WARHAMMER 40,000

CODEX

WORLD EATERS

World Eaters

THE CHOSEN OF KHORNE

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DOMINATUS
CADIA

Bloodshed and Butchery

CLAD IN CRIMSON AND BRASS THEY COME, A TIDAL WAVE OF BOUNDLESS FURY. THEY ARE WITHOUT RESTRAINT, WITHOUT MERCY OR FEAR. THEY ARE WRATH INCARNATE, TAKERS OF SKULLS, REAVERS WITH AN INSATIABLE LUST FOR BLOOD.

THEY ARE THE WORLD EATERS.

A BROKEN LEGION, THEY RAMPAGE ACROSS THE GALAXY, SLAUGHTERING AND BUTCHERING VICTIMS BEYOND COUNT IN THE NAME OF KHORNE, THE BLOOD GOD. DRIVEN BY A COMPULSION TO KILL, THEY HURL THEMSELVES UPON THE ENEMY WITH BERSERK FURY. THEIR ETERNAL RAGE IS UNDIMMED BY THE PASSAGE OF MILLENNIA. THEY ARE TRANSHUMAN MONSTROSITIES, CORRUPTED AND MUTATED BY THEIR MURDERLUST. THEY MARCH TO WAR IN BATTLE-SCARRED POWER ARMOUR EMBLAZONED WITH THE UNHOLY SIGILS OF KHORNE. THE LENSES OF THEIR HORNED HELMS GLOW WITH UNBRIDLED ANGER AS THEY HACK THEIR WAY THROUGH THEIR VICTIMS. HONOUR, GLORY, LOYALTY – THE WORLD EATERS HAVE LONG FORGOTTEN SUCH CONCEPTS. DRIVEN TO MADNESS BY THE INCESSANT POUNDING OF THE CRANIAL PAIN ENGINES KNOWN AS THE BUTCHER'S NAILS, THEY FIND RELIEF ONLY IN THE ACT OF MURDER.

ABOVE THE ROAR OF CHAINSWORDS, THE THUD OF BOLTGUNS AND THE SCREAMS OF THE DYING, THE WORLD EATERS' BATTLE CRY THUNDERS OVER MYRIAD FIELDS OF BATTLE.

'BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!'

KHORNE'S FAVOURED

The World Eaters are murderous killers driven by an insatiable bloodlust. Their minds consumed by maddening fury and their bodies riven by mutation and daemonic possession, they wage endless campaigns of gore-drenched violence, slaughtering all in their path.

Bloodthirsty devotees of Khorne, the World Eaters are a Traitor Legion composed of monstrous warriors forged from Human stock through an intricate and agonising combination of gene-therapy and blood-soaked surgery. Each is a hulking transhuman brute, an instrument of butchery and destruction possessing superior speed, strength and resilience, and utterly devoid of pity.

Long before they followed their Primarch, Angron, into treachery, the World Eaters already possessed a reputation for needless brutality. Since turning their backs upon the Imperium, they have fully embraced their base desires. They seek only to kill, hack, cleave and butcher their way across the galaxy, taking a tally of skulls and blood, leaving burning ruins and mountains of corpses in their wake. The World Eaters have no time for diplomacy, intrigue or subtlety. They simply seek to indulge their urge to slaughter.

All World Eaters undergo a unique procedure that sees them implanted with psycho-surgical devices known as the Butcher's Nails. Fixed deep within a warrior's brain stem, these torturous devices fill the subject with constant agony, amplifying their aggression to inhuman levels. The pain inflicted by the Butcher's Nails drives all World Eaters to the brink of insanity and beyond. Only the endorphins released by pure and unadulterated anger provide relief from the Nails' pounding. Thus, the World Eaters hurl themselves into battle with berserk fury, desperately seeking the momentary bliss that bloody violence offers.

Consciously or otherwise, all World Eaters serve Khorne, the Blood God. It is said that Khorne cares not from whence the blood flows, only that it continues to do so, and the World Eaters spill oceans of it. Those World Eaters who truly devote themselves to his cause may turn to daemonic patrons to enhance their killing might. Warp-induced mutations are rife amongst their ranks, many of which serve to render the subjects more lethal. These aberrations may include swollen masses of daemonic muscle, lashing tentacles, chitinous bladed arms and crushing claws.

The World Eaters display their devotion to the Blood God in the burnished, blood-splattered plate and brass trim of their power armour. Affixed to helms and daubed upon the pitted armour of their transports, the

VILE TRIBUTE

As fanatical adherents to the Blood God's creed, the World Eaters seek to demonstrate the depths of their faith through the hideous carnage they inflict. Khorne values two offerings above all others: blood and skulls. Some World Eaters deliver such trophies in volume, prioritising slaughter on an apocalyptic scale. Others are more selective in their offerings, demonstrating their martial might and boundless faith by hewing the skulls from the mightiest opponents.

mark of Khorne takes pride of place. Vehicles and power armour alike are replete with trophy racks displaying skulls, hides and other macabre remains of butchered victims. Blood, gore and gristle cake ceramite armour, the indelible marks of centuries of merciless butchery. Many of those doomed to face the World Eaters recoil before the charnel stench and nightmarish aspect of their battle-hungry foes. Those foolish enough to attempt surrender fare no better, for they are cut down without mercy. Khorne despises none more than cowards.

All World Eaters desire to vent their rage in melee combat. The vibration of growling chainswords felt through tensed muscles, the whine as adamantine teeth grind through ceramite, rip through wet flesh and splinter bone; these visceral experiences temporarily dull the agony of the Butcher's Nails in a way that no other form of combat can match. Whilst World Eaters may wield various ranged weapons, all are drawn towards the thick of the fighting, where they may lose themselves utterly in killing.

The World Eaters never practise stealth and subtlety. Brute force and inhuman aggression are the tools to which they turn time and time again. Seething tides of Goremonger and Jakhal cultists hurl themselves forwards, heedless of incoming fire, clambering over the bodies of their fallen to hack at the enemy. In their wake come the World Eaters themselves. Berzerkers of Khorne, insensate with rage, sweep into the rents carved by the cultists, their chain weapons widening mere lacerations in the enemy line into gaping wounds from whence blood flows in torrents. Roaring battle tanks, their tracks encrusted with churned viscera, unleash brutal salvoes at point-blank range. Armoured transports disgorge gore-encrusted ranks of warriors clad in ancient Terminator armour. Canid Daemon Engines bound forth to spit molten death and butcher cowering infantry with blood-drenched talons. Enacted by lesser warriors, such tactics would result only in defeat. When performed by hyper-aggressive Space Marines, however, they are brutally effective.

The Era Indomitus allows the World Eaters to indulge their burning need for slaughter on an apocalyptic scale. From roving bands of reavers to Khornate Blood Crusades composed of thousands of battle-crazed Berzerkers, the World Eaters' many warbands continue to carve ragged paths of butchery and slaughter across the galaxy. No bastion of Humanity or xenos enclave is beyond their reach and no mortal being safe from their limitless wrath. In the entirety of the known galaxy, there are few warriors more feared than Angron's sons.

THE XII LEGION

The XII Legion, which would become the World Eaters, were amongst those who embarked upon the Emperor's Great Crusade. Their subsequent descent into madness is steeped in treachery and bloodshed.

With furious violence and incomparable bravery, the XII Legion forged a reputation for securing total and absolute victory over any opponents. Whenever the Emperor's armies encountered a foe that refused to surrender, the XII were tasked with their destruction. Over time, the Emperor himself came to refer to them as his War Hounds, such was their determination and raw savagery.

THE PITS OF NUCERIA

When the Primarchs were scattered across the stars, Angron's pod was cast to Nuceria, a forbidding world ruled with an iron fist by sadistic techno-tyrants. The planet's oppressors sought to maintain order by forcing malcontents to take part in gladiatorial games. Seized by slavers, Angron was thrust into the arenas to serve as entertainment for the elite. He spent his formative years in the dank cells beneath Nuceria's arenas. There, he learned to fight, combining these skills with his gene-wrought might to lethal effect. With each gory kill, Angron won greater favour until the arena crowds sang his name above all others. He developed close-knit comradeship with his fellow gladiators, respecting the honour and dignity of these prospective rivals.

It was on Nuceria that Angron was implanted with the Butcher's Nails. The surgery served to erode Angron's sanity, turning a warrior already capable of savage violence into a raging killer barely able to control his fury. Now afflicted by the ceaseless throbbing of the Butcher's Nails, Angron at last resolved to lead a revolt and overthrow Nuceria's elite high-riders.

With Angron at their head, the gladiators broke free from the arena, slaughtering their guard and crushing army after army sent against them. Many of their number were slain, though those who fell did so without regret, for at least they died free. Despite the carnage they inflicted, Angron's band of warriors were utterly outmatched by the technologically superior forces of the high-riders. Their resistance came to an end in the peaks of a soaring mountain range. There, they resolved to make their last stand and meet their doom as free people. For Angron, however, there would be no such release. As his beloved

THE PRIMARCHS

Having brought order and relative peace to Humanity's home world during the Terran conflict known as the Unification Wars, the Emperor of Mankind looked beyond Terra. He sought to restore Humanity's glory. He sought to conquer the stars.

If his conquests were to be successful, the Emperor knew he would require the greatest warriors Humanity had ever seen. And so, using technology seized from defeated techno-barbarian warlords, gene-enhanced tyrants and cruel vivisectionists, he set to work. Twenty such beings were gene-forged, of which Angron was one.

These Primarchs, as they were named, would grow into the perfect warrior generals, each with their unique talents and preferences. Angron, for example, was blessed with a warlike and brutal nature, his physical form capable of enduring terrible punishment and meting out worse in return. From the genetic material of his gene-children, the Emperor forged a Space Marine Legion destined to be led by its respective Primarch.

Disaster struck, however. The nascent Primarchs, still in their foetal stages, were snatched away by dark, unknown forces and cast across the galaxy. Thus, as the Emperor began his Great Crusade, one of his primary objectives was to recover his lost gene-sons and unite them with their respective Space Marine Legions, as initially intended.

HATRED OF SORCERY

The Blood God is said to despise sorcery, viewing its practice as dishonourable and cowardly. Thus, his daemons and cultists often single out the wielders of magic as primary targets; this is a view shared by the World Eaters themselves, though it was not always thus.

The Librarians of the XII Legion proved incapable of withstanding the implantation of the Butcher's Nails, resulting in the deaths of most of their number soon after Angron took command.

Only a handful remained by the time the Legion ceased attempting to perform the process on its Librarians. When the Horus Heresy drew to its bloody conclusion, and the World Eaters had begun to slip into Khorne's grasp, they had fully embraced their patron's distrust and suspicion of sorcery.

comrades prepared to do battle, the Primarch was teleported away from Nuceria's surface. The Emperor had come for his son and had no intention of allowing him to die for such a futile cause. Angron would never forgive the Emperor for extracting him from Nuceria against his will. He had been denied the opportunity to die free for a cause of his choosing whilst fighting alongside those he loved most. The feelings of guilt and hatred Angron experienced at that moment have curdled within his soul ever since.

THE HORUS HERESY

Upon taking command of the XII Legion, Angron renamed them the World Eaters. His warriors saw him as a shining example of aggression and violent potential. Thus, when he decreed that all must be implanted with the Butcher's Nails, the majority willingly submitted themselves to the surgery. Many died under the knife as the Legion's Apothecaries perfected the implantation process. Their sacrifice was deemed worthwhile, for the Butcher's Nails would bring the entire Legion closer to emulating their Primarch.

The World Eaters' reputation for needless brutality only increased during Angron's reign. Indeed, the Legion committed so many atrocities during the Great Crusade that their actions drew the Emperor's ire. The bitterness Angron felt towards his father only increased as he was censured for his barbarity. When the Warmaster Horus began his rebellion, Angron needed little persuasion to pledge his Legion to the Warmaster's cause, and his forces took part in many bloody battles against their former allies. The Legion's warriors were present during the climactic fighting of that terrible conflict, the bloody and destructive Siege of Terra. There, Angron, by now transformed into a daemonic monstrosity, engaged his brother Sanguinius in a titanic duel before the Eternity Gate and was struck down. Whilst Angron's daemonhood shielded him from death, he was cast into the Warp and separated from his Legion. Horus' defeat and demise would soon follow, bringing an end to the Warmaster's rebellion.

In the wake of the defeat on Terra, the remnants of the World Eaters Legion were forced back towards the Eye of Terror by the vengeful forces of the Imperium. Khârn, Angron's most influential lieutenant, had been so severely wounded during the Siege of Terra that he lingered upon the brink of death. Devoid of leadership, lacking vital supplies and driven to madness by the constant pounding of the Butcher's Nails, the surviving warriors were left vulnerable. Many were slain as they made their way across the ravaged Imperium, closely pursued by vengeful Imperial loyalists seeking to end them for good.

THE SHATTERING ON SKALATHRAX

Seeking refuge on the daemon worlds within the Eye of Terror, the World Eaters encountered a large fleet of voidships belonging to the Emperor's Children over an unnamed world. As the two forces engaged in a standoff, Khârn awoke and forced the stalemate into a ferocious and bloody conflict. He named the planet upon which the battle occurred *Skalathrax*, meaning 'place of judgement' or 'destruction' in Nagrakali – the language most commonly used by the World Eaters in that era.

Skalathrax was a world of extremes; its lethally cold nights forced even Space Marines to seek cover during dark hours. Yet despite these forced ceasefires, the campaign proved as deadly as those fought during the Horus Heresy. The Emperor's Children were numerically superior and far more organised than their cousins, the World Eaters. Yet, the raw ferocity and animalistic determination of Angron's sons saw the war turn in their favour.

Though they were able to gain ground, the stop-start nature of the conflict caused many of the World Eaters' insanity to worsen as they endured long nights of inaction through which the Butcher's Nails tore remorselessly at their psyches with demands for battle that they could not heed. Eventually, on what would come to be referred to as the Night of Madness, Khârn snapped under the pressure. Taking up a flamer, he ran through the World Eaters and burned them out of their sanctuary, forcing them into the gathering cold and onto the attack. Those who sought to stop him or refused to fight were hacked down in blind fury. His actions incited infighting that saw the World Eaters descend into a crazed rage and resulted in their remaining cohesion being shattered. Brother turned upon brother in an apoplectic rage. Many died at the hands of former allies, or froze to death upon Skalathrax's frigid surface.

By dawn, the XII Legion had been reduced to small warbands, roving squads and individual champions. Fighting continued between the few remaining detachments. Those who saw little point in fighting to the death on such a worthless world clashed with those who advocated remaining and continuing the battle. The Emperor's Children, who had previously been upon the brink of defeat, exploited the World Eaters' infighting with great glee, killing many more of Angron's sons before fleeing the planet. In a single night of madness, Khârn's actions had destroyed the World Eaters as a unified fighting force. Never again would they take to the battlefield in the numbers seen during the bitter and devastating battles of the Horus Heresy.

Khorne is the Blood God, the deity of bloodshed, martial might and boundless rage. As one of the four Chaos Gods, his followers say he dwells within the Empyrean, that realm formed from the raw emotion of mortal beings. Worshippers of the Blood God say he draws power from hatred, wrath and violent fury. If this is true, then he may be the most powerful of the Dark Gods of Chaos, for mortals have done battle since time immemorial. The only worship Khorne demands is bloodshed. Thus, his followers seek to inflict bloodshed in his name. Those who seek the Blood God's favour may bear his mark upon their flesh, seeking to battle worthy foes, shed their blood and take skulls as offerings to the Lord of Rage that they might receive his unholy blessings in return.

Blood rain fell from a scarlet sky to pool in shell craters and trenches. Pained cries rang out, mingling with the angry growl of chain weapons and the sound of shredding gristle. Reality tore open like a freshly cloven wound, and through the sundered veil flooded a torrent that washed across nearby combatants, coating them in viscera.

From the gaping slit, Angron erupted into reality amidst the deluge of gore, his towering form slick with crimson ichor. He snorted steam and glared at the conflict unfolding around him. He sensed the iron tang of blood. He heard the battle cries of his gene-sons rise to a deafening roar. Most of all, however, he sensed waves of fear rippling from cowering Human soldiers shocked by his appearance.

Throbbing pain coursed through his daemonic form. He felt them still, the Butcher's Nails, gouging at the back of his skull. Incessant. Unrelenting. The Butcher's Nails were part of him. Even in daemonhood, he could not escape their endless call to battle. Only one thing would dull them: blood.

In the taloned grip of his right hand, Spinegrinder sang its throaty dirge. In his left, Samni'arius hissed and bayed to taste mortal flesh. Angron stamped forward, his hooves crushing warriors into the mud-clogged mire. Through the pounding of the Nails, he felt their bones snap and splinter like dry twigs.

Before him, World Eaters Berzerkers scaled a mountainous slope of the dead. Trench systems wound around a series of squat fortresses rising from a polluted wasteland pock-marked by shell craters and smouldering wreckage. The corpses of Jakhals and armoured Humans lay scattered all around, piled high enough to ford trenches and reach battlements.

As Angron's sons pressed forward, the remaining defenders hammered them with bolter fire. He saw them then, Sanguinius' sons, their crimson armour pristine and gleaming. Molten ire coursed through him.

He leapt forwards, wingbeats propelling him over the heads of Berzerkers. Flak fire splashed against his brass plate and seared holes in his flesh. He barely felt their impact. Consciousness fled, chased into the recesses of his mind by a flood of aggression. Angron swept Spinegrinder into a mass of combatants. Its teeth sheared through ceramite plate, ragged meat spraying. The sons of Sanguinius and Angron alike were torn asunder, their remains spurting blood and leaking viscera.

Still, the agonising pounding, pounding, pounding in his mind continued.

An explosive shell smashed into the Daemon Primarch's side. He snarled and spun towards the source of the incoming fire. A lumbering Dreadnought, its weapon-arms glowing, strode towards him, firing as it came.

Angron roared in return, the sonic wave of his bellow knocking Human soldiery from their feet. He broke into a charge, raising Samni'arius aloft. The sword's runes glowed white hot, trailing steam as it cut through the air and sliced into the Dreadnought's ceramite chassis. The two halves of the vehicle, glowing orange where the molten blade had parted them, toppled to the ground. Boiling amniotic fluid sloshed from its sundered sarcophagus, spilling forth the withered remains of the Space Marine inside.

Angron left the stricken Dreadnought behind, wings driving him towards a Predator, its cannon swivelling to face him. Spinegrinder sheared through the weapon's barrel. The Daemon Primarch hurled himself shoulder-first into the vehicle's armoured flank, flipping it onto its roof. Samni'arius came down again, point first, and buried itself deep into the Predator's hull. The glowing blade ignited fuel and ammunition. A crackling series of explosions rippled from within the tank, incinerating the helpless crew instantly.

Berzerkers surged forwards in the Daemon Primarch's wake, their battle cries growing louder and more wild by the second. Chain weapons whined and cackled, becoming muffled as they were clogged with meat. The Berzerkers hurled themselves at the enemy: hacking, stabbing, killing.

Angron aimed a kick at a Blood Angels Terminator, connecting with enough force to propel the foe through the air. The Terminator slammed into a bunker wall some two-dozen feet distant. Ferrocrete splintered under the force of the impact. Berzerkers rushed towards the downed foe, bellowing wildly as they rained axe blows upon him. The Daemon Primarch lost himself in violence and fury. The throbbing pain of the Butcher's Nails receded, blotted out by the intensity of his anger. Angron brought Spinegrinder down in a thunderous arc, driving its spinning teeth through the skull of another victim. Blood Angel or World Eater, Angron cared not.

Khorne's chosen Primarch leapt atop a ferrocrete battlement, sweeping his club-like tail across its ramparts and sending cowering soldiers spinning into the midst of frenzied World Eaters infantry.

'Blood for the Blood God!' Angron bellowed, the cry loud enough to crack armaglass and shatter eardrums.

The foe had begun to break now, fleeing desperately from the battlefield. Angron glared contemptuously down upon the cowards, the Nails pounding, pounding, pounding, once more in his mind's recesses. None would escape the Red Angel's wrath.

WAR WITHOUT END

Events on Skalathrax determined the course of the World Eaters for millennia. The remnants of the Legion, divided into autonomous warbands, set about pursuing battle wherever they could find it.

Angron spent long swathes of the following centuries distant from his gene-sons. The remaining World Eaters spent little time speculating about their Daemon Primarch's location. Deprived of the resources they possessed as a unified Legion, the World Eaters warbands were forced to reave and plunder what they required to make war. Within the Eye of Terror, they turned upon their former allies of the other Traitor Legions, vying with them for enslaved people, ammunition, warships and other supplies that their endless warfare required.

Constant fighting eroded their numbers as the millennia passed. Death in battle was not the only factor that contributed to the decline. Some warriors, disillusioned by their Legion's collapse or tempted by the promise of further conflict, opted to throw in their lot with the Black Legion or to align themselves with other heretic factions.

To replace these losses, many warbands began to seize strong youths from the worlds they raided, intending to forge them into World Eaters. However, the crazed Berzerker-surgeons were amongst the only inheritors of the knowledge once held by the World Eaters' Apothecaries. Whilst these macabre vivisectionists could harvest gene-seed from fallen battle-brothers or the corpses of loyalist Space Marine foes, they were few in number. The Berzerker-surgeons' gore-encrusted laboratories were incapable of producing new warriors at the rate required to replace their ever-accumulating losses.

Thankfully, Khorne has never been short of converts to his bloody creed. Kill-crazed warriors from rival Traitor Legions and fugitive renegades from otherwise loyalist Space Marine Chapters have continued to fall into the embrace of the Blood God. Many of their number look upon Angron's sons as the ultimate expression of Khorne's murderlust. A flood of such aspirants has continued to provide World Eaters' warbands with fresh recruits for their cause. Such warriors endure the agonising implantation of the Butcher's Nails so that they might be granted the inhuman rage they seek and, with it, take the skulls of enemies beyond count. Thus, despite their unending campaigns of brutal violence, the World Eaters' numbers remain strong, albeit at the cost of the genetic purity of Angron's Legion.

THE SLAUGHTER ON ARMAGEDDON

It would not be until M41 and the First War for Armageddon that the remnants of the treacherous XII Legion would return to anything approaching unity. Even then, it was to be temporary. Rallied by a refocused Angron, the World Eaters descended upon this hive world aboard the space hulk *Devourer of Stars*. Whether by design or coincidence, the invasion coincided with a period of strife upon Armageddon's surface. Focused entirely upon suppressing revolt and rebellion, Armageddon's defenders were caught utterly by surprise.

Billions were slain in the fighting that followed. The World Eaters and their cultist allies inflicted such butchery upon the populace that Khorne's daemons were drawn on the tides of the Warp and through the veil into reality. Only thanks to the presence of an entire Great Company of Space Wolves, led by Logan Grimnar, and the arrival of the daemon-hunting Grey Knights, was the invasion eventually halted. Angron manifested in the company of a dozen Bloodthirsters, towering greater daemons of Khorne, and led an assault upon Armageddon's primary hives. His rage was terrifying to behold. Hundreds fell to his Black Blade, their souls dragged screaming into the Warp. The climactic battle saw Angron and his Bloodthirster retinue fight with a force of Grey Knights Terminators under Brother-Captain Taremar Aurellian. The conflict turned with the shattering of the Black Blade, which his sons believed he had wielded for ten millennia. Aurellian managed to banish Angron back to the Warp, though doing so cost him his life. Indeed, of the one-hundred-and-nine Grey Knights Terminators who took to the field, only thirteen survived. The planet would take many years to recover from the carnage Angron's World Eaters had wrought.

Even in defeat, Angron had left an indelible bloodstain upon the surface of Armageddon. The tear through which he had first manifested, known as the Red Angel's Gate, lingered as an empyric weakness that barely held the Warp at bay. A complement of Grey Knights remained on Armageddon, tasked with watching over the dormant scar on reality.

Deprived once more of Angron's raw and magnetic anger, the Legion disintegrated again. New champions of Khorne hacked, bludgeoned and slaughtered their way into positions of power. Angron, meanwhile, trapped once more within the Warp, seethed with anger at the ignominious defeat, salving his wounded pride in the blood and ichor of that realm's denizens. It would be some time before the Red Angel would return to the galaxy to wreak destruction.

THE GORECHASM

Frenzied followers of the Blood God refer to the Great Rift that bisects the galaxy as the Gorechasm. This colossal warp rift is the largest of innumerable newly cleft wounds in reality. From it, the World Eaters and daemons of Khorne surge in all their blood-slick horror.

The Gorechasm proved a glorious boon to the worshippers of the Dark Gods. Its emergence not only sundered the Imperium but allowed the denizens of the Eye of Terror – foremost amongst them the remnants of the Traitor Legions – to spread themselves across the galaxy as never before, striking at unsuspecting worlds and slaughtering the unready.

