	0	1

ABILITIES

Bomb Rack
Each time this model ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

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.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

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. 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.



AUFSTELLUNG

1x Hell Talon [Legends]

Equipped with: Autocannon, Havoc launcher, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Autocannon with Havoc launcher.



KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Khorne, Hell Talon

FACTION KEYWORDS: World Eaters

HELL TALON [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
20+''	9	3+	14	6+	0

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Khorne, Hell Talon
FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
20+''	8	3+	10	6+	0

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon RAPID FIRE 1 TWIN-LINKED	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

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

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON ABILITIES

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Hellblade [Legends]

Equipped with: Twin lascannon, Armoured hull

Wargear Options:

■ This model can replace its Two twin autocannons with Two twin lascannons.

KEYWORDS: Vehicle, Aircraft, Fly, Chaos, Khorne, Hellblade

FACTION KEYWORDS: World Eaters

JAKHAL

0 PTS

M	T	Sv	W	LD	OC
7"	4	6+	1	7+	1

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	3	4+	3	0	1

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

1x Jakhall

Equipped with: Autopistol,
Chainblades



KEYWORDS: -
FACTION KEYWORDS: -

JAKHAL PACK LEADER

M	T	Sv	W	LD	OC
7"	4	6+	1	7+	1

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblades	Melee	3	4+	3	0	1
Mauler chainblade	Melee	3	5+	4	-1	2
Paired manglers	Melee	4	4+	4	0	1
Skullsmasher and mangler	Melee	2	4+	4	-1	2

ABILITIES

- Icon of Khorne**
If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.
- 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 until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WEAPON ABILITIES

- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.

FACTION RULES

- 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. 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.



AUFSTELLUNG

- 1x Jakhals Pack Leader - Equipped with: Autopistol, Chainblades
- 1x Dishonoured w/ skullsmasher and mangler oder Dishonoured w/ paired manglers
- Wargear Options:**
- This unit can replace its 8 chainblades with 2 mauler chainblades, 15 chainblades, 17 chainblades, 1 mauler chainblade, 7 chainblades or 1 mauler chainblade, 16 chainblades.



KEYWORDS: Infantry, Chaos, Khorne, Jakhals, Grenades
FACTION KEYWORDS: World Eaters

KHORNE BERZERKERS

170–330 PTS

KHORNE BERZERKER CHAMPION

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	2

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainblade	Melee	4	3+	4	-1	1
Khornate eviscerator	Melee	3	3+	8	-2	2

ABILITIES

- Blood Surge

In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6+2".
- Icon of Khorne

If the bearer's unit contains 1 or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain one Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

WEAPON ABILITIES

- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.



AUFSTELLUNG

- 1x Khorne Berzerker Champion - Equipped with: Chainblade, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge
- 9x Khorne Berzerker
- Wargear Options:

■ Each Khorne Berzerker Champion can replace its Bolt pistol with Plasma pistol.



KEYWORDS:

Infantry, Battline, Grenades, Chaos, Khorne, Berzerkers

FACTION KEYWORDS:

World Eaters

KHORNE BERZERKERS

170–330 PTS

KHORNE BERZERKER CHAMPION

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	2

FACTION RULES

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. 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.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Battline,
Grenades, Chaos, Khorne,
Berzerkers

FACTION KEYWORDS: World
Eaters

KHORNE LORD OF SKULLS 505 PTS

M	T	Sv	W	LD	OC
12"	13	3+	24	6+	8

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Daemongore cannon BLAST RAPID FIRE 3	18"	D6	4+	14	-4	D6+2
Gorestorm cannon BLAST RAPID FIRE 3	24"	D6+3	4+	10	-2	3
Hades gatling cannon RAPID FIRE 6 SUSTAINED HITS 1	48"	12	4+	8	-2	2
Ichor cannon BLAST RAPID FIRE 4	48"	2D6	4+	7	-2	2
Skullhurler RAPID FIRE 3	60"	2D6	4+	14	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Great cleaver of Khorne - strike	Melee	6	3+	16	-4	8
➤ Great cleaver of Khorne - sweep	Melee	18	3+	8	-2	2

ABILITIES

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.

Idol of Blessed Blood

At the start of the battle round, if this unit is on the battlefield, when you make a Blessings of Khorne roll, roll one additional D6.

Terror of Khorne

At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

1x Khorne Lord of Skulls

Equipped with: Daemongore cannon, Gorestorm cannon, Hades gatling cannon, Ichor cannon, Skullhurler, ➤ Great cleaver of Khorne - strike, ➤ Great cleaver of Khorne - sweep

Wargear Options:

- This model can replace its Hades gatling cannon with Skullhurler.
- This model can replace its Gorestorm cannon with Daemongore cannon or Ichor cannon.



KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame
FACTION KEYWORDS: World Eaters

KHORNE LORD OF SKULLS 505 PTS

M	T	Sv	W	LD	OC
12"	13	3+	24	6+	8

INVULNERABLE
SAVE



FACTION RULES

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. 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.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Titanic, Towering, Chaos, Khorne, Daemon, Lord of Skulls, Frame
FACTION KEYWORDS: World Eaters

Khârn the Betrayer

115 PTS

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gorechild	Melee	8	2+	7	-2	3

ABILITIES

CORE - Leader

Berserker Frenzy

The first time this model is destroyed, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 3 wounds remaining.

Legendary Killer

While this model is leading a unit, each time a model in that unit makes a melee 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.

Leader

This model can be attached to the following unit: Khorne Berzerkers

WEAPON ABILITIES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.



AUFSTELLUNG

1x Khârn the Betrayer

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Gorechild



KEYWORDS: Infantry, Character, Epic Hero, Grenades, Chaos, Khorne, Khârn the Betrayer

FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
8"	4	3+	5	6+	1

INVULNERABLE
SAVE

4+

Faction Rules

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. 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.

Core Rules

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

LORD INVOCATUS100 PTS

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

INVULNERABLE
SAVE

4+

RANGED WEAPONS

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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Coward's Bane DEVASTATING WOUNDS	Melee	7	2+	6	-2	2

ABILITIES

CORE - Leader

Bloody Stampede
Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model, then 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.

Fire Riders
While this model is leading a unit, models in that unit have the Deep Strike ability and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally through models and terrain features. When making a Normal, Advance or Fall Back move, models in that unit can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them and any Desperate Escape test is automatically passed.

Leader
This model can be attached to the following units: Eightbound, Exalted Eightbound, Khorne Berzerkers

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Lance
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

1x Lord Invocatus

Equipped with: Bolt pistol, Bladed horn, Coward's Bane



KEYWORDS: Mounted, Character, Epic Hero, Chaos, Khorne, Lord Invocatus

FACTION KEYWORDS: World Eaters

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

INVULNERABLE
SAVE



Faction Rules

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. 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.

Core Rules

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

LORD ON JUGGERNAUT95 PTS

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed horn EXTRA ATTACKS LANCE	Melee	4	3+	6	-1	2
Exalted chainblade	Melee	7	2+	6	-1	2

ABILITIES

CORE - Leader

- Aggressive Advance**
While this model is leading a unit, models in that unit have a Move characteristic of 10" and each time a model in that unit makes a Normal, Advance, Fall Back or Charge move, it can move horizontally though terrain features.
- Crush All Who Stand Before Us**
Each time this model's unit is selected to fight, you can use this ability. When determining which models in this unit are eligible to fight, any models in it that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.
- Leader**
This model can be attached to the following units: Eightbound, Exalted Eightbound, Khorne Berzerkers

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



AUFSTELLUNG

1x Lord on Juggernaut

Equipped with: ► Plasma pistol - standard, ► Plasma pistol - supercharge, Bladed horn, Exalted chainblade



KEYWORDS: Mounted, Character, Chaos, Khorne, Lord on Juggernaut
FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
10"	6	3+	7	6+	2

INVULNERABLE
SAVE



FACTION RULES

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. 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.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

MASTER OF EXECUTIONS60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

A Worthy Skull

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. Each time this model's unit destroys a Character model, you gain 1CP.

Forwards, For Blood!

While this model is leading a unit, you can re-roll Advance rolls made for that unit and each time that unit makes a Blood Surge move, you can re-roll the D6 used to determine how far models in that unit move.

Leader

This model can be attached to the following unit: Khorne Berzerkers

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Master of Executions

Equipped with: Bolt pistol, Axe of dismemberment



KEYWORDS: Infantry, Character, Chaos, Khorne, Master of Executions

FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
8"	4	3+	4	6+	1

FACTION RULES

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. 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.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

MAULERFIEND

140 PTS

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Magma cutter MELTA 2 RAPID FIRE 1	6"	2	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lasher tendrils EXTRAATTACKS	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	8	3+	14	-2	D6+1

ABILITIES

- Savage Exaltation**
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 and, if that attack targets an enemy unit that is Below Half-Strength, add 1 to the Wound roll as well.
- Terror of Khorne**
At the start of the Fight phase, you can select one enemy unit engaged with this unit. That enemy unit makes a battle-shock roll, with -1 to that battle-shock roll. You cannot select the same enemy unit for this effect more than once per phase.
- The Scent of Blood**
In the Charge phase, when this unit declares a charge:
 - If an enemy unit below starting strength is within 9" of this unit, this unit has +1 to charge rolls.
 - Or: If an enemy unit below half strength is within 9" of this unit, this unit has +2 to charge rolls.

WEAPON ABILITIES

- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



- AUFSTELLUNG
- 1x Maulerfiend
- Equipped with: Magma cutter, Lasher tendrils, Maulerfiend fists
- Wargear Options:
 - This model can replace its Lasher tendrils with 2 magma cutters.



KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Maulerfiend

FACTION KEYWORDS: World Eaters

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

INVULNERABLE
SAVE



FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Maulerfiend
FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
10"	11	3+	20	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bellow of endless fury IGNORES COVER TORRENT	12"	2D6	N/A	8	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Slaughter and Carnage - strike	Melee	8	2+	16	-4	6
► Slaughter and Carnage - sweep	Melee	16	2+	8	-2	2

ABILITIES

- Damaged: 1-7 wounds remaining**
While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's Slaughter and Carnage.
- Murderlust**
This unit is eligible to declare a charge in a turn in which it Advanced.
- Rage Embodied (Aura)**
While a friendly Blood Legions unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

WEAPON ABILITIES

- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



- AUFSTELLUNG
- 1x Skarbrand
- Equipped with:** Bellow of endless fury, ► Slaughter and Carnage - strike, ► Slaughter and Carnage - sweep



KEYWORDS: Monster, Character, Epic Hero, Chaos, Daemon, Khorne, Skarbrand

FACTION KEYWORDS: Blood Legions

SLAUGHTERBOUND100 PTS

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	1

INVULNERABLE
SAVE

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lacerator and daemonic claw	Melee	6	2+	10	-2	2

ABILITIES

CORE - Leader

Lord of the Eightbound

If this model is attached to a World Eaters Possessed unit during the Declare Battle Formations step, this model has the Deep Strike and Scouts 6" abilities.

Possessed Lord

Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [Devastating Wounds] ability.

Rage Eternal

While this model is leading a unit, in your Command phase, you can return one destroyed Bodyguard model to that unit.

Leader

This model can be attached to the following units: Eightbound, Exalted Eightbound

FACTION RULES

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. 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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Slaughterbound

Equipped with: Lacerator and daemonic claw



KEYWORDS: Character, Infantry, Chaos, Khorne, Daemon, Slaughterbound, Possessed

FACTION KEYWORDS: World Eaters

M	T	Sv	W	LD	OC
10"	6	3+	6	6+	1

INVULNERABLE
SAVE



Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry,
Chaos, Khorne, Daemon,
Slaughterbound, Possessed
FACTION KEYWORDS: World
Eaters

PUNKTELISTE

EINHEIT	PUNKTE
Angron	330 pts
Bloodcrushers	95 pts (bis 3 Modelle) · 190 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Bloodcult Champion [Crucible]	60 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Bloodletters	90 pts
Bloodthirster	320 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Butcherlord [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Chaos Land Raider	220 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Chaos Predator Annihilator	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Predator Destructor	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Chaos Rhino	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Chaos Spawn	95 pts
Chaos Terminators	165 pts (bis 5 Modelle) · 330 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Daemon Prince of Khorne	200 pts
Daemon Prince of Khorne with wings	170 pts
Defiler	270 pts · ab der 2. gleichnamigen Einheit im Heer: +40 pts
Eight-blessed Lord [Crucible]	90 pts · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung) · +5 pts (Sonderbedingung)
Eightbound	125 pts (bis 3 Modelle) · 255 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Exalted Eightbound	130 pts (bis 3 Modelle) · 265 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Flesh Hounds	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen)
Forgefiend	140 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Goremongers	75 pts
Helbrute	120 pts
Heldrake	175 pts
Hell Talon [Legends]	140 pts
Hellblade [Legends]	115 pts
Jakhal	0 pts
Jakhals	65 pts (bis 10 Modelle) · 130 pts (ab 11 Modellen)
Khorne Berzerkers	170 pts (bis 10 Modelle) · 330 pts (ab 11 Modellen)
Khorne Lord of Skulls	505 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Khârn the Betrayer	115 pts
Lord Invocatus	100 pts
Lord on Juggernaut	95 pts
Master of Executions	60 pts

EINHEIT	PUNKTE
Maulerfiend	140 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Skarbrand	315 pts
Slaughterbound	100 pts

ENHANCEMENTS — BERZERKER WARBAD

ENHANCEMENT	PUNKTE
Berzerker Glaive	35 pts
Battle-lust	20 pts
Helm of Brazen Ire	30 pts
Favoured of Khorne	20 pts

ENHANCEMENTS — CULT OF BLOOD

ENHANCEMENT	PUNKTE
Brazen Form	25 pts
Butcher Lord	10 pts
Chosen of the Blood God	15 pts
Strategic Slaughter	20 pts

ENHANCEMENTS — GORETRACK ONSLAUGHT

ENHANCEMENT	PUNKTE
Aggressive Deployment	20 pts
Unleash Hell	10 pts
Infernal Infusion	25 pts
Murderous Onslaught	5 pts

ENHANCEMENTS — KHORNE DAEMONKIN

ENHANCEMENT	PUNKTE
Disciple of Khorne	15 pts
Blood-forged Armour	20 pts
Icon of War	25 pts
Blade of Endless Bloodshed	30 pts

ENHANCEMENTS — POSSESSED SLAUGHTERBAND

ENHANCEMENT	PUNKTE
Frenzied Focus	20 pts
Killing Clarity	15 pts
Violent Demise	10 pts
Malicious Vigour	30 pts

ENHANCEMENTS — VESSELS OF WRATH

ENHANCEMENT	PUNKTE
Archslaughterer	30 pts
Gateways to Glory	10 pts