Warbands of the World Eaters revelled in the freedom they had been given to indulge their violent tendencies. In the wake of Cadia's fall, some swore temporary allegiance to Abaddon and followed Haarken Worldclaimer in his assault through the Nachmund Gauntlet. Others joined the Khornate Blood Crusades in carving a path towards Terra, raided unsuspecting xenos territories deep within the galactic core or surged towards the ruinous bloodshed unfolding in the vicinity of Baal. Wherever battle raged, the hounds of Khorne bayed for blood.

STORM OF BLOOD

Driven on by their devotion to Khorne and the agonising pounding of the Butcher's Nails, the World Eaters' many warbands seek conflict wherever it can be found. They follow the tides of the Warp across the length and breadth of the galaxy, emerging from the Immaterium to reave and butcher all who stand in their way.

The World Eaters have always favoured a direct and uncomplicated form of warfare. Subtlety is not an attribute the Legion ever possessed. Their warbands rarely conduct sprawling campaigns to pursue some grand, overarching plan of conquest. Neither do their Lords attempt to seize and hold territory or establish lasting domains. They exist only to kill. Once their foes have been carved apart and the prospect of bloodshed has receded, their attention will be drawn towards fresh targets.

The warriors of the World Eaters are constantly driven to find and corner new prey to slaughter, and their motivations can differ from one group to the next. Whilst some kill to find temporary relief from their constant agony, others seek to earn the favour of Khorne, trying to gain the reward of immortality through daemonhood so that they can unleash violent carnage for all eternity. Some are motivated by vengeance, fixated on wreaking carnage upon the Imperium's many worlds and seeking out worthy foes whose skulls will make fine trophies. All World Eaters, however, are united by an insatiable need to inflict violent death. They are frenzied berserkers, and the act of murder – the more violent and gory the better – is its own reward.

World Eaters' battle plans are brutally straightforward, constructed with a purity of purpose lacking amongst the more ostentatious or calculating of other Traitor Legions. Angron neither possessed nor saw the need for a perfect grasp of grand strategy, as did Horus. Neither did his Legion develop the tactical flexibility espoused by Roboute Guilliman. Instead, it was Angron's belief – and remains that of his sons – that, regardless of the odds, victory could be achieved through the precise application of aggression. The Legion's millennia-long descent into madness has eroded any control that remained. Yet, the weaponised anger of its warriors has only grown in intensity, and this frenzied insanity has a tactical value all of its own.

Most assaults are heralded by orbital bombardments that set the skies afire and shatter hab-structures and fortifications into smouldering ruins. Those defenders that survive often carry terrible wounds or are driven insane by visions of blood. Before the survivors can recover their senses, the deafening sonic booms of plummeting Drop Pods and the predatory roars of dropship engines reverberate over defensive positions.

First come the Goremongers and Jakhals, driven by potent cocktails of stimulants and curdled blood. They hurl themselves towards their foes without fear or caution. These battle-crazed assailants may fall by the hundred, yet still they come, pounding over the bullet-ridden bodies of their dead and leaping into the enemy. Their chain weapons reap a terrible toll, forcing breaks in the foe's line through which Berzerkers charge. Howling with frenzied rage, plate encrusted with centuries of spilt blood, they crash against their enemies in a tidal wave of seething violence, shredding, dismembering and pulping those who stand before them. The terrified screams of the fleeing; the wet, rasping cries of the eviscerated; the alternating roar and whine of chain weapons driven into flesh, gristle and bone: these sounds accompany the mindless savagery of the World Eaters' assault.

As blood runs in torrents through trench lines and pools around the mutilated corpses of the fallen, armoured battle tanks caked with ichor and bedecked with the skulls and hides of prior victims roll forwards, grinding over the wailing wounded, their running gear clogged with pulped meat. Turret-mounted weapons flare to life, spitting hails of indiscriminate fire into furious melees, these salvoes felling both friend and foe. Daemon Engines lope into the fray, splitting open enemy vehicles and snatching up their screaming crews with cruel talons and fanged jaws.

The few foes able to resist the oncoming tide and hold on to their positions and sanity find themselves surrounded by mountains of corpses. Cut adrift amidst a raging ocean of violence, they are soon overwhelmed. Eightbound champions, their bodies swollen with daemonic mutations, appear through fire and ash to fall upon them, bladed limbs bisecting, decapitating and disembowelling their victims with each brutal swing.

Even those protected by seemingly impenetrable fortresses and holdfasts are never safe from harm. In crackling fields of fulminating energy, hulking warriors clad in Terminator armour teleport from their orbiting vessels to appear in the heart of command bunkers, weapons batteries and other fortifications. They spray hails of fire into unsuspecting targets before charging forward and ripping their victims limb from limb with power fists, chain weapons and corrupted blades.

THE INFERNAL LEGIONS

If the enemy proves stubborn enough to resist the furious onslaught, and their guns and blades take an equal toll upon the invaders, and should blood flow and skulls be taken in great enough numbers, then Khorne's bloodthirst is made manifest. When the slaughter reaches its nightmarish crescendo, reality breaks open. The stench of sulphur and blood pours forth from yawning rifts, and the infernal drums of war beat loudly. Tearing their way through the veil separating the Warp from reality come Khorne's immortal hordes. First come slavering ranks of Bloodletters brandishing hellforged blades and raising aloft bloodstained banners proclaiming their allegiance to Khorne. Long tongues loll from their fanged mouths, writhing and flicking as they taste viscera and fear mingling in smoke-thick air. Hound-like daemons bound at their heels before sprinting past them and leaping upon terrified mortals, slavering maws ripping flesh and splintering bone.

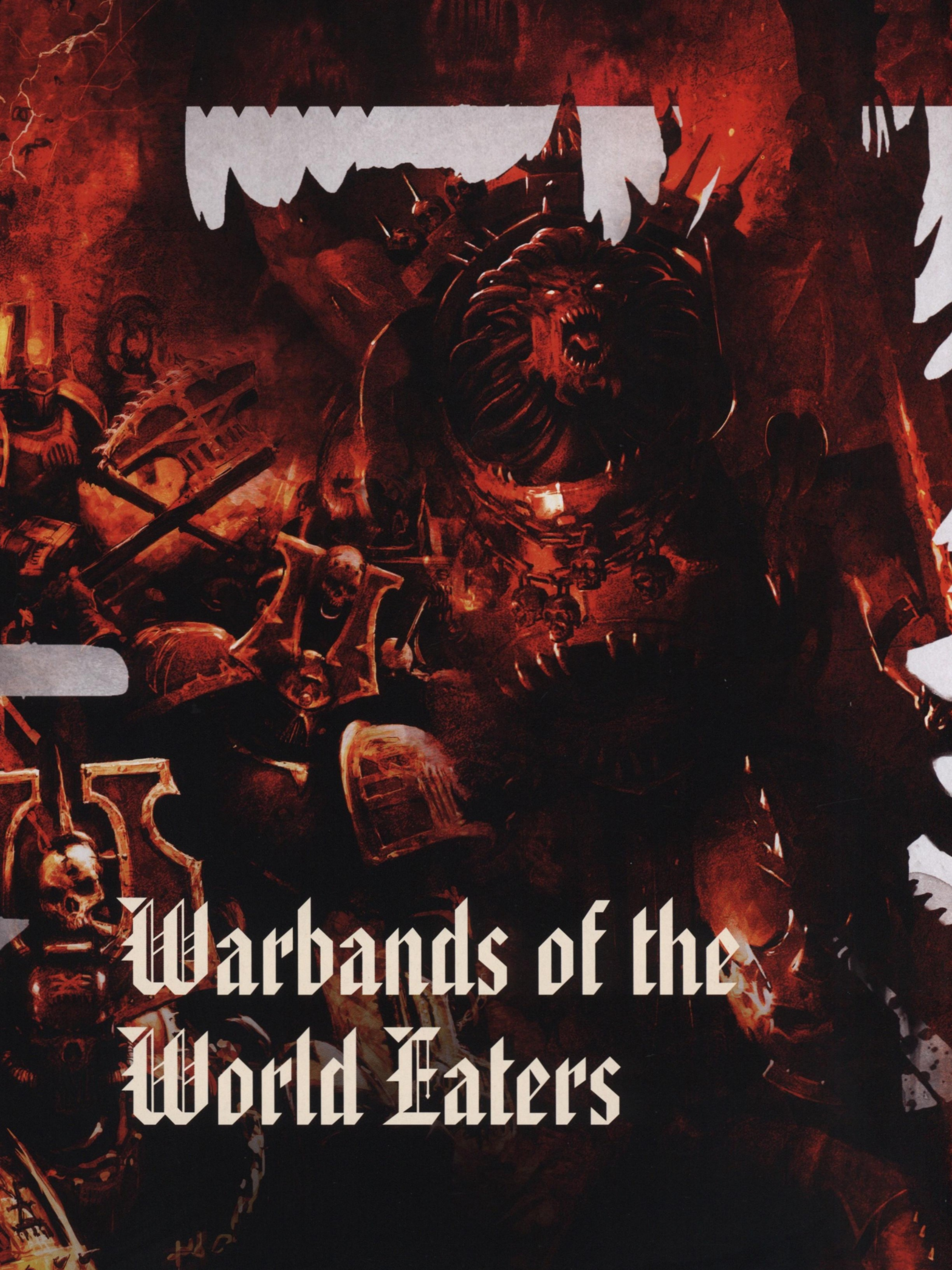
Upon the flanks of enemy armies, Bloodletters mounted atop iron-shod Juggernauts thunder forward, hissing and snarling as their steeds crash over barricades and obstacles, obsidian smoke trailing from the beasts' flared nostrils. On the Juggernauts plough, sweeping aside infantry and barreling into armoured vehicles horn first. Their Bloodletter riders lean low to strike heads from shoulders with their hellforged blades.

Brass-clad and crimson-skinned, greater daemons lead Khorne's daemonic hordes. Each of these monstrous creatures possesses a keen intellect and brutal charisma, urging their underlings forward with bone-shaking bellows and the lash and crack of whipping weapons. Frenzied Bloodthirsters are almost unstoppable, scything their weapons through entire infantry lines and cutting tracked vehicles in two. Only by applying a raging inferno of firepower or through the intervention of a champion of legendary skill may such entities be banished back to the Warp.

Many of Khorne's devotees look upon his daemons with envious eyes, seeing in these monstrosities the purest examples of strength and brutality. Where the blood legions tread, the mortal faithful of the Blood God fight harder and with greater ferocity, for wherever the Daemons of Khorne make war, the judgemental gaze of Khorne will surely fall.

AZRAKH THE ANNIHILATOR

Even by the standards of his fellow World Eaters, Azrakh is a pitiless killer. He earned his moniker during the assault on the Orion Gate, a towering obsidian fortress grimly held by an opposing force of Iron Warriors. He and his warband murdered their way through Perturabo's bitter sons. Of the four hundred warriors who partook in the bloodshed, only Azrakh emerged alive, his Terminator plate pitted, scarred and caked in the oil and blood of Iron Warriors, World Eaters and Daemon Engines.



Warbands of the World Eaters

A LEGION FRACTURED

Of those World Eaters that remain, few possess any knowledge of the ancient history of their Legion. Fewer still care about such times. Their purpose now is to kill and make war and, in doing so, offer praise to Khorne.

The fighting on Skalathrax may have spelt the end of the World Eaters as a unified Legion, but their tale of bloodshed and carnage was only beginning. From the Legion's ashes rose countless warbands, varying in size and ambition, but all led by puissant champions of Khorne, each of whom had earned their position by taking the skulls of their rivals. Warriors and cultist devotees are drawn to these charismatic and ruthless champions in their droves. To their followers, it is clear these despots possess the favour of Khorne, but they are worthy commanders only because they offer their warriors continued opportunities to slaughter, burn and destroy.

Command of a warband, however, is always temporary. Most World Eaters walk the Path to Glory, seeking the immortality of daemonhood. Such rewards are granted only to the mightiest and most ambitious warriors; thus, the Legion's leaders regularly find their positions under threat. The simplistic but effective hierarchy of officers of varying rank and seniority that Angron oversaw in the Legion's ancient past has long been abandoned. All leaders, from the champions who lead individual squads to the Lords and Daemon Princes who command entire warbands, rise to positions of power by winning victories, taking skulls and, ultimately, slaying their superiors. In some warbands, such leadership challenges are resolved through ritual combat. Others have no concept of honour. Instead, outright betrayal and murder are the expected methods by which burgeoning champions of Khorne improve their station.

Those who lead World Eaters' warbands are rarely given to ostentatious titles. Any they may opt to use are intended to demonstrate their ferocity, brutality, combat prowess or devotion to Khorne. Kharokk the Pulveriser, whose power maul pulped the skull of Warboss Skragskab; Garrok Cowardsbane, who has earned the favour of Khorne by butchering the devoted of Slaanesh wherever he finds them; the Daemon Prince Rorgoth Heart-Eater, whose cannibalistic tendencies are emulated by his followers: these are but three of the hundreds of World Eaters to have earned blood-drenched infamy for their unbound savagery. These warlords bestow upon their warbands names chosen to inspire fear in prospective victims and to honour Khorne. Such appellations include the Skull Flensers, the Eightscarred, the Bloodgorged and the Sons of Slaughter. The livery utilised by these myriad groups of World Eaters is nearly always dominated by red, which represents blood, brass in honour of Khorne and black for death. Of course, regardless of allegiance, the power armour worn by the World Eaters is almost always covered in thick layers of fresh blood and caked with viscera. Markings and icons are many and varied, where they are still visible amidst accumulated grime and battle damage. Some warbands still retain the icon of the World Eaters Legion on their pauldrons – fanged jaws closed around a planet. Others have replaced this iconography with stylised versions of Khornate runes, leering daemonic faces, skulls and other symbols of death, warfare and destruction.

Warbands dedicated to Khorne range significantly in size. The smallest may consist of only a few dozen Berzerkers. The largest are hundreds strong and have voidships, armoured vehicles and lethal Daemon Engines at their command. Multiple warbands will occasionally be drawn together, pooling their resources to assault a particularly well-defended target. However, it takes a forceful personality to maintain such a union and infighting between rival factions is typical.

THE PRIMARCH'S INFLUENCE

Angron is the only being amongst the World Eaters capable of battering his fractured Legion into any form of lasting unity. Yet the Daemon Primarch's ever-raging campaigns of violence extend far beyond realspace, and it is rare that his focus settles long upon a single objective. However, when he curses the galaxy with his presence, many World Eaters are drawn to fight at his side.

Amongst some of Angron's most infamous campaigns were the Dominion of Fire, the First War for Armageddon and the Battle of Malak campaigns. In each of these conflicts he strode to war at the head of a force containing scores of warbands. At the Battle of Idolatros, on the blighted surface of Wyrmwood, Angron led thousands of Berzerkers in battle against a combined force of Blood Angels and Dark Angels. Despite inflicting terrible wounds upon Commander Dante, Angron was banished by the returned Primarch of the Dark Angels, Lion El'Jonson. In the wake of this battle, those World Eaters that survived were once more scattered and fragmented.

BERZERKER-SURGEONS

The insane vivisectionists known as Berzerker-surgeons are essential to the continual existence of the World Eaters, for it is they who perform the blood-drenched psycho-surgery required to create new Berzerkers. Few in number, their services are highly sought after, both by the World Eaters' warbands, as well as by other renegade Space Marines seeking to earn Khorne's favour.

Corruption and attrition has depleted the World Eaters' supply of gene-seed. To replace their fallen, Berzerker-surgeons harvest the genetic material of other transhuman warriors, creating fresh stocks of organs to be forcibly implanted into captive inductees. Those that survive are subjected to the most agonising surgery of all, the implantation of the Butcher's Nails. All inductees, whether those forged by Berzerker-surgeons themselves or renegade Space Marine recruits, are implanted with the Nails. Indeed, in the 41st Millennium, it is the presence of the Nails and a warrior's devotion to Khorne that defines their status as a World Eater, rather than Angron's genetic legacy.

THE BRAZEN BUTCHERS

The Brazen Butchers consider themselves to be Khorne's most devoted followers. They battle in the time-honoured tradition of the World Eaters Legion, with massed infantry charges and unbridled fury. Entering battle clad in armour of burnished brass, they carve a gory path through the foe. The gore thrown up by the bite of their chainaxes soon coats their gleaming plate in viscera. Before long, it is utterly obscured by dried blood. By killing with such indiscriminate rage, they seek to shatter the veil of reality with the intensity of their violence, summoning Khorne's infernal hordes from their hellish realm.

The Brazen Butchers rejoice when the daemons hear the call and pour from the Immaterium to wreak bloody slaughter. They redouble their murderous efforts and compete with daemonic entities to harvest the skulls of their foes. When the battle has drawn to its inevitable conclusion, and the Blood God's fiendish servants have faded back into the Empyrean, the Brazen Butchers ritually cleanse their armour of accumulated gore and dried blood, in preparation for the next battle. Then, they are on the move again, seeking fresh targets upon which to vent their ire.

THE SKULL TAKERS

Many of the Blood God's faithful view the followers of his sibling, Slaanesh, with scorn. They despise the Dark Prince's obsession with frivolity and excess. Only a handful of World Eaters remember the Legion Wars. Some of these bitter warriors bear a smouldering enmity for the Emperor's Children in particular. The Skull Takers, commanded by Hans Kho'ren, who counted several amongst their ranks and continue this legacy of loathing. Kho'ren and his Berzerkers delight in besting the obsessive and arrogant sons of Fulgrim.

The Flickering Blades, a warband of the Emperor's Children who, in their arrogance, claimed to be masters of the blade, would feel the wrath of the Skull Takers. The depraved thralls of the Dark Prince claimed none could best them at swordplay; Kho'ren begged to differ. Berzerkers at his side, he descended upon the Flickering Blades' lair, deep within the Eye of Terror, intent on proving himself right. Days of furious fighting followed; the guttural roars of Berzerkers and their chainaxes were accompanied by the singing of the Flickering Blades' shimmering swords. Fury carried the day and, as the last of the Emperor's Children fell headless to the blood-drenched ground, Kho'ren dedicated his victory to Khorne.

THE WITCHCLEAVERS

Led by Lord Goran Zaal – a veteran of Skalathrax – the Witchcleavers epitomise the Blood God's hatred for psykers. Operating in the turbulent empyric storms and spatial anomalies of the Segmentum Obscurus, they pursue a campaign of persecution against any who possess the gifts granted by the Empyrean. The opening of the Gorechasm was heralded by a considerable increase in psykers, which has provided the Witchcleavers with more prey than ever before.

They have ambushed the Imperium's psyker-carrying Black Ships, painted astropathic relays with the innards of their operators and even taken the heads of Black Legion Sorcerer Lords. They smell witchcraft as if it were blood, tracing it to its point of origin with unerring accuracy. They have fought many battles with Craftworld Iybraesil, clashing with the Aeldari across the Eye of Terror's crone worlds. The champions of the Witchcleavers believe the skulls of potent psykers to be a grand prize, and their armour and vehicles are adorned with gory trophies ripped from the corpses of witches, seers and psychic entities.

KHAR-ZHAL'S DESECRATORS

Many World Eaters have opted to join Abaddon the Despoiler's Black Crusades. Some share the Warmaster of Chaos' desire for vengeance upon the Emperor and his realm. Of these, a few even don the Black Legion's ebon plate, casting aside their allegiance to the World Eaters. Others possess no grand vision for galactic conquest, nor do they care to fight the Long War. These battle-hungry killers are simply drawn like ravenous scavengers by the prospect of bloodshed.

The Desecrators are one such warband. Under the command of the Daemon Prince Khar-Zhal, they reave and slay a path of bloodshed across the worlds of the Nachmund Gauntlet. Possessing a large number of voidships, they favour swift planetstrike attacks, utilising massed dropships and Drop Pods to make planetfall before shepherding thousands of Jakhal and Goremonger cultists towards the foe. As these expendable bodies drown the defenders in viscera, teleportariums flare aboard blood-red voidships, deploying large numbers of elite Terminators into the midst of the fight. With these heavily armoured champions at his side, Khar-Zhal wades into the fray, cleaving heads from shoulders and upholding his warband's reputation as mercilessly efficient and bloodthirsty shock troops.

ANGRON

DAEMON PRIMARCH OF THE WORLD EATERS

Angron was always the most savage and aggressive of the Primarchs; ascension to daemonhood has only enhanced his fury. To face him in battle is to contend with an unstoppable force of destruction consumed by hatred and possessed of a strength far beyond that of any mere mortal. He is violence incarnate, a paragon of slaughter. No amount of blood can sate his anger.

Angron transcended mortality long ago. He is now a daemonic being formed of empyric energy and raw hatred. When he manifests within realspace, he appears as a towering monstrosity whose form resembles one of Khorne's greater daemons. Little remains to betray his mortal origins save for the snaking cables that trail from the back of his skull: the Butcher's Nails. However, if Angron had hoped to escape the pounding of these cruel implants in attaining immortality, he would be disappointed. Daemonhood has only intensified the agony of his existence. The Nails scratch and pound louder, harder and more frequently than ever before, incessantly driving him to seek the ever-diminishing relief that bloodshed provides. His is an existence of torturous misery from which there can be no escape. He has been deprived of hope and enslaved to the will of Khorne. The bitterness and rage that has long dominated his psyche he now experiences with even greater intensity. A burning desire to inflict mindless, vengeful slaughter is all that drives him.

Angron's incursions into reality appear impulsive, driven more by his desire to immerse himself in bloodshed and destruction than by his need to serve Khorne's will. He cares nothing for the seizing of ground or the founding of empires. He desires no accolades and does not revel in the admiration of his sons. He is a force of violent destruction bent only on slaughter, and in these arts his talents are unmatched.

All this is not to say that Angron lacks intelligence, however. Though fury may cloud his mind, he is still a Primarch, possessed of mental acuity, tactical prowess and skill at arms. When presented with an enemy to fight, he can immediately evaluate their strengths and weaknesses, processing optimal attack vectors and devising a strategy best suited to overcome these defences. His nature and the composition of the World Eaters warbands that fight at his side mean that all such strategies involve the application of focused and fierce violence. Not for him are the ponderous advance of massed armour or steady pushes backed by artillery batteries. His victories – and those of the warriors who fight in his name – are won in the press of melee, by chainaxe, fist, blade and claw, amidst splattered gore, splintered bone and the all-pervading stench of blood and fear.

Angron's daemonic form is immune to neither blade nor bullet, though his resistance to both is great indeed. He has often appeared slain, and his physical form has been banished back to the Warp. Yet always he has returned to wreak destruction upon the galaxy he so hates. Sometimes he has remained exiled from the material realm for centuries. On other occasions he has returned to reality after mere weeks, often in some distant war zone far from the battlefield upon which he last fell.

Some of Angron's manifestations within reality are induced by the activities of Khorne cultists, achieved through blood sacrifice and diabolic rituals. Others occur in the wake of violence and savagery entirely unrelated to the followers of Khorne. All, however, are heralded by bizarre phenomena. His manifestation upon Gyror-Tertius, for example, was preceded by weeks of rioting and murder culminating in days of crimson rain. At the bloody climax of the War for Stepjan's Hearth, Angron burst from the blood-red skies at the head of a host of daemons and Berzerkers. Before his arrival, the Adepta Sororitas and T'au combatants warring over the shrine world had been struck by a burning fever that caused the afflicted to turn upon their foes in rabid fury. Whilst some agents of the Ordo Malleus purport to have discovered patterns in such phenomena, none have proven capable of accurately predicting the hour or location of the Daemon Primarch's next manifestation, and so Angron's endless crusade of bloodshed continues unabated.

CLAWS OF THE RED ANGEL

The slaves of Nuceria, and subsequently Angron's Legion, clung to the belief that weapons are little more than tools by which death is dealt. Few amongst the Legion possess an attachment to or feel any degree of sentimentality towards their blades, chain weapons and guns. They are wielded until chains clog with gore, motors burn out or ammunition runs dry. Then, they are utilised as clubs until, at last, they fall apart and are discarded on the field of battle. Replacements are often seized from the hands of the slain.

Angron wielded many different weapons before and after his apotheosis, usually favouring chainaxes for their simplicity, brutality and effectiveness. Brazentooth, Widowmaker, Gorechild and Gorefather: these are but a handful of the chainblades with which he has slaughtered his foes. Perhaps the most infamous of his weapons, however, was the Black Blade, or *Vuragh'th* in the tongue of the dark magi who forged and gifted it to him. This daemon sword grew stronger with every soul it consumed, and Angron wielded it for many millennia following his ascension.

Angron now wields the daemon sword Samni'arius, also known as the Blade of the False Gladiator, and the colossal chainaxe known as Spinegrinder. Samni'arius is named after a prideful daemon of Slaanesh bested by Angron in single combat, now bound within its form. Spinegrinder, referred to by some as Persiax's Folly, was forged by Khorne-worshipping elements of the Dark Mechanicum on Persiax and gifted to Angron. Its twin sets of adamantine-sheathed teeth were drawn from the maw of a monstrous empyric entity and are enveloped in a thrumming power field. It is a weapon capable of scything through god-engines and the walls of ferrocrete bastions.

KHÂRN

THE BETRAYER

For ten-thousand years, Khârn has carved a path of slaughter across the galaxy. Countless are the heads he has taken and immeasurable the blood he has spilt. Of all the Blood God's mortal champions, Khârn is his greatest. Devoid of a lust for power or a desire to achieve daemonhood, he lives only to slay for Khorne.

Amongst the World Eaters, none doubt the Blood God blesses Khârn the Betrayer. Some celebrate him as the purest embodiment of Khorne's savage bloodlust. He charges into battle with reckless fury, the remnants of his armour plastered with the blood and innards of a million victims. He barely registers the bullets, energy bolts and punishing blows that rain down upon his body as he severs limbs and heads in a roaring cyclone of savagery. Khârn has won conflicts almost single-handedly. He has felled Space Marine Captains, upstart champions of Chaos, arrogant Necron nobles and hulking Ork Warbosses, turning the tide of battle with displays of frenzied brutality. He slaughters lesser foes in their scores with flesh-chewing and bone-splintering swings of his chainaxe, Gorechild, or atomises enemies with searing energy bolts from his plasma pistol. He is the epitome of carnage, a living instrument of annihilation without remorse or restraint.

Khârn was not always the deranged killer he has become. Indeed, when Angron was united with the XII Legion, Khârn alone proved capable of soothing the Primarch's anger, eventually convincing him to take command of his sons. So trusted was Khârn by the Red Angel that he was elevated to serve as the Primarch's equerry. No World Eater was more loyal to their gene-father than Khârn. For his part, Khârn idolised the Red Angel and became convinced that it was the duty of all World Eaters to both emulate and serve Angron with absolute dedication. This attitude saw Khârn become the first of the Legion's warriors to be successfully implanted with the Butcher's Nails. Thus began his descent into madness. In battle after battle, Khârn succumbed to berserk fury until, eventually, his actions upon Skalathrax resulted in the shattering of the World Eaters as a unified Legion. This disastrous conflict earned him the moniker Betrayer.

'KILL! MAIM! BURN!'

- Khârn the Betrayer

Some of the eldest World Eaters – those who still retain fragmented memories of the Horus Heresy, the Battle of Skalathrax and its bloody aftermath – bear a burning hatred for Khârn. Others see him as an aspirational figure, a paragon of the World Eaters' creed, who is to be both revered and emulated for his ceaseless devotion to slaughter.

Khârn has been proclaimed dead on many occasions, yet each time, he has resurfaced on some distant battlefield to resume killing, his murderous vitality and combat prowess undiminished. This uncanny ability defies any proper explanation and has only enhanced the Betrayer's legend amongst the worshippers of Khorne. Many World Eaters have sought Khârn out, hoping to fight at his side. Those who have ultimately succeeded are known as the Butcherhorde, and there are few warbands as dangerous as them. Each of the warband's warriors is determined to live up to Khârn's example by surrendering themselves wholly to the demands of the Butcher's Nails. They charge into the fray without concern for their lives or their allies, hacking and cleaving through massed foes, driven by an insatiable hunger for carnage.

The Butcherhorde has overcome armies many times their number, carving apart Ork hordes, Astra Militarum regiments and rival Chaos warbands and piling their skulls high in Khorne's name. Though Khârn's followers slay countless foes each time they battle, their casualties are often catastrophic. The survivors must contend with Khârn's bloodlust, for no conflict can ever sate his rage, and when victory is won, he invariably turns upon those who followed him to war. Such is Khârn's brutal legend that the Butcherhorde is rarely short of new warriors to replace the fallen.

GORECHILD

Once borne to battle by Angron himself, the chainaxe known as Gorechild had been reduced to little more than a lump of misshapen scrap metal by the time the Red Angel discarded it. Unusually for the World Eaters, who rarely show any sentimentality towards their weapons of war, Khârn ordered the weapon retrieved from the battlefield and repaired. He has wielded it ever since.

Gorechild possesses an adamantine haft and jagged, razor-sharp teeth pulled from the jaws of predatory mica dragons native to Luther Mcintyre. With it, Khârn can cut a fully armoured Space Marine in two without difficulty and has harvested mountains of skulls. Such is Gorechild's legend amongst the World Eaters that many have come to see the weapon as a worthy trophy. Some believe that should they possess the strength to best Khârn in combat and wrest it from his grasp, they would earn Khorne's favour and elevate their status in the eyes of the Legion. Defeating Khârn in combat, however, is a task no World Eater has managed to achieve.

The Betrayer has decapitated hundreds, if not thousands, of challengers who were brave and foolish enough to pit themselves against his matchless anger and brutality. For now, Khârn remains unmatched by any of the Legion's champions, his skill at arms and frenzied rage eclipsed by none save Angron himself. Yet the Betrayer is ever watchful, knowing the way of Khorne well and expecting many more ambitious rivals to attempt to pry Gorechild from his hands. Perhaps, one day, such a challenger will prove capable of ending Khârn's slaughter crusades. Until then, Gorechild will continue to serve Khârn in his unceasing odyssey of mindless violence.

LORD INVOCATUS

KHORNE'S THUNDERBOLT

A reaver without compare, Lord Invocatus is a true master of the overwhelming assault. He emerges from the fractured skies amidst a roiling tempest of fire and blood. Atop his mighty Juggernaut, he plummets like a burning comet, crashing into unsuspecting foes at the head of his warband, the Fire Riders, borne to battle by the blessings of the Blood God.

None of the World Eaters know the true origin of Lord Invocatus. Not that many care, for those who follow Khorne's Thunderbolt are guaranteed the opportunity to indulge their endless desire to slaughter, and this is enough for them.

Invocatus' steed, Khal'guruth, is a monstrous Juggernaut whose eyes burn with infernal bloodlust and who has trampled and gored enemies beyond count with their hooves and chainblade horn. This diabolical companion was earned by completing the Road of Eight Bloody Steps and felling Khal'guruth's former rider, the daemon G'kor. Through the infernal powers that flow through the Juggernaut's form, Lord Invocatus can take to the sky with hosts of warriors in tow. He and his Fire Riders thunder into existence amidst churning storm clouds that blaze with inner fire, and from which pour torrential rains of blood. Hooves and tank tracks spark on the searing surface of an impossible bridge wrought from hellfire that spirits them into the thick of battle as if hurled by the Blood God's hand. Where this manifestation of malevolent fury touches the battlefield, reality splits open like a jagged axe wound. Bone-shaking tremors shatter bedrock into fanged and yawning maws from whose infernal depths blast geysers of molten brass and flaming skulls to fall upon the combatants like searing rain. Invocatus and his frenzied warriors surge through this nightmare vista to fall upon their enemies like the vengeful hunters of a thousand primitive mythologies, butchering their way through foes still reeling at the sheer horror of the Fire Riders' assault. Oftentimes enemy armies are routed by this initial charge alone.

Lord Invocatus goes to war clad in ancient power armour corrupted by centuries of immersion within the Warp. Even without Khal'guruth, he would be a terrifying warrior. Corded muscles bulge through gaps in his baroque power armour, swollen by stimms and empyric energies. Upon his head he bears the Bloodstorm Helm, a hideous piece of armour crafted from G'Kor's skull and containing the daemon's remaining essence. This item not only fuses Invocatus' senses with those of his Juggernaut, but it also grants him the ability to perceive hidden foes. Rapidly-beating hearts and malicious intent are revealed to him as resonant ripples visible within the fabric of the Warp, allowing him to detect even the most well-prepared ambush before it is sprung. His signature weapon is the daemon-forged axe known as Coward's Bane. This perfectly weighted and balanced weapon, coupled with Invocatus' prodigious martial skill, enables him to toss the blade easily from hand to hand as he rides down the foe, unerringly lopping the heads from his unfortunate victims. It is rare indeed for any opponent to escape Invocatus' wrath.

CHAMPIONS OF THE BLOOD GOD

Only the strongest and most aggressive worshippers of Khorne rise to lead. Of these, a handful may possess the strength of mind, body and will to command their own warbands. Each is a merciless killer whose path to power is lined with the butchered corpses of their rivals.

Leadership amongst the World Eaters is determined through bloodshed. Their mightiest champions command the fractured Legion's warbands, those who have slain foes beyond count and climbed over the corpses of their brothers to seize authority. The most aggressive and murderous of these lords of blood, those who have achieved terrible feats of savagery and bloodshed, often attract the favour of Khorne. The infernal rewards bestowed upon these champions of ruin are many and varied, yet most of these mutations enhance the recipient's martial might.

LORDS ON JUGGERNAUTS

Juggernauts are quadrupedal daemons spawned by Khorne's eternal hatred, fury and battlelust. With bodies of warp-forged metal and steaming blood, they are dim-witted and belligerent creatures, yet their size, power and fury render them exceptional steeds for the berserk Lords of the World Eaters. The most favoured Champions of Khorne may be blessed by their patron with a Juggernaut steed. To break such a headstrong beast, however, is no simple task. Many aspiring champions have been ripped to shreds in the slavering maw of a Juggernaut, impaled upon bladed horns or trampled to a red paste beneath thundering hooves.

Those who possess the force of personality and physical might to dominate a Juggernaut mount are immediately elevated in the eyes of their fellow World Eaters. These Lords guide their steeds at the head of great wedges of Berzerkers. They use the beasts' speed, strength and colossal bulk to drive through infantry formations, trampling lesser warriors and butchering opponents from the saddle. World Eaters who follow such commanders into battle are inspired by the sheer brutality of such an assault. They are lent fresh impetus by the sight of their Lord's advance, hurling themselves into the gaps opened by their rampaging commander's bloody charge and cleaving down their stunned opponents before they can muster an effective defence.

DAEMON PRINCES

It is the ultimate aim of many World Eaters champions to transcend mortality, to walk the Path to Glory and earn in the skulls and blood of their foes the glorious reward of daemonhood. Few will ever achieve such a lofty and terrible goal, for to fulfil such an ambition requires a horrific toll of gory slaughter. Many will fall to the blades and guns of nameless foes in their attempts to pay this price. The less fortunate may find their minds and bodies consumed by rampant mutation, devolving into frenzied abominations known as Chaos Spawn. Yet these are risks that the Khorne devotees take willingly to gain the Lord of Rage's favour.

A storied few prove to the Blood God the depths of their frenzied hatred. These vaunted champions of Chaos find their forms of flesh and bone warped and twisted hideously as the Blood God's blessings fall upon them. Daemon Princes of Khorne are terrifyingly powerful monstrosities that tower over their allies when fully transformed. The mutations wrought upon an ascended mortal's body during their transmutation vary greatly, but all betray their allegiance to the Blood God. Swollen, corded muscles ripple beneath often-red skin, the last vestiges of their former selves lost beneath sets of horns, fanged maws and tearing talons. Some possess hoofed feet or membranous wings upon which they thunder or soar to battle. In sharply clawed hands, they clasp hellforged weapons of blackened iron and tarnished brass, and from cracked and warped power armour erupt daemonic guns and cannons. Each such hideous change serves to render the metamorphosed warrior more fierce and deadly than any mere mortal.

However, such power and immortality come at the cost of freedom, for when their apotheosis is complete, the Daemon Princes of Khorne are utterly in the thrall of the Blood God. The newly transformed champions must lead their warbands to battle with renewed savagery, undertaking endless crusades of apocalyptic violence in the name of their infernal master.

MASTERS OF EXECUTIONS

It is said by his faithful that Khorne's throne is wrought in brass and skulls. Thus, taking heads has always been a key element of the Blood God's creed. Some content themselves with seizing skulls of all kinds, slaughtering their way through rank upon rank of enemy soldiers and collecting dozens if not scores of such trophies with each passing battle. Others are more selective, seeking only the mightiest offerings to lay at Khorne's feet, searching for only the most potent foes to dismember and decapitate. Amongst these warriors are the Masters of Executions, fearsome champions whose skill at arms is matched by few.

Masters of Executions concern themselves with butchering the enemy's greatest champions. Lesser foes they hack aside with the contempt they deserve, never once pausing to take the heads from their worthless victims. Stepping over the corpses of the butchered, they cut their way through the fray, seeking out warriors whose skulls will make prime offerings to the Blood God. They bring their axes to bear against the necks of righteous crusaders, arrogant xenos duellists and snarling hive-beasts. Such foes are warned of their coming fate, the Masters of Executions bellowing a fatal decree before hacking their chosen enemy apart. From each such corpse, they harvest the skull and offer it to Khorne. These prizes are worn as reminders of their prowess, displayed prominently upon gore-splattered armour for all to see.

Berzerkers are drawn to fight alongside Masters of Executions, for they are known to carry the favour of the Blood God and to wade into the thickest of fighting. Thus, accompanying such a champion to battle is sure to provide Berzerkers with an opportunity to slaughter, spill blood and take their own bounty of skulls.

THE POSSESSED

The insane warriors known to their Legion as Eightbound become vessels for daemonic entities, claiming murderous supernatural might in the process. To harness such power, they must demonstrate strength of mind and body uncommon amongst even the bloodthirsty followers of Khorne.

Of all the heinous machines developed by the Berzerker-surgeons, there are few more abominable than the eightcages. These devices, the majority of which resemble ironbound sarcophagi inlaid with skulls and symbols of Khorne, are torture chambers designed to facilitate daemonic possession.

EIGHTBOUND

A World Eater subjected to the eightcage ritual is chained and sealed within the Berzerker-surgeon's creation. Rusting probes and needles are connected to his Butcher's Nails. As the lid of the eightcage is sealed shut, the subject's mind is cast into the maddening depths of the Warp. There, he must do battle with eight soul-hungry Khornate entities. Some subjects experience literal battle, crossing swords with daemons on the sands of bloodstained gladiator pits, others atop soaring mountains of skulls, or on barren islands surrounded by lapping oceans of blood. Others still must endure agonising tortures at the hands of daemonic beings.

Those who lose their metaphysical conflicts are condemned to a terrible fate. Some are transformed into bloodthirsty Chaos Spawn. Those more fortunate are simply killed, their sliced body parts tumbling from the eightcage as the Berzerker-surgeons prise it open. Some disappear, their fate unknown. Those that emerge victorious have become Eightbound. These hulking, muscular warriors are rendered infernally strong and swollen with empyric energies. Within each of their bodies reside eight daemons, each vying with the host, and one another, for control of their shared vessel. This ongoing struggle results in an insane fury that propels the Eightbound to acts of gruesome violence that greatly please Khorne.

EXALTED EIGHTBOUND

To share a body with eight distinct daemonic entities is an agonising experience. The host must wage a constant battle of wills with eight personalities, each as forceful and determined to dominate as the next. The minds of many Eightbound are eventually obliterated, their bodies torn apart by their competing possessors.

A select few, however, have the force of will required to hold the daemons at bay. These warriors may establish an equilibrium through which the nine personalities bound within their form are unified into a single metaphysical entity. When combined thus, the distilled rage of bound daemons and mortal warriors may be directed at the foe with singular focus and brutality. These beings are referred to as the Exalted Eightbound.

The appearance of an Exalted Eightbound is even more horrific and daemonic than others of their kind. Their pooled power results in rampant mutation. Weapons and body fuse; horns sprout from flesh and bone; swollen muscles crack open power armour and shed ceramite plates. With these infernal gifts, the Exalted Eightbound scythe through infantry and hunt down towering war machines and vehicles, carving them open to butcher their crews.

SLAUGHTERBOUND

Amongst those who face the horrors of the eightcage, some are blessed – or cursed –not to engage in a metaphysical struggle against eight daemons, but instead to do battle with a single being of immense power: a Bloodthirster. To best any of Khorne's daemons is an incredible feat. To defeat a Bloodthirster armed with nothing but the might of one's spirit is a miraculous task that only the greatest World Eater champions can hope to achieve. In binding such a greater daemon's unstoppable ferocity, the mortal host becomes a blazing beacon of unbound carnage, an embodiment of Khorne's murderlust, neither fully flesh and blood nor wholly daemonic. These champions, known to their allies as Slaughterbound, radiate hatred. Worshippers of Khorne are drawn instinctively to their side. Their transhuman body moulds itself into new and lethal configurations as the greater daemon struggles to be free. Waging a constant metaphysical battle to contain the daemon's spirit, the Slaughterbound host channels his possessor's rage to become a living weapon. Thus empowered, a Slaughterbound can destroy fortress gates with a single blow or cut a gory swathe through an entire army of foes, emerging blood-drenched and screaming to proclaim their victory. When their rage reaches a crescendo, the veil between the Warp and reality shimmers, and in its haze, the nightmarish vistas of Khorne's dread realm are revealed. Those foes who gaze upon this hallucinatory warpscape are struck dumb by its horror, and their skulls are soon taken as offerings to the Blood God.

Acting as the host for even a single daemon is incredibly taxing upon the body, let alone eight. Daemons of Khorne, in particular, resent being trapped within such pathetic mortal cages and will use their empyric power to reshape the vessel they inhabit to serve their murderous desires better. The Eightbound, however, possess the strength of will to stave off all but the most beneficial transformations. For Slaughterbound, who contain within themselves the essence of a greater daemon, this battle of wills is far more taxing upon the mind, body and soul. Their mutations are far more pronounced. In addition to sporting limbs fused into saw-toothed and chitinous blades, the blood that flows through their bodies bubbles and boils, superheated by the unbound rage of their daemonic possessors. Iron veins bulge from beneath blistering skin as if on the edge of exploding forth. Complex arrays of blood infusers, coolant injectors and alchemical salves are connected to the ruptured power armour of each Slaughterbound. These concoctions, devised over centuries by the Berzerker-surgeons, enable the Slaughterbound to retain control and prevent the raging greater daemon within from wresting power.

Upon the death of a Slaughterbound, the violent release of the greater daemon's essence has a tendency to result in visceral combustion. Those caught in the vicinity of such a conflagration are at risk of being consumed by an eruption of boiling viscera, shards of bone and searing ceramite shrapnel, a last spiteful act of vengeance before the greater daemon is cast howling back into the depths of the Warp.

'The eightcage shows no mercy to the weak. To flinch in the face of the infernal is to meet with oblivion. Draw deeply upon your agonies. Embrace the rage that is the Red Angel's gift. Do these things, and you may return more than you were. Fail and be damned, your name forgotten, your soul a plaything for the endlessly malicious denizens of Khorne's blood-soaked realm.'

- Ghoras Irefist, Berzerker-surgeon

KHORNE BERZERKERS

No warriors are more synonymous with the World Eaters Legion than its Berzerkers. These crazed transhuman killers go to war driven by the torturous pounding of the Butcher's Nails, hurling themselves recklessly into the fray and losing themselves in unbridled carnage.

Several millennia of unbound slaughter, the endless pounding of the Butcher's Nails, and the Legion's descent into the embrace of Khorne have all conspired to degrade the fragile sanity of each surviving World Eater. This madness has been compounded by corruption from the Warp and further psychosurgical experimentation on the part of the Butcher-surgeons. The World Eaters are now a Legion devoted only to killing, and their Berzerkers are the greatest and most favoured of Khorne's mortal warriors.

THE DOMINION OF FIRE

Occurring at some point in the 38th Millennium, the Dominion of Fire was one of Angron's lengthiest and most devastating incursions into the Imperium. At the head of a force of fifty thousand Berzerkers, attending fleets and Khornate cults, the Red Angel's forces rampaged across no fewer than three-dozen star systems. In the battles that followed, the effectiveness of massed Khorne Berzerker assaults was ruthlessly demonstrated. Often acting without armour support or air cover, they overran seemingly impregnable fortresses, butchered entire hives, desecrated shrine worlds and summoned legions of daemons into reality.

Whilst Angron's forces were eventually whittled away, the fighting instigated by his assault embroiled several sectors of Imperial space, drawing in opportunistic renegades, xenos warlords and Imperial reinforcements. The conflict dragged on for two centuries, resulting in the deaths of tens of billions. It took four entire Space Marine Chapters, two Titan Legions and upwards of thirty Astra Militarum regiments to reclaim the territories lost by the Imperium.

THE BERZERKER CREED

Consumed by agony and fury, every World Eater is a berserk killer devoid of mercy. Yet the term Khorne Berzerker most often refers to the corrupted legionaries that comprise the majority of the Legion's fighting strength. These warriors are recognisable by their distinctive and elaborate helms, brutal chain weapons and lack of restraint in battle. So prevalent are Berzerkers amongst the ranks of the World Eaters that it is not uncommon for entire crusading armies to be formed purely from huge numbers of these rampaging warriors.

Berzerkers are not given to raising altars in their deity's name, gathering to sing his praise or even conducting blood rites. They leave these activities to cultists or those few members of their Legion better versed in arcane rituals. Their worship of the Blood God is instead undertaken on the field of battle, amidst fire and ash, in gore-slick melees and bloody duels and usually at the jagged edge of a chainaxe. In offerings of reaped skulls and spilled blood do Berzerkers demonstrate their devotion. They adorn their red-and-brass armour with skulls, bones and hides torn from their numberless victims, proclaiming their killing might and tributes for the Blood God for all to see.

BERZERKERS AT WAR

World Eaters commanders utilise Berzerkers as shock troops, hurling them towards the foe. Neither commander nor Berzerkers show any concern for their losses as wave after wave of hulking killers thunder across open ground, chainblades raised, frothing and screaming battle cries audible above the clangour of battle. The direct nature of such an assault may seem reckless, for if mere Human soldiers were to attempt such a strategy, they would surely be cut down. Such is the transhuman might of a Berzerker that they can press home such a headlong charge through firepower that should have killed them a dozen times over. A few may fall, but those who reach the enemy vent their savage fury, hacking and slashing with their chain weapons and cutting bloody furrows through lines of infantry. In moments, the confidence of the foe flees. Shock and paralysing fear ripple through the ranks as power-armoured killers butcher their way through entire platoons of warriors. The rage of the Berzerkers only increases with each kill, their brutal advance putting many foes to flight.

The constant hammering torment of the Butcher's Nails drives Berzerkers ever forward. In the thick of battle, they descend into a frenzied killing trance and are utterly unaware of their surroundings, let alone able to make the tactical decision to retreat. Instead, they continue to advance, hacking, shooting and killing all in their path until their ammunition runs dry and their chain weapons are dented, twisted and clogged with gore. Even then, they keep fighting, wielding bolt pistols and chainaxes as weighted clubs, kicking out with ceramite boots or pulverising skulls with brutal headbutts. Whilst this infernal determination often results in terrible casualties amongst the World Eaters, their foes almost always fare far worse. The followers of Khorne show little concern for their own injuries. So long as blood flows, their dark god remains content. When caught in the grip of an uncontrollable battle rage, they will fight until death claims them or they are deprived of enemies to butcher. Even then they may not stop their rampage. On occasion, Berzerkers may even turn upon their allies, should no other target for their ire present itself. There is no act of savage brutality to which Berzerkers will not stoop to satisfy the Blood God's insatiable thirst for violence.

The ways in which Khornate warbands field their Berzerkers are many and varied. Some serve as foot-slogging infantry, advancing relentlessly through no man's land to hurl themselves into the enemy. Others go to battle mounted aboard trophy-laden armoured transports, their vehicles laying down fields of suppressing fire, enabling the Berzerkers to close with the enemy and butcher their foes in the press of melee combat. Warbands who have mastered the art of planetstrike assaults may launch from orbit, dispatching corrupted Drop Pods laden with blood-hungry warriors. These burn through the atmosphere at a terrifying speed, thrusters barely softening the colossal

force of their impact before their armoured flanks peel open to unleash the murderous cargo within.

Berzerkers famously favour chainswords, chainaxes and colossal eviscerators, wielding these weapons in combination with bolt pistols, which are perfectly capable of doubling as bludgeoning weapons when their ammunition inevitably runs dry. A few Berzerkers may even be fortunate enough to have claimed a plasma pistol. Projecting blasts of superheated energy, these weapons lend Berzerkers additional killing power, enabling them to inflict damage upon opponents who would otherwise prove resistant to their furious assaults. Such is the fury with which Berzerkers do battle that these weapons eventually cease to function or fall apart. This is of little concern to the Berzerkers themselves, who will simply bludgeon their foes with the broken implements, or resort to bare fists, bared teeth and other improvised weapons in order to club their victims to a bloody pulp.

BERZERKER CHAMPIONS

The most potent warriors – those who have slaughtered the mightiest foes, harvested the most skulls and walked farthest along the Path to Glory – butcher their way to positions of power. Less experienced combatants rally behind these Berzerker Champions, reasoning that following one favoured by Khorne will provide them with greater opportunities to kill. For their part, Berzerker Champions seek to attract the attention of daemonic patrons by undertaking and leading gory rampages. Some even aspire to lead their own warband and seek opportunities to challenge and depose their superiors, thereby usurping their positions. Neither are they immune to the aspirations of their own followers. Leadership challenges may be instigated at any sign of weakness. Some are settled in fighting pits, others upon the field of battle. This constant competition helps to ensure that only the strongest and most capable killers lead Berzerkers to war.

Despite their hard-earned seniority, Berzerker Champions bear similar weaponry to the warriors they lead. It is the killing power and gore-fuelled rampages of these corrupted champions, rather than their weaponry, that mark them as superior to their fellow Berzerkers. In battle they pride themselves on demonstrating the ferocity and combat prowess the Blood God demands, hacking down enemies by the dozen. Whilst most of these champions will share the fate of their brothers – a gruesome death in battle – a few may earn boons for the bloodshed they have inflicted, rising to lead their own warbands and become mighty Lords in their own right.

CHAINAXES

The chainaxe is the chosen weapon of many Berzerkers. Simple yet devastatingly effective, this chainblade perfectly complements the frenzied and brutal fighting styles of Angron's sons. The chainaxes wielded by the favoured of Khorne may vary in size and shape, but all utilise the same technology. The open edges of these weapons contain a chain loop studded with adamantine teeth. These chains are powered by a motor, most often fitted to the head of the weapon, which spins the chain at great speed. When swung with a Khorne Berzerker's fierce strength, such a weapon can tear through most forms of armour and shred the flesh and bone beneath with frightening ease. The effect of the chainaxe is not limited purely to the physical. The throaty chorus of a chainaxe and the gory effect of its impact is enough to put many to flight before they can land a blow in return.

CULTIST THRONGS

Such is the World Eaters' reputation for violence that they attract into their orbit many cultists. These depraved worshippers of Khorne swarm over the enemy in huge numbers and are rendered lethal by the fanatical zeal and desperate bloodlust with which they do battle.

In an Imperium riven by warfare, many come to worship the Blood God, be it through defending their homes from invaders or fighting as part of the Imperial army. Those who fully fall to Khorne are drawn to the World Eaters, seeking to satiate their new-found desire for savagery.

JAKHALS

Of all the cultists accompanying the World Eaters, Jakhals are among the strongest, most savage and most bloodthirsty. Utterly fanatical in their devotion to Khorne, they often dwell in the lower decks of World Eaters' warships. There, they subsist upon the remnants of butchered thralls or engage in combat with rival packs, resorting to cannibalism to survive. Each Jakhal is fitted with a stimm-tank, sutured into their backs with thick tubes and cables. Bastardised versions of the stimm-injectors designed by Berzerker-surgeons, these crude devices provide the Jakhals with a steady stream of chemicals that drive them into a slathering frenzy. Thus empowered, Jakhals may fight on through devastating wounds and face down monstrous foes without fear. Prior to battle, the Jakhals' transhuman masters often enhance the stimm-injectors with drops of World Eater blood. This corrupted ichor raises the Jakhals' frenzy to psychotic levels, and the savagery they display when enhanced in such a manner is utterly terrifying for a foe to behold.

Many Jakhal packs contain hulking brutes known as Dishonoured. These slow-witted beings are the result of failed surgery and genetic manipulation on the part of the Berzerker-surgeons. Almost devoid of intelligence, a mindless fury drives them, and they are often shackled or restrained between battles. When unleashed, they act as living battering rams, smashing into enemy positions and pulverising their foes.

GOREMONGERS

Offshoots of the Jakhal packs, Goremongers have fought at the side of the World Eaters many times. During the most blood-drenched battles, they witnessed Khorne's daemonic Bloodletters slaughtering the foe. This transcendent experience has led the cultists to revere the daemons and seek to emulate them in every way. Goremongers willingly undergo brutal surgeries that alter their bodies to resemble the daemonic objects of their adoration better. The first step for most is the removal of their legs and their replacement with crude but powerful augmetics. All manner of scarification, implantation and modification follow until these altered warriors are barely recognisable as the Humans they once were.

Goremonger packs are led by Blood Heralds, those judged closest to achieving the daemonhood that all seek. These leaders wear helms wrought in the image of Bloodletter champions and bear chainblades that resemble the daemons' hellforged swords. None can say whether the daemonic apotheosis that Goremongers seek is even possible. Yet, the Blood Heralds and their packmates remain convinced that by spilling blood and taking skulls, they may achieve the transformation they seek.

Unlike Jakhals, whose fate is ordinarily to serve as massed cannon fodder, Goremongers perform a niche role in their overlords' warbands. They range ahead of their allies and act as scouts and skirmishers, disrupting enemy defences before the main thrust of a World Eaters assault.

'The blood of the mighty calls to me. I sense its power. Bring down their champions. Let me harvest a crimson bounty from their corpses and feed our stimm-tanks. We shall drink deeply of their strength. Our frenzy shall know no bounds, and the unbelievers shall know no mercy! Glory to the Blood God!'

- Urak Gorehorn, Goremonger Bloodtaker

LORDS OF SKULLS

Monolithic Daemon Engines forged by Khorne-worshipping dark magi and powered by boiling blood, the Lords of Skulls are monstrous engines of destruction capable of decimating entire armies with their infernal weapons. To the Khornate warriors who fight in their shadow, they are living shrines to the Blood God.

Grinding forward on gore-slick tracks, Lords of Skulls are nightmarish behemoths that tower over their cowering foes. As they traverse the battlefield, fissures crack open beneath their titanic bulk, swallowing screaming soldiers and vomiting forth torrents of boiling blood. From mounted weapons, they spit volleys of searing ammunition, flaming skulls and streams of bubbling gore. Then, with speed belied by their massive bulk, they barrel into the enemy, shredding and sweeping aside opposing soldiers with each cleaving strike. A single slash from a Lord of Skulls' cleaver-like weapon can split super-heavy vehicles, cut off towering Knight suits at the knee or sever the head of a graceful Aeldari ghost titan.

To forge a Lord of Skulls is no simple task, for doing so requires the summoning and binding of a Bloodthirster, one of the generals of Khorne's hellish legions, and the blood sacrifices needed to conjure and ensnare such a creature are apocalyptic in scale. In addition to sacrifice, such a binding requires the forbidden knowledge of the Dark Mechanicum and the resources of an entire daemon forge. Even when the dark rites are complete, and a Lord of Skulls has been given animus, controlling such a Daemon Engine is difficult. Most Bloodthirsters rebel at their imprisonment, seeking any opportunity to escape their bonds. Others see their newfound mechanical form as beneficial, for it anchors them within reality and allows them to indulge their murderous nature. These greater daemons learn to appreciate the Lord of Skulls as the perfect suit of armour to wage war on the denizens of realspace.

BEACONS OF BUTCHERY

As brazen vessels for Bloodthirsters, Lords of Skulls are suffused with barely contained infernal energies, and are often worshipped by Human followers of Khorne. These cultists look upon the malefic majesty of a Lord of Skulls with great reverence. The colossal forms of each of these Daemon Engines are adorned from track guard to chain weapon with skulls harvested from the cultists' victims, intricately wrought brass icons of Khorne and other gruesome offerings. Every volley of boiling gore, fusillade of gatling fire and hacking cleaver strike is met with a chorus of adulation from these thronging masses. In turn, the faithful zealots are inspired to new heights of fanatical devotion.

Lords of Skulls are drawn to the bloodiest of fighting through empyric rifts, summoned by ritual slaughter or borne to war zones in the gore-slick holds of the World Eaters own daemonic voidships. Mortal cultists are not alone in their reverence for the Lords of Skulls. Some groups of World Eaters too, notably the warband who call themselves the Wrath, actively seek out Lords of Skulls in order to follow their paths of bloody destruction across the galaxy, knowing that where their gore-caked treads go, so will opportunities for violent bloodshed arise.

ENGINES OF INFAMY

So powerful and bloodthirsty are the Lords of Skulls that the greatest of their number are spoken of with similar fear and reverence as the eldest and greatest of Khorne's daemons. The Lord of Skulls known as Skathadraxx the Reaper was first unleashed upon the galaxy at the height of the Corpescine Insurrection. It ground its way across the systems of the Vaegyr Reach, establishing a bizarre obsession with eradicating the soldiers of the Cadian 447th Regiment. Over seven hundred years, Skathadraxx pursued its chosen prey across the stars, slaughtering thousands of soldiers and delighting in becoming a nightmare figure to generations of Cadian soldiers.

Khârn the Betrayer's warband, the Butcherhorde, have also counted Lords of Skulls amongst their ranks. During their bloody invasion of the planet Amethal in the Diamor System, the twin Lords of Skulls Gartoth the Annihilator and Azagor, Ruin of Worlds, formed a key component of Khârn's assault on Hub Beta-Secundus. With skullhurlers and cleavers, the Daemon Engines blasted and butchered their way through the district's defenders and smashed through fortifications, Khârn's Berzerker horde charging past to visit murder upon the populace. The arrival of the Blood Angels broke up the momentum of the assault but did not end the bloodshed. While Gartoth was eventually torn apart, the behemoth killed countless Blood Angels before its bloody and explosive demise. Azagor fought in the climactic battle of the conflict, pulverising battle tanks and cleaving down veterans. Even as Chaos forces withdrew from Amethal's surface, Azagor's battle cries could be heard ringing out through the ruinscape, the Lord of Skulls butchering and slaughtering to the last, even as Amethal's surface was consumed by fire.

ARMOUR OF HATE

The passage of blood-drenched millennia has diminished the once-grand armouries of the World Eaters Legion. Yet in the holdfasts, voidships and daemon worlds of its warbands, many ancient vehicles and corrupted wargear remain. These malevolent war engines and ancient suits of heavy combat armour possess truly murderous might.

Under Angron's leadership, the World Eaters have always favoured massed attacks undertaken by fast-moving shock troops. There are those warbands, however, who have come to prize heavier infantry and armour, applying these assets in typically direct fashion.

CHAOS TERMINATORS

Of all the artefacts possessed by World Eaters warbands, few are more sought after than suits of Terminator armour. Many patterns of this battle plate exist; some are relics of the XII Legion's ancient past, dating back to the days of the Great Crusade. Others are newer, delivered into the hands of the World Eaters by defecting traitors or peeled from the dead bodies of butchered victims. Few such suits of Tactical Dreadnought armour retain their original form. Most have been adorned with baroque details such as brass or silver trim, sharp horns, grotesque icons of Khorne, leering daemonic faces and spiked trophy racks topped with skulls. Those with Terminator armour are prime targets for ambitious challengers, for many desire the killing potential such artefacts provide.

In battle, those World Eaters fortunate enough to have claimed Terminator armour are rallied into small units by their Lords and Daemon Princes. They are often deployed via the teleportariums of voidships, allowing them to plunge straight into the heaviest fighting, where they reave and slaughter with abandon. They bear to battle an array of potent weapons, which they fire with indiscriminate fury into their foes, thinning their ranks as they close in to finish the butchery in close-quarters combat. There, these warriors truly excel, hacking, stabbing, bludgeoning and tearing until their enemies are reduced to a bloody pulp.

CHAOS LAND RAIDERS

In the wake of the Battle of Skalathrax, many internecine conflicts were waged between World Eaters with the remnants of the XII Legion's depleted fleet of armoured vehicles at stake. Few of these were more prized than the vaunted Land Raiders, for no vehicle facilitates the swift, infantry-heavy attacks favoured by the World Eaters as well as these heavily armed and armoured transports. The reliability and resilience of the Land Raider is also a boon, for the World Eaters are rarely given to careful maintenance of their arms and armour. These vehicles are known to remain operational even after suffering terrible battle damage. World Eaters Land Raiders also serve as mobile shrines to Khorne, their hulls adorned with hundreds of skulls and their flanks daubed with Khornate sigils and warband and Legion iconography.

Surging forward at the tip of a World Eaters assault, Land Raiders emit furious roars, turret- and pintle-mounted weapons spraying lethal fire into cowering enemies. Ever eager to enter the fray, their drivers plough over obstructions and through trench lines, letting out roars

CONQUEROR

This Gloriana-class battleship, corrupted by ten thousand years of immersion within the Warp and bearing the scars of innumerable conflicts, once served as the flagship of the Legion's fleet. Now riven with daemonic entities, its decks are a tangled and horrific mass of heaving daemon flesh, rusting bulkheads and splattered gore. That the vessel functions at all is a miracle. Since Angron's ascension to daemonhood, warbands have fought many battles for possession of *Conqueror*, which has changed hands many times. The vessel is currently commanded by Kossolax the Foresworn and serves as the heart of his ever-growing fleet.

CHAOS RHINOS

The venerable Rhino transport is the most numerous vehicle in the armouries of the World Eaters warbands. Their ubiquity and the ready availability of salvageable replacements means these vehicles are commonly seen leading the spearhead of mechanised assaults.

Neither as prized nor as potent as the Land Raider, the Chaos Rhino is nevertheless an invaluable tool, ensuring Berzerkers – most of whom are outfitted with melee combat in mind – can reach the front lines and begin their frenzied butchery of the enemy without the guns of the foe taking a terrible toll.

World Eaters Chaos Rhinos are utterly corrupted by the Warp and by the murderous insanity of their operators. Festooned with lethal blades and caked in dried blood, these vehicles seem to roar and snarl as they grind eagerly and relentlessly towards the foe. Having unloaded their complement of troops, Chaos Rhinos dedicated to Khorne continue forward, engines roaring, seemingly eager to join the fray and dispense death. Indeed, Imperial forces who have faced the World Eaters in battle claim that the corrupted machine spirits of their transports are almost as bloodthirsty as the Berzerker occupants themselves.

of satisfaction as their vehicles crush enemy warriors to a gory paste beneath their metallic tracks. As the foe reels, assault ramps erupt open, releasing complements of Berzerkers into the disordered foe. The slaughter that follows is often horrifically one-sided, always hideously violent and, mercifully, usually short-lived.

CHAOS PREDATORS

Beyond the gruesome trophy racks and fell iconography that coats their ceramite hulls, World Eaters transports and battle tanks often appear almost identical to their counterparts in loyalist Space Marine Chapters. Beneath the surface, however, the majority are hideously corrupted mockeries of Imperial technology. Their battle-obsessed drivers often spend so much time ensconced within the command seats and gun turrets of their vehicles that they become intertwined with the mechanisms of the tank. Empyric corruption, daemonic infestation and rampant mutation further bind them to their vehicle, fusing steel to flesh and cogitator to organic mind. Connected with their machine, the crews of Chaos Predators feel every blazing lascannon salvo, every thudding volley from heavy bolter sponsons and every scratch, gouge and impact upon ceramite plate. Such sensation only serves to fuel their rage, spurring them to drive headlong into the fray, guns spitting white-hot death at point-blank range as hull-mounted spikes skewer enemy infantry and tracks grind wounded foes to mulch. Only in the thick of the fight, with blood, fire and death in close proximity, are the crews of World Eaters Chaos Predators truly at home.

Many warbands – notably the remnants of the 66th Armoured Company, now known predominantly as the Goretreads – affix additional blades, flails and clearance devices to the hulls of their Chaos Predators; this ensures that no anti-tank obstacle or makeshift barricade can prevent them from closing in on the foe and enacting the brutal and gory slaughter the Blood God demands.

INFERNAL WAR MACHINES

Through ritual murder and infernal artifice, the followers of the Dark Gods have wrought all manner of monstrous engines of war. The World Eaters have eagerly embraced many of these constructs, unleashing them upon reality to slaughter in the Blood God's name.

Obtained through pacts and bargains sworn with Warpsmiths and dark magi, the Daemon Engines fielded by the World Eaters are feral instruments of destruction.

HELBRUTES

Monstrous war walkers, Helbrutes are piloted by Berzerkers who have been surgically bound within an amniotic sarcophagus and sealed into the chest cavity of a daemonic construct. However, in stark contrast to loyalist Chapters, the World Eaters do not view such internment as an honour but as a terrible punishment from Khorne for cowardice or failure in battle. Their inherent madness is only exacerbated by the ignominy of their imprisonment. World Eaters Helbrutes demonstrate terrible savagery in battle. So volatile are these machines that allies must be wary of falling victim to their rage.

Between battles, the pilot's sarcophagus is removed from the Helbrute's shell and sealed in a dark, silent chamber. Weeks, months or even years may pass before they are roused again. This time is spent alone, sightless and devoid of stimuli, save for the relentless pounding of the Butcher's Nails. Thus, when the time for battle comes again, the pilot's madness is elevated beyond that of their living kin. When unleashed upon the foe, World Eaters Helbrutes vent their desperate rage with reckless abandon, rampaging across the battlefield and leaving smouldering wreckage and eviscerated corpses in their wake.

DEFILERS

A result of complex, arcane rites conducted by adepts of the Dark Mechanicum and their sorcerer allies, Defilers are massive Daemon Engines armed with an array of deadly weapons. The primary gun of a Defiler is a gigantic battle cannon mounted into a large turret that sits atop six piston-driven legs. This weapon fires ammunition infused with empyric energy capable of destroying enemy armour or obliterating entire squads of infantry. The creature's form can be fitted with additional weapons, including the reaper autocannons and missile launchers favoured by many Traitor Legions. A Defiler's forelimbs end in

massive crushing claws that can flip vehicles, pierce armour and squeeze the life from those they snatch up. They can also be fitted with a variety of spinning blades and flail-like weapons for scything down and swatting aside enemy infantry.

The daemons bound within Defilers seethe with anger at their enslavement and, when released to battle, take out this bitter fury on the World Eaters' foes. Just as the sons of Angron find relief in battle, so do a Defiler's occupants momentarily forget the disgrace of their situation, letting out inhuman screams through vox-grilles and exhausts as they bring their prison machine's myriad weapons to bear upon their victims.

MAULERFIENDS

Whilst the World Eaters prefer to break their foes through overwhelming infantry assaults alone, there are times when the practicalities of war demand the use of heavier weapons. Should enemies conceal themselves behind fortress walls or otherwise seek to impede the World Eaters' assault, then daemonically powered Maulerfiends may come to the fore.

Cut from their leashes, these canid monsters bound forward and leap to scale walls, claws gouging footholds in sheer ferrocrete edifices, clambering over ramparts or peeling away masonry until an entrance has been forged, and they can reach the fleshy morsels within. As the Maulerfiends descend on enemy infantry with tooth and claw, the World Eaters follow, exploiting breaches opened by their enslaved Daemon Engines.

Though they gain no sustenance from doing so, Maulerfiends hunger to snatch up living foes in maws dripping with ectoplasmic drool, devouring these screaming victims with ravenous delight. The blood that spills from their jaws serves to drive surrounding World Eaters to new heights of brutality.

FORGEFIENDS

Those warbands who trade and bargain with agents of the Dark Mechanicum may be furnished with various Daemon Engines. Given their disdain for ranged combat and their need to hurl themselves into the most violent of fighting, the World Eaters' firepower is often lacking. Outfitted with potent, hellforged ranged weapons, Forgefiends help compensate for this deficiency.

Crafted in daemonic foundries located far beyond the bounds of reality, Forgefiends bear within their bodies a spark of the furnace within which they were wrought. This brimstone-scented fire powers their smouldering engines and provides the baleful energies they project from their weapons. In place of ammunition, this source of infernal power extrudes red-hot phosphor shells that are borne via twisting, churning cables and hidden intestinal tracts into the chambers of Hades autocannons. Each of these empyrically charged shells bears a tainted ember of daemonic flame. Should the Forgefiend require more ammunition, it can devour raw metal, stopping to gorge-load its internal hoppers with sections of mangled wreckage. Some sport a trio of giant ectoplasma weapons, one mounted on each flank and one emerging from their maw. Gargoyle-mouthed and trailing balefire, these openings spit forth streams of ectoplasma straight from the Daemon Engine's tainted heart. These infernal emanations can utterly incinerate targets and melt holes through the hulls of enemy tanks.

Prowling forward on squat but powerful limbs, these Daemon Engines take up firing positions before levelling their cannons towards the enemy. Volley after volley of infernal firepower thins enemy ranks and pins the foe down, allowing Berzerkers to close the gap and bring their chain weapons to bear.

HELDRAKES

Heldrakes are Daemon Engines, borne aloft on blade-like wings, that seek prey upon which to vent their malice. Having selected a target, they plummet through the sky like asteroids, maw-mounted Hades autocannon or baleflamer spitting death whilst metallic talons rake, gouge and tear through enemy infantry.

Fusions of man, machine and daemon, most Heldrakes were once sleek fighter craft piloted by noble Space Marines. Millennia of exposure to the corrupting influence of the Warp and ritualistic alterations conducted by the debased dark magi have resulted in the majority of pilots being subsumed by their vehicles. Reduced to little more than screaming hunks of meat, they can see only via the auto-senses of the Heldrake and speak only through its vox-grilles. Most are entirely dominated by the daemon with which they share their torturous prison.

Many warbands have sworn pacts with agents of the Dark Mechanicum, offering sacrifice and mechanical salvage in return for flocks of these Daemon Engines. Heldrakes cling to the hulls of warships like carrion bats, umbilical cables snaking from beneath their wings to burrow through hull plates and leech energy from within. Only when the voidships enter low orbit do they detach themselves from their host and dive through the atmosphere, visiting violent bloodshed upon earthbound defenders and plucking airborne foes from the sky.

CHAOS SPAWN

Those who serve the Blood God well may benefit from his blessings. Yet embracing these gifts without restraint invites a terrible fate. The more blessings a worshipper of Khorne receives, the greater the toll upon their mind and body and the more potentially disastrous their cumulative effects may become.

Any warrior who walks the Crimson Path risks failure and damnation, no matter the blood they have spilt or the number of skulls they have taken. Even an iron-willed Berzerker can only withstand so many mutations before his fate is sealed. For every being who attains the daemonic apotheosis they seek, a million more suffer the ignominy of spawndom. Thus, these creatures are common in all armies of Chaos, the warbands of the World Eaters being no exception.

Chaos Spawn of Khorne are hideously varied in form, possessing, amongst other mutations, multiple limbs, crab claws, chitinous armour, quivering mounds of swollen muscle, prehensile tentacles and jag-toothed maws. Most World Eaters treat these creatures with the scorn they deserve, shepherding them into the fight where they vent the last of their fury in a riotous display of violence and visceral bloodshed.

DAEMONS OF KHORNE

When the World Eaters make war, the violence they unleash is shocking in its brutality. Wherever battle is the most intense and bloodshed most vicious, the veil between reality and the Warp may be torn. Then, from the realm of madness and fury, the Immaterium, come the infernal daemons of Khorne, bringing with them wrack and ruin.

Khorne's daemons are wrought for killing alone. They embody the Blood God's desire for carnage, loping across the battlefield and hurling themselves into the foe to hack, butcher and slay their mortal victims.

BLOODTHIRSTERS

Of all Khorne's daemonic servants, Bloodthirsters are the most exalted. Spawned from endless anger, these towering behemoths exist with a single purpose: to slay all in their path. Their fury is eternal, and few beings, mortal or empyric, can match their proficiency in combat. Such is their desire to visit destruction upon the galaxy that Bloodthirsters eternally stalk the Immaterium, awaiting the opportunity – whether by summoning or incidental bloodshed – to enter realspace and slaughter without restraint.

Bloodthirsters serve as generals for the Blood God's hellish hordes, marshalling thronging masses of Bloodletters, Flesh Hounds and other daemonic entities across the nightmarish battlefields of the Immaterium. Yet they are never content to watch the fighting from afar. Their drive to spill blood forces them always to the fore. In battle, a Bloodthirster is an almost unstoppable force of destruction. It is an embodiment of murderous rage that carves a bloody swathe across the battlefield, cleaving apart multiple foes with each swing of gore-splattered axe or lash of barbed whip. Attempting to flee from such a foe only draws its ire, for – save for psykers – Bloodthirsters despise none more than cowards. These monstrous beings butcher their way relentlessly through the bold and brutally dismember the craven with equal relish.

Whilst such an entity will fight at the side of Khorne's mortal devotees, it will never bow willingly to any save for the Blood God. So long as there are foes to slay, blood to spill and skulls to seize, Bloodthirsters may prove valuable allies to the World Eaters. However, when the last enemy is killed, the daemon's fury may well be vented on any that remain, regardless of allegiance.

BLOODLETTERS

Bloodletters are the malevolent footsoldiers that form the rank and file of the blood legions. Each is a lithe, muscular creature, with clawed feet and horns. In feral hunting packs, they advance with hellforged blades clasped tightly in clawed hands, their long, pointed tongues flicking from sharp-toothed maws.

The slightest scent of blood draws Bloodletters like ravenous sharks. Should enough gore be spilt, they may burst into reality in their scores, hurling themselves upon their foes in a seething tide of murderous intent. Sharing their dark god's hatred for psykers, Bloodletters channel no empyric powers, relying solely upon their martial prowess to carve apart the foe and snatch up their skulls as a tribute to the Blood God.

BLOODCRUSHERS

Khorne's shock cavalry, Bloodcrushers are a union of Bloodletter and Juggernaut. The Juggernaut steeds upon which the Bloodletters ride have the appearance of twisted fusions of machine and infernal beast. Their bodies are forged of living brass and boiling blood. Their breath is sulphur and steam, and their every step booming thunder. Juggernauts are said to be the most brutal and animalistic of Khorne's daemons, embodying his natural aggression and capacity for violence.

Few Bloodletters are judged worthy of riding a Juggernaut. Fewer still clamber astride such a beast without being trampled or gored. However, they form a lethal union once the rider has mastered commanding its unruly steed.

SKARBRAND

THE EXILED ONE

Of all Khorne's daemons, none served him with the loyalty and enthusiasm of Skarbrand, once a king amongst his kind. Khorne's worshippers claim that Tzeentch, the Lord of Rage's sibling, noted the towering arrogance of Skarbrand and, with devious whispers, stoked the smouldering furnace that was the Bloodthirster's pride. So did Skarbrand take up his axes and strike at Khorne. Enraged at this betrayal, the Blood God snatched up his traitorous underling and strangled from him all personality, leaving nothing but festering rage. Since that day, Skarbrand has carved a path of anarchy, bloodshed and warfare. Driven by instinct as much as conscious thought, Skarbrand has spilt oceans of blood in the name of Khorne. No forgiveness will he earn, however, for the Blood God knows no mercy.

Such is Skarbrand's endless desire for blood that he has appeared many times in realspace. Skarbrand emanates an aura of hatred so potent that his presence on the battlefield drives even the most measured or peaceful beings to psychotic levels of bloodlust. Following the manifestation of the Gorechasm, he has led his daemonic legions in an assault upon Biel-Tan, done battle with the sorcerous minions of Tzeentch and even crossed blades with Roboute Guilliman, Primarch of the Ultramarines. Reports emanating from the vicinity of Scourge Stars speak of Skarbrand's return, this time at the head of a Khornate Blood Crusade. Wherever this pitiless and vengeful behemoth treads, battle intensifies to an unprecedented level, and unfathomable quantities of gore will surely be spilt.

A Bloodcrusher cavalry charge can be devastatingly effective, even against heavily armed and armoured foes. Covering ground with terrifying speed, Bloodletter riders drive their steeds headlong through hails of incoming fire, crashing through barricades and trampling cowering defenders beneath metal hooves. The ground shakes as they slam into the enemy, smashing tanks off their tracks to roll aside as flaming wrecks. With sweeping blows from their hellforged blades, they lash out at those they pass, lopping off heads with each swing, the smell of blood driving the rider and steed into a frenzy. All who stand before such a furious onslaught are fodder for the Bloodcrushers' insatiable appetite for slaughter.

FLESH HOUNDS

Flesh Hounds are the hunting beasts of the Blood God. Formed into packs, they aggressively pursue their quarry, their baying cries inspiring terror in even the boldest soul. Flesh Hounds hunt their victims relentlessly, tracking them with uncanny precision. Mortal worshippers believe that these ravening beasts devour the corpses of their quarry, bearing away the choicest bones as offerings for their dark god.

When summoned by the World Eaters' rampages, Flesh Hounds charge ahead of cultists and Berzerkers, slavering as they hurl themselves towards terrified enemies, mauling any caught in their path. As they thunder towards their victims, the Flesh Hounds' membranous frills flare open, and their eyes burn like hot coals as they rip, tear and gouge with impunity. Flesh Hounds may remain upon the battlefield even after their fellow daemons have departed, stalking, mauling and devouring any cowardly enemies who may have evaded the initial carnage.

Amongst the most recognisable features of the Flesh Hounds are their brass collars of Khorne. These devices are said to be formed from molten metal infused with the blood of psykers and forged in the heat of Khorne's fury. When faced with psychic gifted foes, the collars shimmer, absorbing offensive empyric power and rendering the daemons highly resistant to sorcery; this enables the Flesh Hounds to prioritise the slaying of psykers, for whom they bear the same burning hatred as their infernal master.

Showcase

BRASS AND BLOOD

THE WORLD EATERS DEMONSTRATE THEIR DEVOTION TO KHORNE THROUGH THE BRASS TRIM AND HORNED HELMS OF THEIR GROTESQUE POWER ARMOUR. THE BLOOD GOD'S SYMBOL ADORNS THEIR GORE-COATED PLATE AND THE FLANKS OF THEIR BATTLE-SCARRED VEHICLES, AND IS SEARED INTO THE FLESH OF THE CULTISTS WHO SURGE FORTH AT THEIR SIDE. THOSE WHO LOOK UPON THESE SAVAGE WARRIORS ARE SHAKEN TO THE CORE, FOR THEY ARE HORRIFYING TO BEHOLD AND MORE HORRIFYING TO FACE IN BATTLE.

1

2

The World Eaters warbands are many and varied, utilising various strategies to overcome their foes. All, however, are driven forward by their obsessive need to cleave, maim and butcher, spilling blood and taking skulls on behalf of Khorne.

1 Having emerged from the howling warp storm known to the Kin as Ürgvayr, the Brazen Butchers launch a bloodthirsty assault upon the territories of the Greater Thurian League. Berzerkers hurtle headlong into Hearthkyn Warriors, their snarling chainblades ripping through void armour to rend flesh. Mounted atop his Juggernaut, Lord Jarok Khull follows in the wake of his warriors, bellowing battle cries as his steed, Gar'vask, smashes headlong into the foe. Daemon Engines and armoured vehicles direct their fury towards the Kin's armoured assets as the attack presses home.

2 If any foe can match the furious rage of the World Eaters, surely it is the Ork. Eightbound wade into the fray, cleaving down Orkoid foes with each swing of their chain weapons and opening a gap into which Lord Invocatus' Fire Riders plunge to rip the heart from the alien army.

Angron, Daemon Primarch of the World Eaters

Many of the largest World Eaters' warbands are fortunate enough to possess a fleet of armoured vehicles. Whether relics from the Legion's distant past or seized from loyalist Space Marine Chapters, these war machines have been utterly corrupted by their operators and appear to share the feral fury of their crews.

3 On the maiden world of Naethir, mere light years from the Eye of Terror, a World Eaters' warband launches an armoured assault upon an Exodite settlement under the protection of Craftworld Ulthwé. Crashing through wraithbone structures, their Land Raiders and Rhinos prepare to disgorge tides of Berzerkers against the xenos defenders.

4 Khârn the Betrayer and his Butcherhorde leap from the transport compartments of their armoured steeds and hurl themselves headlong into the Cadian gun line. The outmatched Humans call desperately for reinforcements as the Betrayer and his warriors cut through their ranks, claiming their skulls as offerings for Khorne.

Khorne Berzerker Champion

Khorne Berzerkers

Khorne Berzerkers

3

4

Lord on Juggernaut

Eightbound

Exalted Eightbound

Flesh Hound

Gore Hound

Flesh Hound

Bloodletters

Bloodreaper

Summoned to reality by raging conflict and the spilling of blood, the Blood Legions are sustained by violence. Wherever the World Eaters inflict carnage, Khorne's daemons are drawn from the Warp, like moths to a flame.

5 As the Brazen Butchers' vanguard carves a bloody swathe through the Guardians of the Covenant, Khorne's daemons manifest in their midst, adding their murderous fury to that of their mortal summoners. The Space Marines, their lines broken, attempt to retreat in good order. With the Bloodthirster Aggrakorr the Obliterator leading the headlong charge, the World Eaters and their daemon allies grant the hated loyalists no such luxury. The Guardians of the Covenant are pursued through hab-bunkers and volcanic foothills, the Khornate killers seeking to slaughter their victims before any can flee the field or summon reinforcements to turn the tide.

Slaughterbound

Amongst Angron's sons, some would risk their very souls in pursuit of killing might. Warbands can contain dozens of these murderous monstrosities, dispatching them as living battering rams to cleave, bludgeon, rip and tear their way through elite foes, fortifications and armoured formations.

7 World Eaters assailants breach Warboss Krorgoff's scrap-fort with Eightbound leading the charge, cleaving through Krorgoff's ladz and tearing into lumbering Ork walkers with furious abandon. In the heart of the carnage lumbers a Slaughterbound, body altered into lethal form by the irrepressible might of his daemonic possessor. Furious at the imminent collapse of his outmatched mobs, Krorgoff prepares to meet the tide of daemonic flesh and ceramite armour.

Though they may lack the transhuman might of the World Eaters, Khorne's cultists possess zeal and formidable weight of numbers. They gather alongside towering war machines and colossal Daemon Engines and collect gory trophies to adorn these mobile altars and fight in their shadows with unnatural vigour and aggression.

6 Revelling in the monstrous presence of titanic Lords of Skulls and rampaging Daemon Princes, Khorne's cultists sweep through the streets of Iden's Resolve. Scrambling over bloodstained rubble and the bodies of slain allies, they bury Cadian defenders in an avalanche of chainblades and heaving flesh, putting Shock Troops to flight and picking apart elite Kasrkin. The Lords of Skulls add their weapons to the slaughter, sweeping their gigantic axes through Cadians and Khornate cultists alike whilst mounted infernal weapons spit molten death. Howled prayers to Khorne and the anguished screams of the dying echo through the skeletal remains of the ruined cityscape.

Jakhal holding an icon of Khorne

Dishonoured

Jakhals

7

Combat Patrol

In this section you will find all the essentials for using the Frenzied Reavers in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

FRENZIED REAVERS

VORRAKH (1 MODEL)

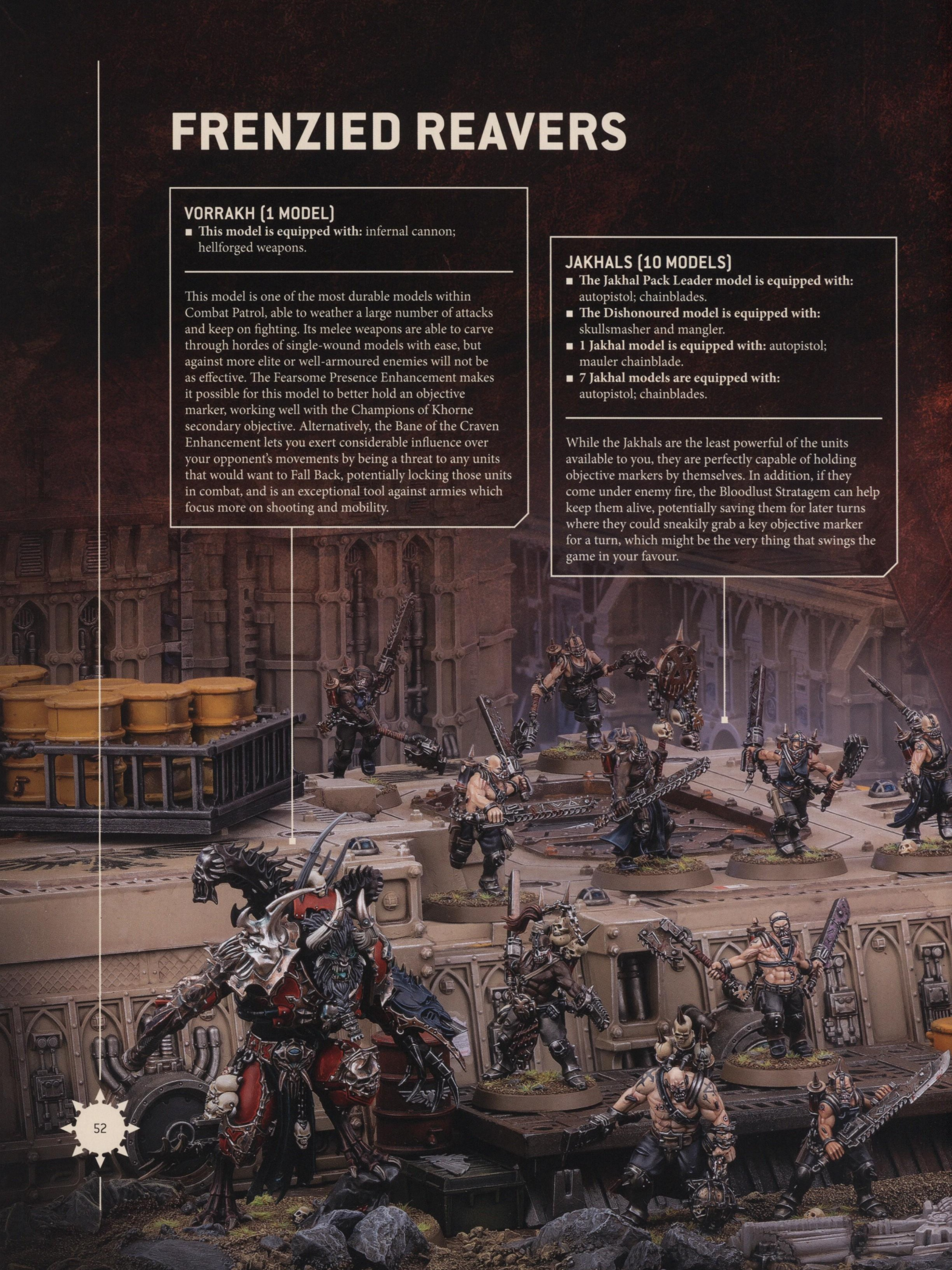
- **This model is equipped with:** infernal cannon; hellforged weapons.

This model is one of the most durable models within Combat Patrol, able to weather a large number of attacks and keep on fighting. Its melee weapons are able to carve through hordes of single-wound models with ease, but against more elite or well-armoured enemies will not be as effective. The Fearsome Presence Enhancement makes it possible for this model to better hold an objective marker, working well with the Champions of Khorne secondary objective. Alternatively, the Bane of the Craven Enhancement lets you exert considerable influence over your opponent's movements by being a threat to any units that would want to Fall Back, potentially locking those units in combat, and is an exceptional tool against armies which focus more on shooting and mobility.

JAKHALS (10 MODELS)

- **The Jakhal Pack Leader model is equipped with:** autopistol; chainblades.
- **The Dishonoured model is equipped with:** skullsmasher and mangler.
- **1 Jakhal model is equipped with:** autopistol; mauler chainblade.
- **7 Jakhal models are equipped with:** autopistol; chainblades.

While the Jakhals are the least powerful of the units available to you, they are perfectly capable of holding objective markers by themselves. In addition, if they come under enemy fire, the Bloodlust Stratagem can help keep them alive, potentially saving them for later turns where they could sneakily grab a key objective marker for a turn, which might be the very thing that swings the game in your favour.



KHORNE BERZERKERS (10 MODELS)

- **The Khorne Berzerker Champion model is equipped with:** plasma pistol; chainblade.
- **2 Khorne Berzerker models are equipped with:** plasma pistol; chainblade.
- **2 Khorne Berzerker models are equipped with:** bolt pistol; Khornate eviscerator.
- **5 Khorne Berzerker models are equipped with:** bolt pistol; chainblade.

This unit makes for a solid backbone to your force. Able to carve through most foes in melee, they are very effective at taking control of the middle of the battlefield and dictating how enemy models can manoeuvre. With the ability to fight on death or trigger Battle-shock tests against a more numerous enemy through different abilities and Stratagems, they have a number of powerful tools to take advantage of and change how your opponent wants to play.

MASTER OF EXECUTIONS (1 MODEL)

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

Both of the secondary objectives available to you are scored by the **CHARACTER** models in your army. As such manoeuvring them and using their skills to the best of your abilities will be critical to victory. The Master of Executions is capable of dealing a lot of damage and, if he gets into combat with an enemy **CHARACTER** unit, his A Worthy Skull ability will all but ensure that enemy **CHARACTER** model is destroyed. Be aware, however, that the Master of Executions is not particularly durable, and once engaged in combat, your opponent will likely look to deal with him quickly. Make sure to make the best use of the terrain you have available to move up the battlefield as safely as possible and strike when the time is right.

PAINTING YOUR COMBAT PATROL

On the following pages, you will find a painting guide to help you to bring your World Eaters Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the World Eaters to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- MEPHISTON RED
- NULN OIL
- ABADDON BLACK
- MECHANICUS STANDARD GREY
- RUNELORD BRASS
- REIKLAND FLESHSHADE
- STORMHOST SILVER
- LEADBELCHER
- WRAITHBONE
- CATACHAN FLESH
- SYBARITE GREEN
- ASTROGRANITE

Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Wraithbone Spray paint. You can use multiple thin coats of Wraithbone Base paint instead.

Power Armour

1 If you sprayed your models, apply a thin basecoat of Wraithbone Base paint all over. You do not need to do this if you prepared your models with Wraithbone Base paint. **2** Apply an even layer of Mephiston Red. Don't worry if it looks a little messy, you'll neaten other areas in later steps. **3** Recess shade the power armour with Nuln Oil.

Power Armour Trim, Weapon Trim and Icons

1 Basecoat the trim of the armour and chain weapons, Khornate symbols and the top of the Jakhals' blood tanks with Runelord Brass. Use multiple thin coats to get good coverage. **2** Shade these details with Reikland Fleshshade. **3** Finally, edge highlight with Stormhost Silver.

Ribbing, Cables and Fabric

1 Paint all exposed ribbing and cables on the power armour, the casing of the Khorne Berzerkers' weapons and the leather, cloth and boots of the Jakhals with multiple thin coats of Abaddon Black. 2 Edge highlight all of these areas with Mechanicus Standard Grey.

Trousers

1 Basecoat the Jakhals' torn fatigues and trousers with Mechanicus Standard Grey. 2 When the Mechanicus Standard Grey paint has dried, apply a wash of Nuln Oil over the top, being careful not to let it pool.

Weapons, Chains and Mail

1 Basecoat all silver details with Leadbelcher. These include weapon blades and teeth, chains, Jakhal greaves, masks and chain mail. 2 Shade all the areas painted using Leadbelcher with Nuln Oil and allow to dry. 3 Use the side and tip of your brush to highlight these areas with Stormhost Silver. A gentle drybrush could also be used to highlight these areas if you do this step before any others.

Bones and Grips

1 Apply Nuln Oil over the weapon grips, skulls and bones. You may need to tidy these areas up with Wraithbone first.

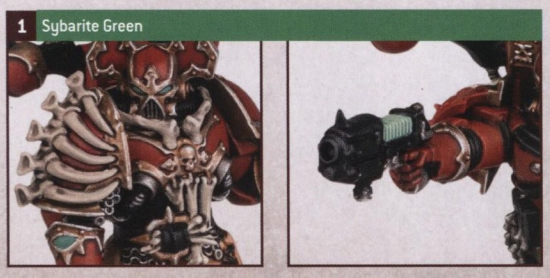
Darker Skin

1 For darker skin, apply a basecoat of Catachan Flesh. 2 Apply Reikland Fleshshade over the dry Catachan Flesh, being careful not to let it pool.

Lighter Skin

1 For lighter skin, make sure these areas are fully painted with Wraithbone. 2 Apply a coat of Reikland Fleshshade over the Wraithbone, being careful not to let it pool.

Lenses and Plasma Coils



1 Paint the lenses and the coils of the plasma pistols using Sybarite Green. Use the tip of a small brush to ensure accuracy. If you do make any errors, you can use the relevant paint to tidy up afterwards.

Basing

1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a wash of Nuln Oil to the entire base. Drybrush the base gently with Wraithbone then apply multiple thin coats of Abaddon Black to the base edge to finish.

COMBAT PATROL
FRENZIED REAVERS

ABILITIES

The datasheets required to use the Frenzied Reavers can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Blessings of Khorne – which is described below.

BLESSINGS OF KHORNE

Khorne is the Chaos god of warfare and slaughter to whom all World Eaters are devoted. He blesses those who spill blood and take skulls in his infernal name.

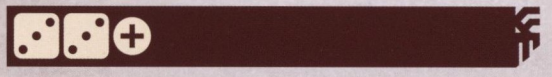
At the start of the battle round, you can make a Blessings of Khorne roll. To do so, roll five D6. You can then use those dice to activate up to two Blessings of Khorne (see below). Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that 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:** *Eric makes a Blessings of Khorne roll, getting the following: 1, 2, 2, 6, 6. First he uses the two 6s to activate Martial Excellence (which requires a double 4+), leaving the following dice: 1, 2, 2. He then uses the two 2s to activate Rage-fuelled Invigoration (which requires a double 2+). As the 1 can't be used, this is then discarded.*

RAGE-FUELLED INVIGORATION

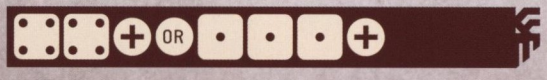
Each time a model in this unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

TOTAL CARNAGE



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

MARTIAL EXCELLENCE



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

ENHANCEMENTS

Your **DAEMON PRINCE** model is your **WARLORD** and has the Fearsome Presence Enhancement. You can replace this with Bane of the Craven.

DEFAULT ENHANCEMENT

FEARSOME PRESENCE

Towering infernal monsters, Daemon Princes of Khorne dominate the battlefield, inspiring abject terror in all who stand before them.

While the bearer is not Battle-shocked, it has an Objective Control characteristic of 5.

OR

OPTIONAL ENHANCEMENT

BANE OF THE CRAVEN

Daemon Princes of Khorne reserve their most violent hatred for cowards, butchering any who flee the fight with murderous abandon.

Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within Engagement Range of the bearer Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

SECONDARY OBJECTIVES

You will use the Champions of Khorne secondary objective. You can replace this with Skull Takers.

DEFAULT SECONDARY OBJECTIVE

CHAMPIONS OF KHORNE

The brazen champions of the Blood God seek to seize and hold ground, daring their opponents to come forth and join the battle.

From the second battle round onwards, at the end of your Command phase, if there is an objective marker wholly within No Man's Land that you control and that has one or more **CHARACTER** models (excluding Battle-shocked models) from your army within range of it, you score 2VP. If there are two such objective markers, you score 3VP instead.

OR

OPTIONAL SECONDARY OBJECTIVE

SKULL TAKERS

Khorne's champions seek to take skulls as offerings to the Blood God, hoping in return to earn his favour and benefit from his diabolic blessings.

At the end of the Fight phase, for each **CHARACTER** model from your army, if that model destroyed one or more enemy units that phase, you score 3VP.

You cannot score more than 12VP from this secondary objective.

STRATAGEMS

You can use the following Stratagems:

HORRIFYING BUTCHERY

1CP

FRENZIED REAVERS – BATTLE TACTIC STRATAGEM

With chainaxe, boot and fist, Khorne Berzerkers hack and bludgeon their way forward, the gore-drenched violence of their advance inspiring terror in the hearts of the foe.

WHEN: Start of the Fight phase.

TARGET: One **KHORNE BERZERKERS** unit from your army.

EFFECT: Select one enemy unit within Engagement Range of your unit. That enemy unit must take a Battle-shock test.

BERSERK RESILIENCE

1CP

FRENZIED REAVERS – BATTLE TACTIC STRATAGEM

The followers of Khorne fight until their last breath, shrugging off mortal wounds to spill blood in their dark god's infernal name.

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

TARGET: One **WORLD EATERS CHARACTER** 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, roll one D6, adding 2 if the Total Carnage Blessing of Khorne is active for your army. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

BLOODLUST

1CP

FRENZIED REAVERS – STRATEGIC PLOY STRATAGEM

Khorne cares not from whence the blood flows, only that it does. Losses amongst the Jakhals serve only to stoke the bloodlust of the survivors.

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

TARGET: One **JAKHALS** unit from your army that had one or more of its models destroyed by the attacking unit's attacks.

EFFECT: Your unit can make a Normal move of up to D6".

VORRAKH

Combat Patrol Datasheet

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

4+ INVULNERABLE SAVE

Earning Khorne's favour and ascending to daemonhood requires spilling oceans of blood. Vorrakh has slaughtered his share and offered skulls beyond count. Yet the gift of immortality gives him no peace. Still, the Butcher's Nails pound. Still, his thirst for blood is undiminished.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon [RAPID FIRE 1]	24"	3	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellforged weapons	Melee	16	2+	6	-1	1

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

FACTION KEYWORDS: **World Eaters**

MASTER OF EXECUTIONS

Combat Patrol Datasheet

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

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

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

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

ABILITIES

FACTION: **Blessings of Khorne**

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 an enemy **Character** model, you gain 1CP.

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

FACTION KEYWORDS: **World Eaters**

KHORNE BERZERKERS

Combat Patrol Datasheet

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

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

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

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

ABILITIES

FACTION: **Blessings of Khorne**

KEYWORDS: **Infantry, Chaos, Khorne, Berzerkers**

FACTION KEYWORDS: **World Eaters**

JAKHALS

Combat Patrol Datasheet

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

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

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

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

ABILITIES

FACTION: **Blessings of Khorne**

KEYWORDS: **Infantry, Chaos, Khorne, Jakhals**

FACTION KEYWORDS: **World Eaters**

Forces of the World Eaters

'Khorne cares little for prayer. He asks only for skulls and blood. These offerings we shall provide this day. Let your hatred flow, brothers. Let your rage burn like the brazen furnaces of the Blood God's realm. Let the pounding of the Nails drive you on. Butcher, hew, maim and slaughter. Leave only carrion in your wake. In this way and this way alone shall you earn the Blood God's favour.'

- Alaryc Vrok, Arch-Eviscerator

INTRODUCTION

Welcome to the rules section of *Codex: World Eaters*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your World Eaters collection to life on the tabletop.

These include Detachment rules that World Eaters armies can use, along with the World Eaters army rule – Blessings of Khorne – which is common to many of your units. This section also includes datasheets for World Eaters units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.

On the following pages you will find several **WORLD EATERS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the World Eaters – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULES

BLESSINGS OF KHORNE

Khorne is the Chaos god of warfare and slaughter to whom all World Eaters are devoted. He blesses those who spill blood and take skulls in his infernal name.

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 (see right). Each Blessing of Khorne specifies the dice results it requires (where a number is specified, a double or triple of that value or higher is required). You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.

> **Example:** *Ash makes a Blessings of Khorne roll, getting the following: 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 Unbridled Bloodlust. Now that two Blessings of Khorne have been activated, no more can be activated and the remaining dice are discarded.*

PACT OF BLOOD

Through acts of frenzied violence and unbound savagery, the World Eaters may open a rent in reality, allowing the daemons of Khorne to spill forth from that infernal domain.

When mustering your army, unless specifically stated otherwise, you cannot select **BLOOD LEGIONS** as your Army Faction.

UNBRIDLED BLOODLUST

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

RAGE-FUELLED INVIGORATION

Each time a model in this unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

TOTAL CARNAGE

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

MARTIAL EXCELLENCE

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

WARP BLADES

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

DECAPITATING STRIKES

Each time a model in this unit makes a melee attack that targets an **INFANTRY** unit, that attack has the **[DEVASTATING WOUNDS]** ability.

BERZERKER WARBAND

DETACHMENT RULE

RELENTLESS RAGE

The World Eaters fight in a perpetual fury, driven ever onward to slaughter all who stand in their path. All of their warriors have been subject to horrific surgery, implanted with crude devices that amplify their aggression. Some even submit to possession by the Blood God's daemonic servants. These warriors will only stop killing when every foe lies in bloody ruin at their feet – and sometimes not even then.

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.

ENHANCEMENTS

BERZERKER GLAIVE

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

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

HELM OF BRAZEN IRE

Khorne's faithful believe this relic was forged in the depths of the Blood God's own realm. The blades of many champions have broken upon its brass surface.

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

FAVOURED OF KHORNE

This warrior has the favour of Khorne; the Blood God's infernal power pulses through their veins.

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

BATTLE-LUST

This veteran killer cannot resist the urge to kill. His endless thirst for slaughter drives him forward into the thickest of fighting.

WORLD EATERS model only. 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.

Comprised of insane transhuman fanatics, monstrous possessed and other horrific killers, World Eaters warbands confront their foes head-on, relying predominantly upon aggression to turn the tide of battle in their favour; this is not to say that they are devoid of tactical and strategic acumen, however. As screaming hordes of Khorne Berzerkers crash into the enemy, armoured vehicles, Daemon Engines and mortal cultists follow the assault, moving swiftly to outflank and envelop foes or seizing key battlefield positions to repel desperate counterattacks. Whether breaking a siege, defending the site of a twisted ritual or simply seeking to annihilate a chosen enemy, World Eaters warbands are more than capable of adapting their battle plans to the task at hand, so long as blood is spilt and skulls claimed in the name of the Blood God.

BLOOD OFFERING

BERZERKER WARBAND – EPIC DEED STRATAGEM

1CP

Khorne cares not from whence the blood flows, only that it does. The deaths of his own devoted are fitting offerings.

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.

HACK AND SLASH

BERZERKER WARBAND – BATTLE TACTIC STRATAGEM

1CP

Hack and slash, rend and tear, dismember and eviscerate. Kill! Kill! KILL!

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.

FRENZIED RESILIENCE

BERZERKER WARBAND – BATTLE TACTIC STRATAGEM

2CP

The depths of their fury lend the devoted of Khorne resilience. Mere flesh wounds will not stay the wrath of the World Eaters.

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

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

SKULLS FOR THE SKULL THRONE!

BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM

1CP

The skulls of mighty champions and monstrous foes make a fitting tribute to the Blood God.

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.

APOPLECTIC FRENZY

BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM

1CP

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

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.

BERZERKER'S WRATH

BERZERKER WARBAND – STRATEGIC PLOY STRATAGEM

1CP

The incessant pounding of the Butcher's Nails drives the World Eaters forward, desperate to salve their agony with blood and gore.

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".

CULT OF BLOOD

DETACHMENT RULE

IDOLS OF KHORNE

Titanic Khornate war engines draw teeming masses of cultists to war.

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.

ENHANCEMENTS

CHOSEN OF THE BLOOD GOD

This immortal being has earned the favour of the Blood God, and its monstrous form is redolent with Khorne's unholy power.

WORLD EATERS MONSTER model only. Add 3" to the range of the bearer's Aura abilities.

BUTCHER LORD

Some World Eaters lead packs of cultists into battle, inspiring the masses with their inhuman savagery.

WORLD EATERS INFANTRY model only. During the Declare Battle Formations step, the bearer can be attached to a **JAKHALS** or **GOREMONGERS** unit. If attached to a **GOREMONGERS** unit, the bearer has the Infiltrators ability.

BRAZEN FORM

Whether possessed, colossal daemons or hellforged constructs, Khorne's diabolic followers have monstrous resilience.

WORLD EATERS MONSTER model only. Add 1 to the bearer's Toughness characteristic and the bearer has the Feel No Pain 5+ ability.

STRATEGIC SLAUGHTER

Despite the frenzied battle-lust that consumes his soul, this warrior still retains a sliver of the tactical insight instilled in him by his training.

WORLD EATERS model only. After both players have deployed their armies, select up to three **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.

Such is the murderous reputation of the World Eaters that countless followers of Khorne are drawn into their orbit. These cultists, augmented by agonising surgeries and possessed by an insatiable desire to kill, howl praise to Khorne as they advance in huge numbers. They are most frenzied and zealous when following to battle the largest and most imposing of the World Eaters' hellforged war machines. In the presence of titanic gore-encrusted engines of destruction, mortal cultists revel in glorious slaughter, hurling themselves against gun lines and into the meat grinder of melee combat with reckless and ecstatic abandon. Beneath the crushing weight of such numbers and faced with the terrifying presence of the World Eaters' titanic engines of destruction, the enemy quail and flee or are swept aside in a tempest of horrific bloodshed.

BLOODY VENGEANCE

CULT OF BLOOD – EPIC DEED STRATAGEM

1CP

The demise of this titanic being showers nearby cultists in blood and viscera, inspiring vengeful fury.

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.

DRAWN TO THE SLAUGHTER

CULT OF BLOOD – STRATEGIC PLOY STRATAGEM

2CP

As the bloodshed increases, Jakhals are drawn to the fight like hungry scavengers to a kill.

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.

RESTRICTIONS: This Stratagem cannot be used to return destroyed **CHARACTER** units to Attached units.

IN THE SHADOW OF BRASS IDOLS

CULT OF BLOOD – STRATEGIC PLOY STRATAGEM

1CP

Emboldened by blood-slick and skull-laden idols of their dark god, mortal cultists shrug off injury.

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.

BLOODTHIRSTY HORDE

CULT OF BLOOD – BATTLE TACTIC STRATAGEM

1CP

In their feverish desire to slaughter, Khornate cultists scramble and surge to land blows upon the foe.

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.

FAIL NOT THE BLOOD GOD

CULT OF BLOOD – STRATEGIC PLOY STRATAGEM

1CP

To fail Khorne is to invite a terrible fate.

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.

BRAZEN IDOL

CULT OF BLOOD – EPIC DEED STRATAGEM

2CP

The greatest idols wrought in Khorne's infernal name bestow myriad blessings upon his faithful.

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.

RESTRICTIONS: You can only use this Stratagem once per battle.

KHORNE DAEMONKIN

DETACHMENT RULE

BLOOD TITHE

To call forth the blood legions requires the spilling of oceans of crimson gore.

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 found on pages 93-95 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**.

ENHANCEMENTS

ICON OF WAR

This warrior bears a brass icon redolent with empyric energies. Daemonic entities who gaze upon its macabre magnificence are lent fresh vitality.

WORLD EATERS model only. 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 (see left) 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.

BLOOD-FORGED ARMOUR

Made in the depths of the Immaterium, this crimson plate possesses unholy resilience.

BLOOD LEGIONS or **WORLD EATERS** model only. The bearer has a Save characteristic of 2+. If the bearer is destroyed, you gain 1 Blood Tithe point.

DISCIPLE OF KHORNE

This puissant master of carnage has earned the right to lead Khorne's immortal legions to war.

LORD ON JUGGERNAUT model only. During the Declare Battle Formations step, the bearer can be attached to a **BLOODCRUSHERS** or **FLESH HOUNDS** unit. While leading one of these units, the bearer has the Deep Strike ability, and it has the **BLOOD LEGIONS** Faction keyword instead of the **WORLD EATERS** Faction keyword.

BLADE OF ENDLESS BLOODSHED

This possessed weapon is ever stained with gore and eternally thirsts to taste the blood of fresh victims, empowering the bearer with its endless hunger.

WORLD EATERS model only. 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.

When blood is spilt in floods, and the skulls of the World Eaters' foes are piled high, the barrier between reality and the Warp collapses. From the roiling depths of the Immaterium, Khorne's infernal legions thunder forth. Horned monstrosities adorned with burnished brass and grisly trophies, these empyric entities know only warfare and carnage. To many World Eaters, there is no greater honour than to fight at the side of such beings. When the blood legions go to battle, they do so in teeming ranks, Bloodletters surging from rent and rift with warp-metal blades and gore-encrusted banners held aloft. The most blessed of World Eaters champions thunder into the fray astride their Juggernaut mounts, daemonic cavalry forming wedges in their wake. Khorne Berzerkers rush into battle alongside packs of Flesh Hounds or in the shadow of colossal Bloodthirsters. As the blood flows, the daemons grow stronger, the force of their onslaught gathering pace and leaving behind them a charnel pit of butchered corpses.

SUMMONED BY SLAUGHTER

KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM

1CP

As blood is spilt, the veil between reality and the Warp is eroded, and Khorne's daemonic legions spill forth at will.

WHEN: Any phase, when the last model in a unit is destroyed, before removing it from play.

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 not within Engagement Range of one or more enemy units, then remove the destroyed model from play.

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

DAEMONIC FURY

KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM

1CP

The blood legions surge forth from the Warp in a howling tide of carnage, butchering all in their path.

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.

A WORTHY SKULL

KHORNE DAEMONKIN – EPIC DEED STRATAGEM

1CP

Khorne's followers seek to claim the skulls of the foe's mightiest champions.

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.

BLESSING OF BURNING BLOOD

KHORNE DAEMONKIN – BATTLE TACTIC STRATAGEM

1CP

The weapons of Khorne's craven foes are turned aside by empyric energies.

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.

DAEMONTIDE

KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM

1CP

As the bloodshed increases, seemingly endless tides of daemons spill from the Warp to bolster the ranks of the blood legions.

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.

RESTRICTIONS: This Stratagem cannot be used to return destroyed **CHARACTER** models to Attached units.

MURDER-CALL

KHORNE DAEMONKIN – STRATEGIC PLOY STRATAGEM

1CP

With their foes rent asunder, Khornate daemons return to the chaos of the Warp, awaiting the next massacre to strike again.

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.

POSSESSED SLAUGHTERBAND

DETACHMENT RULE

BRAZEN FURY

Incoming fire serves only to fan the flames of daemonic fury, driving Khorne's possessed into a malicious rage.

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.

ENHANCEMENTS

MALICIOUS VIGOUR

Twin hearts pump molten rage through bulging veins and arteries, daemonic possessor lending its mutated host unnatural speed and endurance.

SLAUGHTERBOUND model only. 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.

KILLING CLARITY

The ecstatic release of extreme violence provides momentary clarity to even the most frenzied of minds.

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

FRENZIED FOCUS

This daemon channels its blazing fury with violent precision, its blows as accurate as they are devastating.

WORLD EATERS DAEMON model only. 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.

VIOLENT DEMISE

Upon this daemon's death, pent-up rage and empyric energies are released in a howling maelstrom of killing force from which there is no escape.

WORLD EATERS DAEMON model only. 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.

Many are the World Eaters warbands who count possessed among their ranks. These warriors, including the Eightbound, are terrifying instruments of destruction and wanton slaughter. Whether advancing on foot through hails of incoming fire or traversing the Warp to emerge amid the enemy lines, the enthralled warriors are deployed as living weapons of destruction to break through the most heavily defended positions, to shatter armour formations or to slaughter the foe's elite units before they can be brought to bear. To this end, the possessed rely upon daemonic resilience and strength, their altered forms turning aside incoming fire and their monstrous might enabling them to sweep aside any enemies unfortunate enough to stand in their path.

DAEMONIC RESISTANCE

POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM

Possession lends great resilience.

2CP

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.

DAEMONIC STRENGTH

POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM

Infernal mutations grant the possessed daemonic strength.

1CP

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.

IMMORTAL FURY

POSSESSED SLAUGHTERBAND – BATTLE TACTIC STRATAGEM

Even as their host's form is destroyed, Khorne's daemons strive to strike a final, vengeful blow.

2CP

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.

RAPID MANIFESTATION

POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM

Tearing through the fabric of reality, the Exalted Eightbound appear as if from nowhere to loom over their terrified victims.

1CP

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 3" horizontally away from all enemy units.

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

WARP STALKERS

POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM

Possessed warriors surge over and through their allies, swatting lessers aside in their eagerness to slaughter foes.

1CP

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 cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

HORRIFYING VIOLENCE

POSSESSED SLAUGHTERBAND – STRATEGIC PLOY STRATAGEM

Enthralled warriors fall upon their victims in horrifying displays of carnage, sending panic rippling through the enemy ranks.

1CP

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.

GORETRACK ONSLAUGHT

DETACHMENT RULE

RUSH TO THE FRAY

The World Eaters use their vehicles to drive into the heart of the enemy before piling out of their transports and hurling themselves into the fighting.

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.

ENHANCEMENTS

MURDEROUS ONSLAUGHT

An expert in mechanised warfare, the assaults this warrior leads are so swift and violent that few foes can react before the hammer falls.

WORLD EATERS model only. 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.

AGGRESSIVE DEPLOYMENT

This warrior fights in the vanguard, urging his vehicles forward to unload troops as swiftly as possible.

WORLD EATERS model only. 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

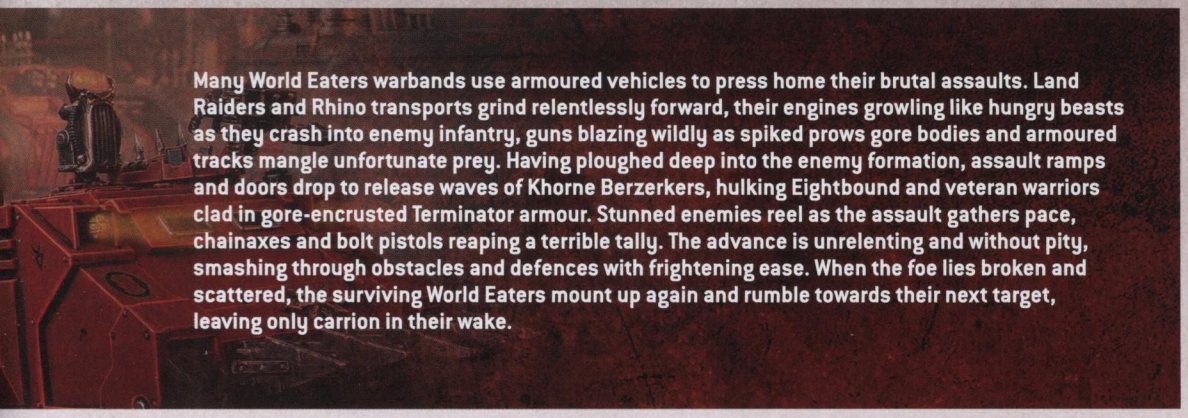
A veteran tank commander, this warrior orders nearby armoured vehicles to lay down a withering field of fire, providing cover for disembarking troops.

WORLD EATERS model only. 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

Provided to veteran World Eaters by the Berzerker-surgeons, these combat stimulants grant the user shocking speed.

WORLD EATERS model only. 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.



Many World Eaters warbands use armoured vehicles to press home their brutal assaults. Land Raiders and Rhino transports grind relentlessly forward, their engines growling like hungry beasts as they crash into enemy infantry, guns blazing wildly as spiked prows gore bodies and armoured tracks mangle unfortunate prey. Having ploughed deep into the enemy formation, assault ramps and doors drop to release waves of Khorne Berzerkers, hulking Eightbound and veteran warriors clad in gore-encrusted Terminator armour. Stunned enemies reel as the assault gathers pace, chainaxes and bolt pistols reaping a terrible tally. The advance is unrelenting and without pity, smashing through obstacles and defences with frightening ease. When the foe lies broken and scattered, the surviving World Eaters mount up again and rumble towards their next target, leaving only carrion in their wake.

ENDLESS PURSUIT OF VIOLENCE

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

Having slaughtered their foes, the World Eaters mount up once more to seek new victims.

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.

SMASH THROUGH

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

Few obstacles can prevent the World Eaters' eager armoured formations from reaching their prey.

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.

AGGRESSIVE DISEMBARKATION

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

Propelled by their bloodlust, the World Eaters spill from their transports and surge towards the foe.

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.

FULL-THROTTLE ASSAULT

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

With their transports growling with hunger, the World Eaters emerge rapidly to crash headlong into their enemies.

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.

UNRELENTING ADVANCE

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

Incoming fire crashes against corrupted armour, drawing the target closer.

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".

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

FURY UNLEASHED

GORETRACK ONSLAUGHT – STRATEGIC PLOY STRATAGEM

1CP

Khorne Berzerkers react to incoming fire, disembarking to release their pent-up fury.

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.

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

Datasheets

'We come in Khorne's name, we Eaters of Worlds. Woe betide all who cross our path, for we are butchery incarnate, slaughter embodied. We are the instruments of the Blood God's will, and none shall escape our wrath. Blood for the Blood God!'

- Draelok Krand, Skullreaver of the Brazen Butchers

ANGRON

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

4+ INVULNERABLE SAVE

Angron is rage given immortal form. An engine of destruction, he has the strength to tear apart Imperial bastions with his bare hands and fell Titans. Armed with the sword Samni'arius and the axe Spinegrinder, he can carve through entire armies of foes in a whirlwind of apocalyptic bloodshed.

MELEE WEAPONS	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

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 six of the D6 rolled.

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.

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.

SUPREME COMMANDER

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Blessings of Khorne**

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 (see left). Until the start of the next battle round, this model has that ability.

DAMAGED: 1-6 WOUNDS REMAINING

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

UNIT COMPOSITION

- 1 Angron – **EPIC HERO**

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

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

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

FACTION KEYWORDS: **WORLD EATERS**

'The Despoiler speaks of vengeance, of the toppling of empires. Let him concern himself with such petty things. The Blood God cares only for slaughter, and I am his eternal servant. And so I go where cities burn and blood flows. I care not for power; I do not seek glory. I am carnage incarnate. By my hand shall entire worlds be drowned in gore.'

- Angron, Daemon Primarch of the World Eaters

KHÂRN THE BETRAYER

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

4+ INVULNERABLE SAVE

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

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

UNIT COMPOSITION

- **1 Khârn the Betrayer – Epic Hero**

This model is equipped with: plasma pistol; Gorechild.

LEADER

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

ABILITIES

CORE: **Leader**

FACTION: **Blessings of Khorne**

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 in that unit is destroyed.

Berzerker Fury: 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 one or more enemy units, with 3 wounds remaining.

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

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

FACTION KEYWORDS: **World Eaters**

LORD INVOCATUS

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

4+ INVULNERABLE SAVE

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

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

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

LEADER

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

UNIT COMPOSITION

- **1 Lord Invocatus – Epic Hero**

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

ABILITIES

CORE: **Leader, Deep Strike, Scouts 6"**

FACTION: **Blessings of Khorne**

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.

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.

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

FACTION KEYWORDS: **World Eaters**

LORD *ON JUGGERNAUT*

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

4+ **INVULNERABLE SAVE**

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

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Exalted chainblade	Melee	7	2+	6	-1	2
Bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	3+	6	-1	2

LEADER

This model can be attached to the following units: **EIGHTBOUND, EXALTED EIGHTBOUND, KHORNE BERZERKERS**

UNIT COMPOSITION

- **1 Lord on Juggernaut**

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

ABILITIES

CORE: **Leader**

FACTION: **Blessings of Khorne**

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 through 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.

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

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

FACTION KEYWORDS: **WORLD EATERS**

MASTER OF EXECUTIONS

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

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

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

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

LEADER

This model can be attached to the following unit: **KHORNE BERZERKERS**

ABILITIES

CORE: **Leader**

FACTION: **Blessings of Khorne**

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.

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.

UNIT COMPOSITION

- **1 Master of Executions**

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

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

FACTION KEYWORDS: **WORLD EATERS**

DAEMON PRINCE OF KHORNE

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

4+ INVULNERABLE SAVE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon [RAPID FIRE 1]	24"	3	3+	5	-1	2

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

UNIT COMPOSITION

- **1 Daemon Prince of Khorne**

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

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.

Devastating Assault: Each time this model makes a Charge move, until the end of the turn, its melee 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 that model is targeted with a Stratagem. If it does, reduce the CP cost of that usage of that Stratagem by 1CP.

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

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

FACTION KEYWORDS: **WORLD EATERS**

DAEMON PRINCE OF KHORNE *WITH WINGS*

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

4+ INVULNERABLE SAVE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Infernal cannon [RAPID FIRE 1]	24"	3	3+	5	-1	2

MELEE WEAPONS	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

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Blessings of Khorne**

Bloodied Terror: At the start of the Fight phase, each enemy unit within Engagement Range of this model must take a Battle-shock test, subtracting 1 from that test 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 six D6: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Daemon Prince of Khorne with Wings**

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

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

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

FACTION KEYWORDS: **WORLD EATERS**

SLAUGHTERBOUND

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

5+ INVULNERABLE SAVE

Some World Eaters will go to terrible lengths to increase their lethality. The Slaughterbound share their forms with the possessing spirit of a Bloodthirster. Such an infernal fusion lends the host colossal strength and insatiable rage, driving them to reckless butchery. Containing such power requires great force of will, however, and the demise of such a warrior is often explosive.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lacerator and daemonic claw	Melee	6	2+	8	-2	2

LEADER

This model can be attached to the following units: **EIGHTBOUND, EXALTED EIGHTBOUND**

LORD OF THE EIGHTBOUND

If this model is attached to a **WORLD EATERS POSSESSED** unit during the Declare Battle Formations step, until the end of the battle, this model has the Deep Strike and Scouts 6" abilities.

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Blessings of Khorne**

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

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.

UNIT COMPOSITION

- **1 Slaughterbound**

This model is equipped with: lacerator and daemonic claw.

KEYWORDS: **INFANTRY, CHARACTER, CHAOS, KHORNE, DAEMON, POSSESSED, SLAUGHTERBOUND**

FACTION KEYWORDS: **WORLD EATERS**

EIGHTBOUND

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

5+ INVULNERABLE SAVE

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

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

ABILITIES

CORE: **Scouts 6"**

FACTION: **Blessings of Khorne**

Beacons of Rage (Aura): While a friendly **World Eaters** unit is within 6" of this unit, each time a model in that unit makes a melee attack that targets a unit (excluding **Monsters** and **Vehicles**), add 1 to the Hit roll. If that attack targets a unit (excluding **Monsters** and **Vehicles**) that is Below Half-strength, add 1 to the Wound roll as well.

UNIT COMPOSITION

- **1 Eightbound Champion**
- **2-5 Eightbound**

Every model is equipped with: chainblades.

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

FACTION KEYWORDS: **World Eaters**

EXALTED EIGHTBOUND

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

5+ INVULNERABLE SAVE

Some Eightbound reach a level of apotheosis where the soul of the World Eater they once were becomes one with the eight daemons sharing their physical form; this only makes them more dangerous. With no internal competition for control over their body, the Exalted Eightbound possess a purer form of unnatural rage to direct at their enemies.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainblades [ANTI-MONSTER 3+, ANTI-VEHICLE 3+]	Melee	4	3+	8	-3	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Blessings of Khorne**

Rend and Tear: Each time an enemy **Monster** or **Vehicle** unit 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.

UNIT COMPOSITION

- **1 Exalted Eightbound Champion**
- **2-5 Exalted Eightbound**

Every model is equipped with: chainblades.

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

FACTION KEYWORDS: **World Eaters**

KHORNE BERZERKERS

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

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

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

WARGEAR OPTIONS

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

ABILITIES

FACTION: **Blessings of Khorne**

Blood Surge: 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 Blood Surge move. To do so, roll one D6 and add 2 to the roll: 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 Blood Surge move while it is Battle-shocked or within Engagement Range of one or more enemy units, and can only make one Blood Surge move per phase.

WARGEAR ABILITIES

Icon of Khorne: Each time the bearer's unit destroys an enemy unit, you gain 1 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.

UNIT COMPOSITION

- **1 Khorne Berzerker Champion**
- **9-19 Khorne Berzerkers**

Every model is equipped with: bolt pistol; chainblade.

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

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

FACTION KEYWORDS: **WORLD EATERS**

CHAOS TERMINATORS

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

4+ INVULNERABLE SAVE

The champions of World Eaters warbands highly prize Terminator armour. When clad in this corrupted plate, such a champion becomes a walking tank, impervious to all but the heaviest incoming fire. The Blood God's Terminators wield a powerful array of heavy firepower and brutal melee weapons with which they tear through elite squads and carve through armoured war machines.

RANGED WEAPONS	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

MELEE WEAPONS	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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Blessings of Khorne**

Bloody Fury: Each time a model in this unit makes a ranged attack that targets the closest enemy unit, you can re-roll the Hit roll. Each time this unit declares a charge that targets the closest eligible enemy unit, you can re-roll the Charge roll.

UNIT COMPOSITION

- **1 Terminator Champion**
- **4-9 Chaos Terminators**

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

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

FACTION KEYWORDS: **WORLD EATERS**

JAKHALS

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

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

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

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

WARGEAR OPTIONS

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

ABILITIES

FACTION: **Blessings of Khorne**

Objective Ravaged: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

WARGEAR ABILITIES

Icon of Khorne: Each time the bearer's unit destroys an enemy unit, you gain 1 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.

UNIT COMPOSITION

- **1 Jakhal Pack Leader, 1 Dishonoured and 8 Jakhals**

or:

- **1 Jakhal Pack Leader, 2 Dishonoured and 17 Jakhals**

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

Every Dishonoured is equipped with: paired manglers.

KEYWORDS: **Infantry, Grenades, Chaos, Khorne, Jakhals**

FACTION KEYWORDS: **World Eaters**

Jakhals with autopistols and chainblades

Jakhal with autopistol and mauler chainblade

Dishonoured with paired manglers

Goremonger with autopistols

Goremongers with autopistols and chainblades

Goremonger with autopistol and blood harpoon

GOREMONGERS

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

Goremongers are mortal cultists obsessed with mechanically augmenting their physical forms into macabre approximations of Khorne's Bloodletter daemons. Their augmetic limbs propel them across the battlefield at terrifying speed, allowing them to bring their brutal chain weapons to bear before the foe can respond.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Chainblade [LANCE]	Melee	3	4+	3	0	1
Close combat weapon	Melee	2	4+	3	0	1

WARGEAR OPTIONS

- 1 Goremonger's chainblade can be replaced with 1 autopistol.
- 1 Goremonger's chainblade can be replaced with 1 blood harpoon.

ABILITIES

CORE: **Infiltrators**

FACTION: **Blessings of Khorne**

Loping Speed: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

UNIT COMPOSITION

- **1 Blood Herald**
- **7 Goremongers**

Every model is equipped with: autopistol; chainblade; close combat weapon.

KEYWORDS: **Infantry, Grenades, Chaos, Khorne, Goremongers**

FACTION KEYWORDS: **World Eaters**

CHAOS SPAWN

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

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	D6+4	4+	5	-1	2

ABILITIES

CORE: **Feel No Pain 5+, Scouts 8"**

FACTION: **Blessings of Khorne**

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

UNIT COMPOSITION

- **2 Chaos Spawn**

Every model is equipped with: hideous mutations.

KEYWORDS: **Beast, Chaos, Khorne, Spawn**

FACTION KEYWORDS: **World Eaters**

HELBRUTE

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

Helbrutes are walking engines of destruction; their frenzied occupants are kept alive in a state of agony and insanity. These infernal sarcophagi are fitted with various powerful armaments to blast enemy armour open from afar and cruel appendages with which to hack, crush and claim a bounty of skulls for Khorne.

RANGED WEAPONS	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
Plasma cannon [BLAST, HAZARDOUS, RAPID FIRE D3]	36"	D3	4+	8	-3	3
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
Multi-melta [MELTA 2, RAPID FIRE 1]	18"	2	4+	9	-4	D6
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

MELEE WEAPONS	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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Blessings of Khorne**

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

Frenzy: In your opponent's Shooting phase, and in the Fight phase, each time an enemy unit targets this model, after that unit has finished making its attacks, this model can either shoot or fight, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

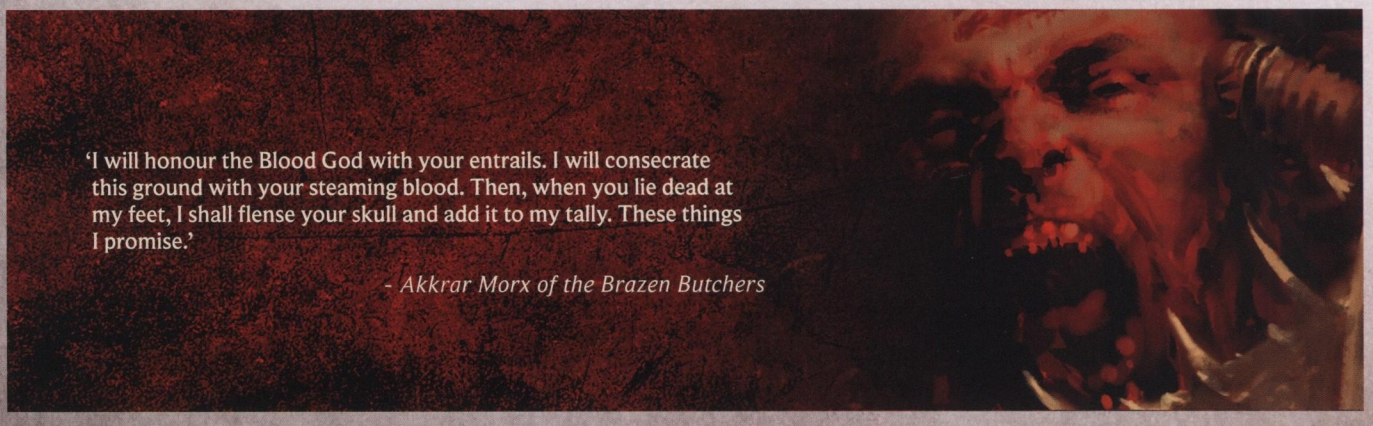
UNIT COMPOSITION

- **1 Helbrute**

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

KEYWORDS: **VEHICLE, WALKER, CHAOS, KHORNE, HELBRUTE**

FACTION KEYWORDS: **WORLD EATERS**



'I will honour the Blood God with your entrails. I will consecrate this ground with your steaming blood. Then, when you lie dead at my feet, I shall flense your skull and add it to my tally. These things I promise.'

- Akkrar Morx of the Brazen Butchers

DEFILER

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

5+ INVULNERABLE SAVE

Defilers are Daemon Engines possessed by abominable entities. Towering creations that stomp across the battlefield on piston-driven legs, their clanking claws can easily cut a Space Marine in half. Foes are also unsafe at a distance, as Defilers' monstrous heavy weapons are just as deadly at long range.

RANGED WEAPONS	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
Defiler cannon [BLAST, RAPID FIRE 3]	48"	D6+3	4+	10	-1	3
Havoc launcher [BLAST]	48"	D6	4+	5	0	1
Reaper autocannon [DEVASTATING WOUNDS, RAPID FIRE 4, SUSTAINED HITS 1]	36"	4	4+	7	-1	1
Twin heavy bolter [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	3	4+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [RAPID FIRE 1, TWIN-LINKED]	48"	1	4+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Defiler claws	Melee	6	3+	16	-3	D6+1
Defiler scourge [EXTRA ATTACKS]	Melee	3	3+	12	-1	2

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

Scuttling Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move through friendly **MONSTER** and **VEHICLE** models and sections of terrain features that are 4" or less in height.

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).

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.

UNIT COMPOSITION

- **1 Defiler**

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

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

FACTION KEYWORDS: **WORLD EATERS**

CHAOS LAND RAIDER

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

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Blessings of Khorne**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Chaos Land Raider**

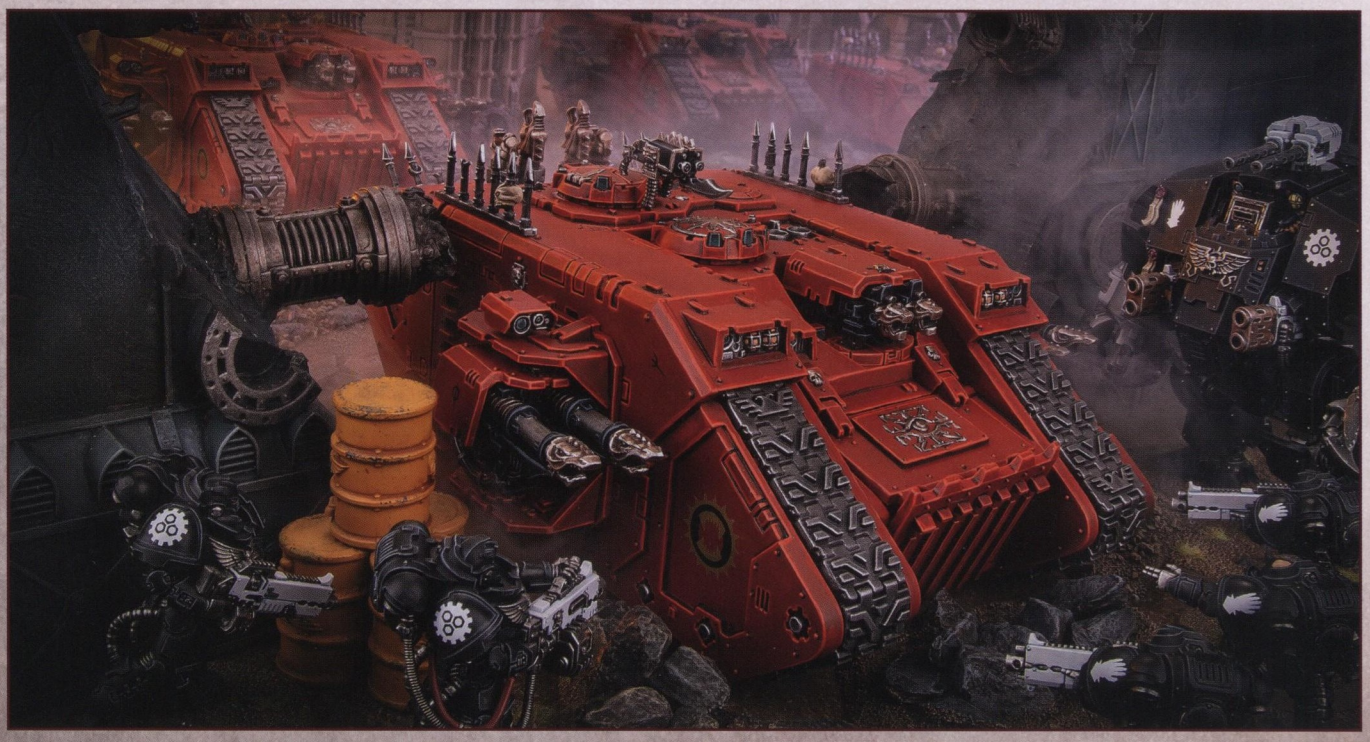
This model is equipped with: 2 soulshatter lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

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**

FACTION KEYWORDS: **World Eaters**



FORGEFIEND

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

5+ INVULNERABLE SAVE

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

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.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Forgefiend**

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

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

FACTION KEYWORDS: **World Eaters**

MAULERFIEND

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

5+ INVULNERABLE SAVE

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Magma cutter [MELTA 2, RAPID FIRE 1]	6"	2	4+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lasher tendrils [EXTRA ATTACKS]	Melee	6	3+	7	-1	1
Maulerfiend fists	Melee	8	3+	14	-2	D6+1

WARGEAR OPTIONS

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

UNIT COMPOSITION

- **1 Maulerfiend**

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

The Scent of Blood: Each time this model declares a charge that targets one or more units below Starting Strength, add 1 to the Charge roll. If one or more of the targets of that charge are Below Half-strength, add 2 to the Charge roll instead.

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.

DAMAGED: 1-4 WOUNDS REMAINING

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

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

FACTION KEYWORDS: **World Eaters**

CHAOS PREDATOR ANNIHILATOR

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

These ancient battle tanks are animated by malevolent spirits and operated by battle-hungry crews who seek to earn Khorne's favours by bringing down the largest and most monstrous enemies. To this end, they unleash lascannon beams with reckless fury, grinding infantry beneath their metallic tracks as they rumble towards their chosen prey.

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

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.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Chaos Predator Annihilator**

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

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

FACTION KEYWORDS: **WORLD EATERS**

CHAOS PREDATOR DESTRUCTOR

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

The crews of World Eaters vehicles lust for carnage and bloodshed, preferring to unleash their vehicle's firepower at close range. Rumbling into battle on gore-slick tracks, Predator Destructors unload torrents of fire into infantry formations and enemy war machines, suppressing their targets as the World Eaters' infantry thunder into the fray.

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Blessings of Khorne**

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.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Chaos Predator Destructor**

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

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

FACTION KEYWORDS: **WORLD EATERS**

CHAOS RHINO

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

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 2**

FACTION: **Blessings of Khorne**

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 9" of this model, any units embarked within it can disembark.

UNIT COMPOSITION

- **1 Chaos Rhino**

This model is equipped with: 1 combi-bolter; armoured tracks.

TRANSPORT

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**

FACTION KEYWORDS: **World Eaters**

HELDRAKE

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

5+ INVULNERABLE SAVE

Like immense predators of myth, Heldrakes sweep suddenly out of the sky. These airborne Daemon Engines excel at intercepting the enemy's aerial assets, tearing them from the air and incinerating their crew. World Eaters Heldrakes are ever eager to swoop down into the thick of the fighting, tearing and ripping with razor-sharp talons to sate the bloodlust of their possessing daemons.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Heldrake claws [ANTI-FLY 2+, DEVASTATING WOUNDS]	Melee	6	3+	7	-1	2

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3, Hover**

FACTION: **Blessings of Khorne**

Airborne Predator: Each time this model makes an attack that targets a unit that can **Fly**, add 1 to the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

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

UNIT COMPOSITION

- **1 Heldrake**

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

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

FACTION KEYWORDS: **World Eaters**

KHORNE LORD OF SKULLS

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

5+ INVULNERABLE SAVE

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

RANGED WEAPONS	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	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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Blessings of Khorne**

Idol of Blessed Blood: At the start of the battle round, if this model is on the battlefield, when you make a Blessings of Khorne roll, roll one additional D6.

Super-heavy War Engine: Each time this model makes a Normal, Advance or Fall Back move, it can move through models (excluding **TITANIC** models) and sections of terrain features that are 4" or less in height. When doing so it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them. It can also move through sections of terrain features that are more than 4" in height, but if it does, after it has moved, roll one D6: on a roll of 1, this model is Battle-shocked.

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.

UNIT COMPOSITION

- **1 Khorne Lord of Skulls**

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

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

FACTION KEYWORDS: **WORLD EATERS**

SKARBRAND

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

4+ INVULNERABLE SAVE

Never pausing, never relenting, Skarbrand storms across realspace, hacking apart every luckless foe in its path. Worse, all who find themselves in the daemon's presence are seized by its feral murderlust, a madness that sees elegant strategies collapse into orgies of primal savagery.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bellow of endless fury [IGNORES COVER, TORRENT]	12"	2D6	N/A	8	-1	1

MELEE WEAPONS	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

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Blood**

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.

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

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, add 2 to the Attacks characteristic of this model's melee weapons.

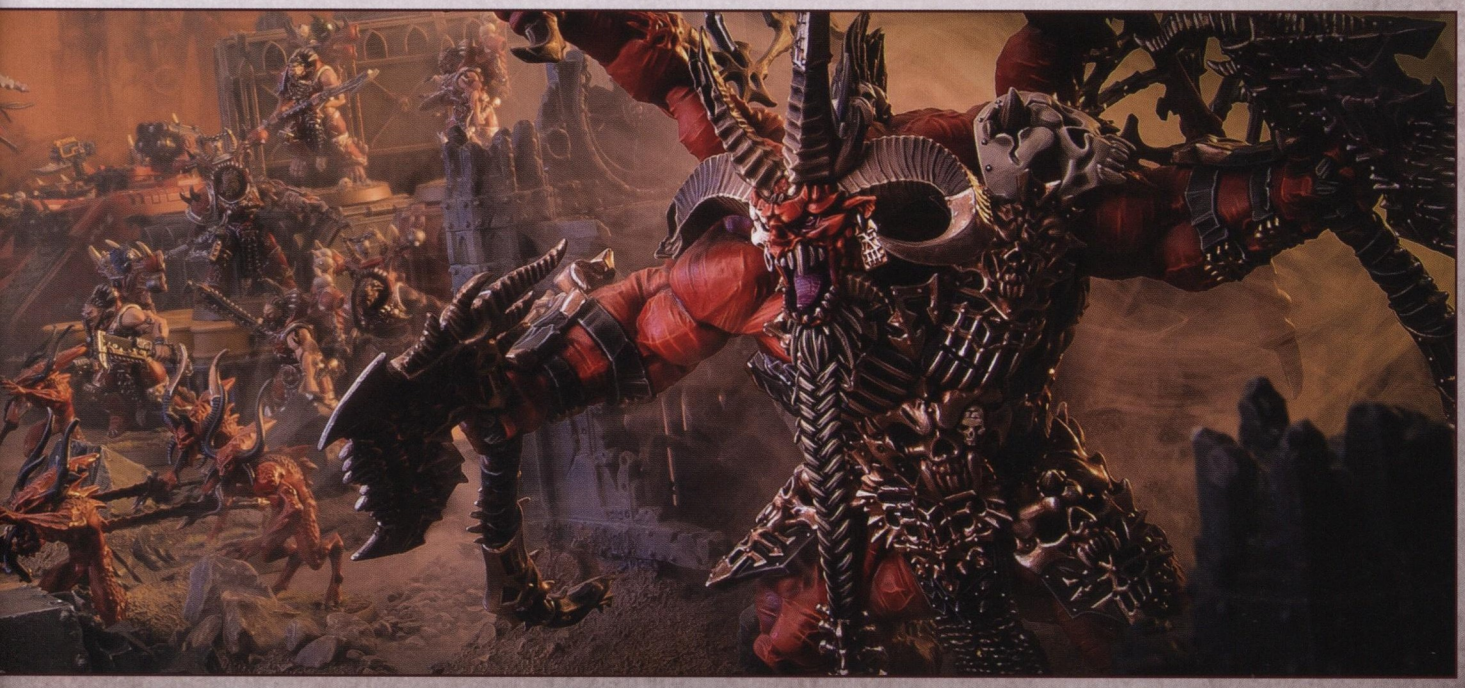
UNIT COMPOSITION

- **1 Skarbrand – EPIC HERO**

This model is equipped with: bellow of endless fury; Slaughter and Carnage.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, CHAOS, KHORNE, DAEMON, SUMMONED, SKARBRAND**

FACTION KEYWORDS: **BLOOD LEGIONS**



BLOODTHIRSTER

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

4+ INVULNERABLE SAVE

Bloodthirsters are commanding warriors, ferocious embodiments of the Blood God's rage and murderlust. Champions of the Khornate daemon legions, Bloodthirsters possess supreme martial skills. They wield destructive weapons of appalling power and slaughter all in their paths.

RANGED WEAPONS	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	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

WARGEAR OPTIONS

- This model's great axe of Khorne can be replaced with 1 axe of Khorne and one of the following:
  - 1 bloodflail
  - 1 lash of Khorne

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

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Pact of Blood**

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.

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.

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.

UNIT COMPOSITION

- **1 Bloodthirster**

This model is equipped with: hellfire breath; great axe of Khorne

KEYWORDS: **MONSTER, CHARACTER, FLY, CHAOS, DAEMON, KHORNE, SUMMONED, BLOODTHIRSTER**

FACTION KEYWORDS: **BLOOD LEGIONS**

BLOODLETTERS

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

5+ INVULNERABLE SAVE

Bloodletters are hate and violence made manifest. Attacking in berserk packs or in martial marching ranks, they hack apart their victims with monstrous hellblades. These weapons glow red-hot with the fury of their wielders, and even the slightest wound they inflict can see the victim bled dry in seconds.

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

WARGEAR OPTIONS

- 1 Bloodletter that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Bloodletter that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

UNIT COMPOSITION

- **1 Bloodreaper**
- **9 Bloodletters**

Every model is equipped with: hellblade.

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Blood**

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.

WARGEAR ABILITIES

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.

KEYWORDS: **INFANTRY, BATTLELINE, CHAOS, DAEMON, KHORNE, SUMMONED, BLOODLETTERS**

FACTION KEYWORDS: **BLOOD LEGIONS**

BLOODCRUSHERS

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

5+ INVULNERABLE SAVE

Unholy fusions of daemon and machine, Juggernauts of Khorne are unstoppable beasts whose blood is fire and whose every step is thunder. When ridden into battle by Bloodletters, they act as shock cavalry, bearing down on their victims like battering rams. The destruction when their charge hits home is hideous to behold.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hellblade	Melee	2	3+	5	-2	2
Bladed horn [EXTRA ATTACKS, LANCE]	Melee	4	4+	6	-1	1

WARGEAR OPTIONS

- 1 Bloodcrusher that is not equipped with a daemonic icon can be equipped with 1 instrument of Chaos.
- 1 Bloodcrusher that is not equipped with an instrument of Chaos can be equipped with 1 daemonic icon.

UNIT COMPOSITION

- **1 Bloodhunter**
- **2-5 Bloodcrushers**

Every model is equipped with: hellblade; bladed horn.

ABILITIES

CORE: **Deep Strike**

FACTION: Pact of Blood

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.

WARGEAR ABILITIES

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.

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

FACTION KEYWORDS: **Blood Legions**

FLESH HOUNDS

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

5+ INVULNERABLE SAVE

Khorne's hunting hounds track their prey's terror spoor across interstellar gulfs. The brass collars about their necks ward away even the most potent sorceries of their desperate prey before the slavering Flesh Hounds launch themselves onto their victims, swinging vicious talons and sinking foot-long fangs deep.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burning roar [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

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

UNIT COMPOSITION

- **1 Gore Hound**
- **4-9 Flesh Hounds**

The Gore Hound is equipped with: burning roar; gore-drenched fangs; collar of Khorne.

Every Flesh Hound is equipped with: gore-drenched fangs; collar of Khorne.

ABILITIES

CORE: **Deep Strike**

FACTION: **Pact of Blood**

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.

WARGEAR ABILITIES

Collar of Khorne: The bearer has the Feel No Pain 3+ ability against Psychic Attacks.

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

FACTION KEYWORDS: **Blood Legions**

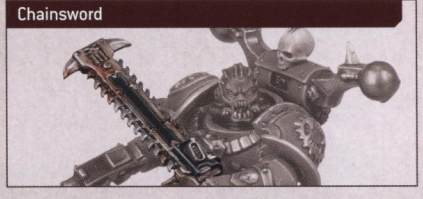
WARGEAR OF THE WORLD EATERS

INQUISITION FILE REFERENCE: WE50144/HERETICUS-561ZX3

BLADES OF THE BERZERKER HORDE

Chainaxe

Chainsword



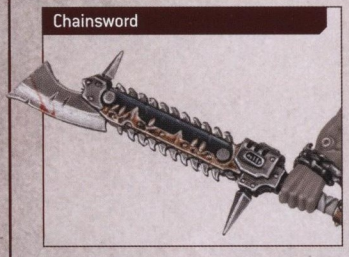
Khornate eviscerators

IMPLEMENTS OF BUTCHERY

Khorne Berzerkers wield a wide range of lethal chain weapons, all of which are well suited to the frenzied melee combat to which these brutal warriors are accustomed. Most bear lighter chainblades such as chainswords and chainaxes, which are ordinarily wielded in one hand. Some opt for larger weapons known as Khornate eviscerators. These two-handed weapons take the form of oversized chainswords and chainaxes, and require the transhuman strength of a Space Marine in order to be wielded effectively.

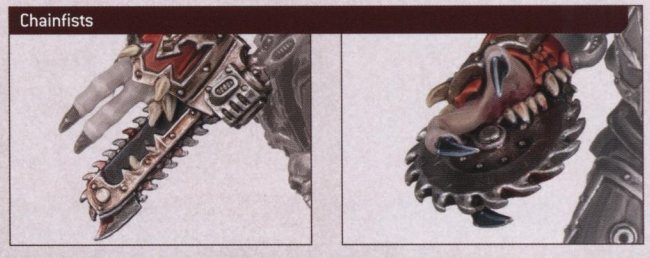
ARMOURY OF THE EIGHTBOUND

Chainsword

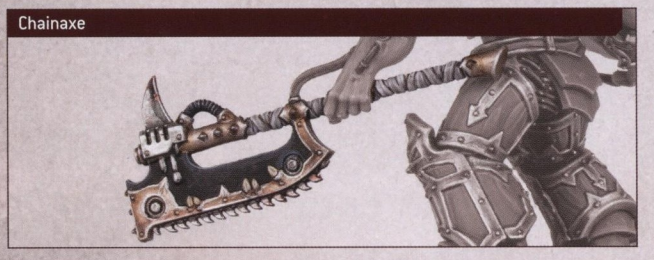


Lacerator

Chainfists



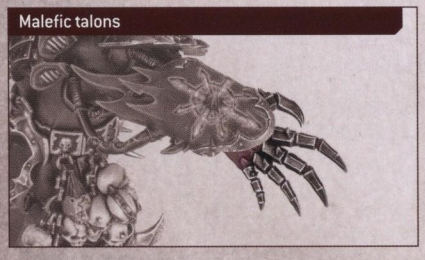
Chainaxe



Heavy chainglaive

WEAPONS OF THE EMPYREAN

Malefic talons



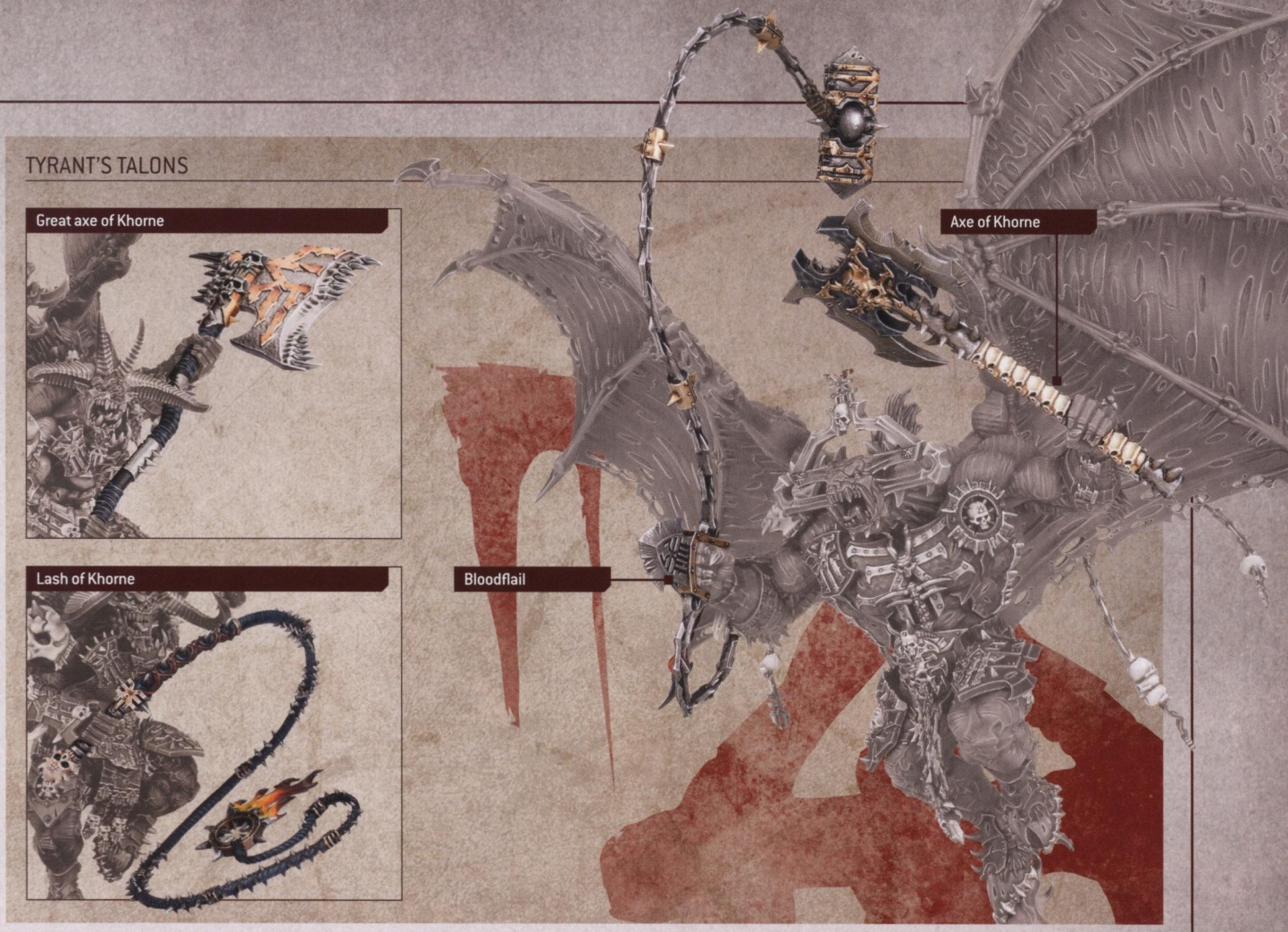
Daemonic axe

Hellforged sword

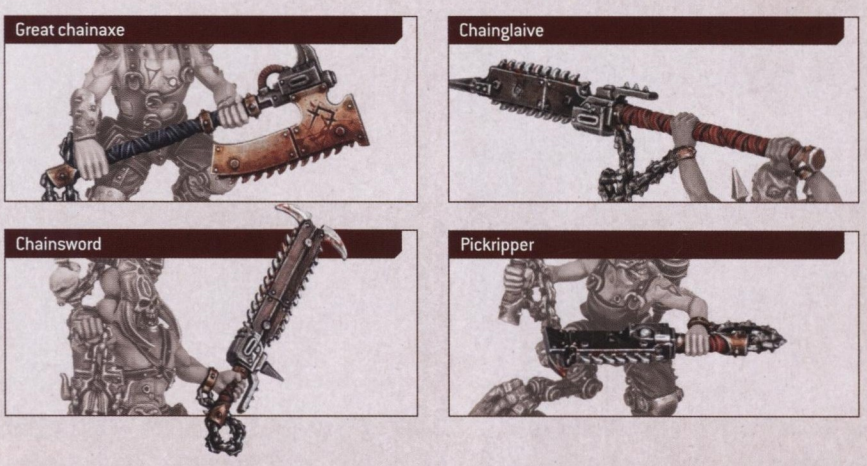
WARP-TOUCHED ARMS

The weapons wielded by Daemon Princes are many and varied, both in form and origin. Some are simply extensions of their bearer's personality, brought into being at the moment of the bearer's apotheosis. Others are relic weapons wrought by corrupted artificers. Some are even possessed by entities that yearn for freedom. All are redolent with warp power.

TYRANT'S TALONS



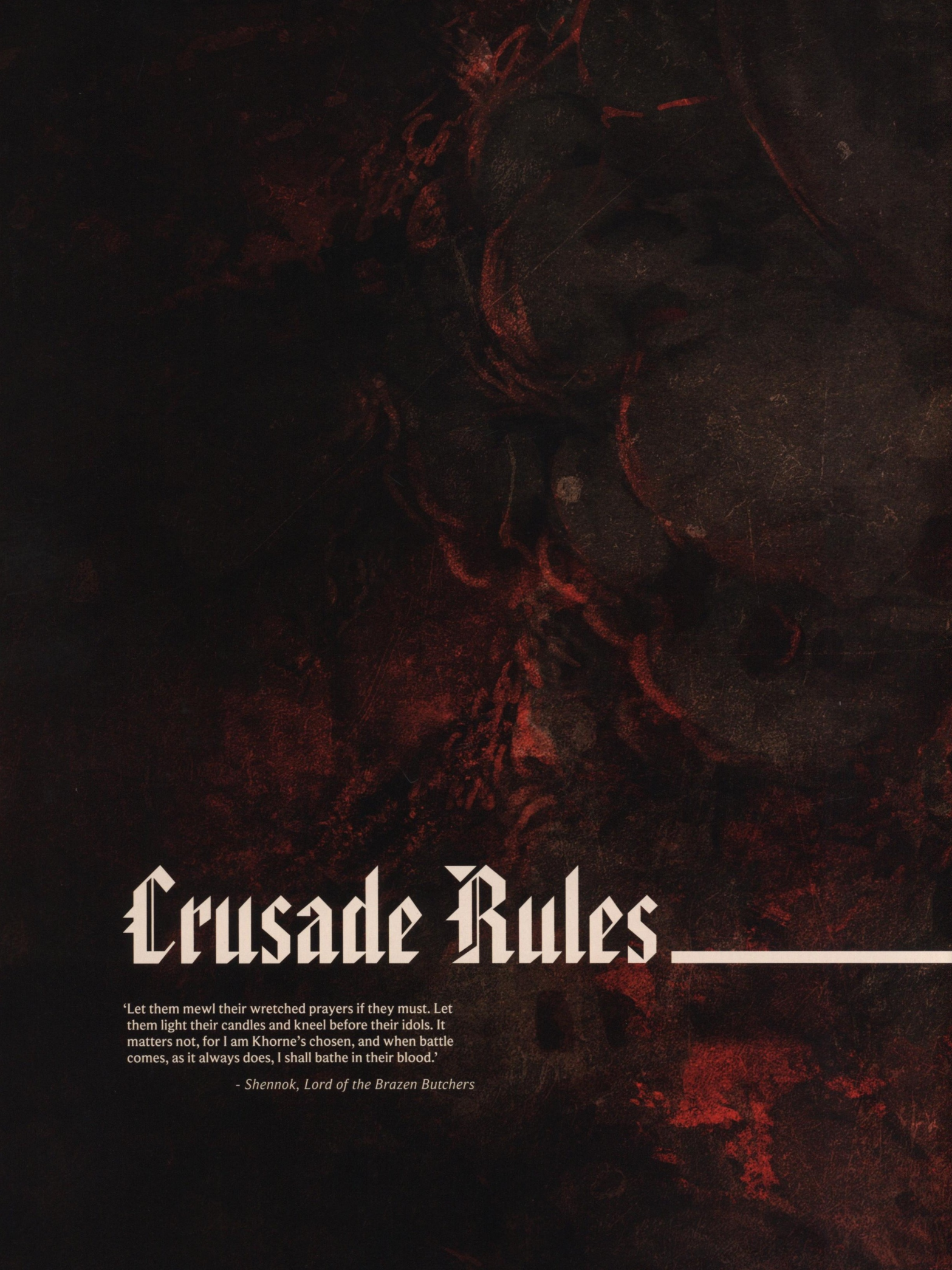
IMPLEMENTS OF EVISCERATION



WEAPONS OF THE BLOOD CULTS

Jakhals and Goremongers are outfitted with a range of weapons, most of which, whilst never uniform in shape, are referred to collectively as chainblades. Amongst the Jakhals, a few cultists wield more potent weapons known as mauler chainblades, and the hulking Dishonoured are given to bearing mace-like bludgeoning instruments called skullsmashers. Some Jakhals, meanwhile, arm themselves with pickrippers, lighter chain weapons, but no less deadly for it.

THE JAKHALS' TEETH



Crusade Rules

'Let them mewl their wretched prayers if they must. Let them light their candles and kneel before their idols. It matters not, for I am Khorne's chosen, and when battle comes, as it always does, I shall bathe in their blood.'

- Shennok, Lord of the Brazen Butchers

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to WORLD EATERS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

THE SKULL HARVEST

The World Eaters are constantly striving to take the skulls of worthy opponents in the hope of gaining favour with their bloodthirsty god. Once a suitable offering has been gathered, these skulls will be placed before Khorne and he will judge their worth. Should they give a worthy offering, mighty rewards will be bestowed upon them.

AGENDAS

WORLD EATERS units can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

WORLD EATERS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BOONS OF KHORNE

Unique Battle Honours for **WORLD EATERS CHARACTERS** that run the risk of turning your powerful warriors into Chaos Spawn.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **WORLD EATERS CHARACTER** models can claim one of the Crusade Relics found here.

BATTLE TRAITS

As they gain experience and prowess, **WORLD EATERS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

BLOOD LEGIONS

When mustering your Crusade army, if you are using the Khorne Daemonkin Detachment, you will be able to include **BLOOD LEGIONS** units from your Crusade force in your Crusade army. **BLOOD LEGIONS** units can never gain Experience points or Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can mark the Experience points section of such units' Crusade cards with 'N/A' to remind you.

THE SKULL HARVEST

The World Eaters are exemplars of bloody fury. Slaying all before them, they take the skulls of those they have butchered to offer up before their bloodthirsty god, hoping their offering will be judged worthy, and that they will be rewarded for their holy slaughter with mighty gifts.

If your Crusade army includes one or more **WORLD EATERS** units, then those units will gain Skull points during your battles for destroying enemy units. During a battle, each time an enemy unit is destroyed by a melee attack made by a **WORLD EATERS** unit from your army, that unit gains 1 Skull point, plus 1 bonus Skull point for each of the following bullet points that apply:

- That enemy unit has one or more of the following keywords: **CHARACTER**; **MONSTER**; **WALKER**.
- That enemy unit is a **WARLORD**.
- That enemy unit is **TITANIC**.

LEGENDARY SKULLS

Enemy **EPIC HERO** units, and enemy units with the Legendary rank, do not award your units with normal Skull points. Instead, each time such a unit is destroyed by a melee attack made by a **WORLD EATERS** unit from your army, that unit gains 1 Legendary Skull point.

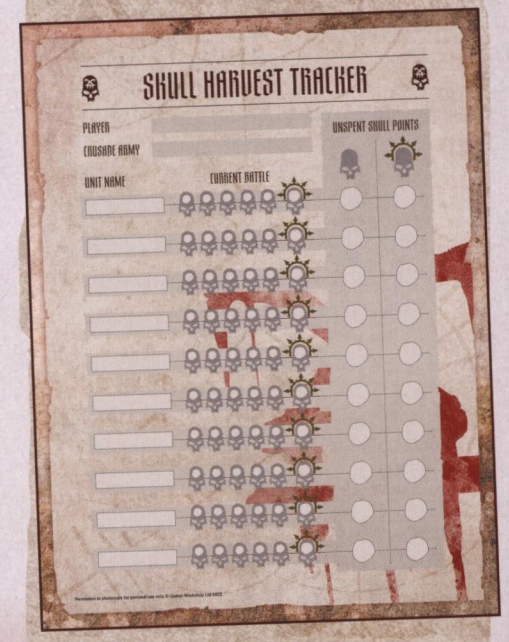
WORLD EATERS ATTACHED UNITS

Each time an Attached unit from your Crusade army gains a Skull point or a Legendary Skull point, you must decide whether the Leader unit or the Bodyguard unit gains that point.

WORLD EATERS EPIC HEROES

You do not need to track Skull points and Legendary Skull points earned by your **WORLD EATERS EPIC HEROES** – whilst every kill that these legendary warriors make is added to the mountain of offerings already heaped before the Skull Throne, Khorne judges their worthiness by other standards. As such, feel free to track the points earned by your **EPIC HEROES** for bragging rights, but they have no other effect on your Crusade force.

You can use the Skull Harvest tracker (pg 111) to keep a tally of the Skull points and Legendary Skull points earned by your units, or make a note on that unit's Crusade card. Unless otherwise stated, a unit cannot gain more than 5 Skull points during a battle (there is no limit to the number of Legendary Skull points a unit can gain during a battle).



Skull Points
On the following pages, Skull points are presented as shown here.

Legendary Skull Points
On the following pages, Legendary Skull points are presented as shown here.

JUDGEMENT OF THE BLOOD GOD

Only the greatest champions of the Blood God are granted his personal attention. In bloody rituals, warriors place their collected skulls before great brass icons and beseech Khorne to bless them with his favour.

At the start of the Update Crusade Cards step of each battle, any units from your Crusade army that have 1 or more Skull points can make an offering to Khorne. Each time a unit does so, make a Judgement roll for that unit by rolling one D6 and adding 1 to the result for every 3 Skull points your unit has (rounding down). You also add 1 to the result for every Legendary Skull point your unit has, and consult the table below:

JUDGEMENT ROLL	
1-3	**UNWORTHY OFFERING** Your unit must take a Leadership test. If that test is failed, it suffers either a Devastating Blow or Battle Scar result as if it had just failed an Out of Action test.
4-5	**PLEASING BOUNTY** Your unit is Marked for Greatness in addition to any other units in your army that are Marked for Greatness this battle.
6-7	**BLOODY HARVEST** Roll one D6 on the Lesser Rewards of Khorne table (see opposite) and apply that result to your unit.
8+	**MIGHTY OFFERING** Roll one D6 on the Greater Rewards of Khorne table (see opposite) and apply that result to your unit.

GREATER REWARDS OF KHORNE

Greater Rewards of Khorne are a different type of Battle Honour; each is unique and you can only have one instance of each. If a result is rolled that a unit from your Crusade force already has, roll again until a Greater Reward is rolled that no unit from your Crusade force has. When gaining one of these Battle Honours, if that unit already has their maximum number of Battle Honours, you must replace one of their existing non-Greater Rewards of Khorne Battle Honours.

If a unit with a Greater Reward of Khorne is on the battlefield when you make a Blessings of Khorne roll, you have access to the associated Blessing of Khorne described by that unit's Greater Reward, which you can activate just like any other Blessing of Khorne (note that the associated Blessing of Khorne, when activated, applies to all units from your army with the Blessings of Khorne ability, not just the unit with the Battle Honour).

A NEW HARVEST

After a unit has made an offering to Khorne (regardless of the result), that unit's Skull points and Legendary Skull points total are reset to 0.

LESSER REWARDS OF KHORNE

LESSONS OF SLAUGHTER

Blessed with murderous insights from centuries of warfare, these warriors use such lessons to honour Khorne further.

This unit gains 5XP.

BOON OF KHORNE

Khorne warps the flesh and bone of his faithful, turning them into twisted, monstrous killers worthy of fighting in his name.

If your unit is a **CHARACTER** (excluding **DAEMON PRINCES**), it gains one Boon of Khorne (pg 106) of your choice. Otherwise, your unit gains 5XP.

FAVOURED CHAMPIONS

Only a handful of the Blood God's devotees are truly marked for greatness, those who have harvested the greatest number of gory trophies in his name.

Your unit gains one Battle Honour of your choice (this must be one that unit could normally have).

GREATER REWARDS OF KHORNE

DEATH TO COWARDS (DOUBLE 3+)

To the World Eaters, there are no foes more reviled than cowards. They strive to cut down any who would seek to deny the Blood God his due by fleeing combat.

Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) within Engagement Range of one or more units from your army with this ability is selected to Fall Back, models in that enemy unit must take Desperate Escape tests. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

BLISTERING FURY (DOUBLE 4+)

The gore spilled by the World Eaters bubbles and boils. Those foes who breathe in its hissing steam are driven into a frenzy, throwing themselves at the Blood God's chosen in a mindless rage, leaving themselves open to the World Eaters' assault.

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

BLOOD-SOAKED NIGHTMARES (DOUBLE 4+)

Khorne blesses his warriors with the aspect of his most terrifying daemons, rendering their forms nightmarish to behold.

At the start of each player's Command phase, each enemy unit that is within Engagement Range of one or more units with this ability must take a Battle-shock test.

SAVAGE GUIDANCE (DOUBLE 5+)

As Khorne's blessed warriors raise their blades, conscious thought is replaced by savage instinct as they enter an insensate killing trance.

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

BLOODTHIRST (DOUBLE 5+)

The Blood God lends his warriors unnatural speed, their sinews straining as they bound towards the foe.

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

CLEAVING BLOWS (DOUBLE 6+)

Empowered by gore-drenched visions, Khorne's champions rain down furious blows on their foes, their mighty sweeps cleaving through armour, bone and flesh with ease.

Improve the Armour Penetration characteristic of melee weapons equipped by models in this unit by 1.

AGENDAS

If your Crusade army includes any WORLD EATERS units, you can select Agendas from those presented here.

BLOOD FOR THE BLOOD GOD!

Khorne demands blood! Slaughter all before you and show not one sign of cowardice lest you invite the Blood God's eternal wrath.

Each time an enemy unit is destroyed by a melee attack made by a **WORLD EATERS** unit from your Crusade army, that unit gains 1XP. A unit cannot gain more than 3XP from this Agenda during the battle. However, during the battle, each time a **WORLD EATERS** unit from your army makes a Fall Back move, you must make a note of that unit (or otherwise place a token next to that unit as a reminder); at the end of the battle, each **WORLD EATERS** unit from your Crusade army that made one or more Fall Back moves during that battle must take an Out of Action test.

SKULLS FOR THE SKULL THRONE!

Seek out the enemy's mightiest champions, cut them down and offer their skulls to Khorne!

Each time a **WORLD EATERS** model from your Crusade army destroys an enemy **CHARACTER** or **MONSTER** unit with a melee attack, that model's unit gains 2XP (if the destroyed unit was your opponent's **WARLORD**, that unit gains 4XP instead). A unit cannot gain more than 5XP per battle from this Agenda. If a unit gains 4 or more XP from this Agenda, that unit gains 1 additional Skull point at the end of the battle.

ANOINT THE FIELD

The World Eaters seek to drown entire worlds in blood, killing across the breadth of the battlefield and soaking the soil in crimson. In this way, they give the Blood God his due.

Each time an enemy unit that is wholly within a battlefield quarter is destroyed by a **WORLD EATERS** unit from your Crusade army, that battlefield quarter has been anointed in blood. Once a battlefield quarter has been anointed in blood twice by your army, it has been drowned in blood by your army.

- At the end of the battle, if three battlefield quarters (but not four) have been drowned in blood by your army, each **WORLD EATERS** unit from your army that has not been destroyed gains 2XP.
- At the end of the battle, if all four battlefield quarters have been drowned in blood by your army, each **WORLD EATERS** unit from your army that has not been destroyed gains 3XP and each unit from your Crusade army that makes an offering to Khorne after this battle can add 1 to the result of their Judgement roll.

A TRIBUTE TO MURDER

The World Eaters despoil their enemies' sacred places, hewing off heads, flaying captives and piling these gruesome trophies high to venerate the Blood God.

At the start of the battle, all objective markers on the battlefield represent an unexalted Veneration Site.

At the start of your Shooting phase, select one **WORLD EATERS** unit from your Crusade army (excluding Battle-shocked units) that is eligible to shoot and is within range of one or more unexalted Veneration Sites; that unit can attempt to exalt one of those unexalted Veneration Sites. If attempted, until the end of your turn, that unit is not eligible to shoot or declare a charge. At the end of the turn, if that unit is within range of that Veneration Site and you control it, that Veneration Site is exalted and that unit gains 2XP.

At the end of the battle, if your army has exalted 3 or more Veneration Sites, you can purchase one of the World Eaters Requisitions (see opposite) after the battle once for 0RP.

REQUISITIONS

If your Crusade army includes any WORLD EATERS units, you can spend Requisition points (RP) on any of the following Requisitions.

BRUTAL ACQUISITION 1RP

Glory is earned through bloodshed alone. World Eaters warriors see no shame in striking down their allies and claiming their trophies for themselves.

Purchase this Requisition after any battle, before any offerings to Khorne are made (you can only purchase this Requisition once after each battle). Select one **WORLD EATERS** unit from your Crusade army with the Blooded rank or higher to be the Aggressor and one **WORLD EATERS** unit to be the Defender. Roll one D6 for each of these units, adding their respective XP totals to the results.

- If the Aggressor's roll is greater, the Defender loses all of its Skull points and Legendary Skull points, and it gains a Battle Scar. The Aggressor gains a number of Skull points and Legendary Skull points equal to the number the Defender lost of each, and must immediately make an offering to Khorne.
- If the Defender's roll is greater, the Aggressor loses all of its Skull points and Legendary Skull points, and it suffers a Devastating Blow. The Defender gains 3XP.

HIDEOUS SCARS 1RP

While lesser warriors may seek to conceal their battle scars, the World Eaters bear them with pride, for each wound carries a gore-drenched tale.

Purchase this Requisition when a **WORLD EATERS** unit from your Crusade force gains a Battle Scar; this Battle Scar can never be removed by any means. Roll one D6: on a 1-2, your unit gains 5XP; on a 3-4, your unit gains one Battle Trait; on a 5-6, your unit gains one Boon of Khorne. Each unit can only be selected for this Requisition once.

THE BLOOD GOD'S FAVOUR 1RP

The path to immortality is treacherous indeed. Should an ambitious mortal fail to meet Khorne's expectations, they may end their days as a mindless Chaos Spawn.

Purchase this Requisition after a **WORLD EATERS CHARACTER** unit from your Crusade force makes an offering to Khorne, after making a Judgement roll that did not result in 'Unworthy Offering'. Roll one D6: on a 1, that unit suffers Spawndom (pg 106); on a 2+, that unit gains 1 Boon of Khorne (pg 106).

BLOOD-SOAKED ASCENSION 2RP

The ultimate prize for those dedicated to Khorne is to ascend to the immortal ranks of daemonhood. These blessed few ally their newfound infernal might with centuries of combat experience.

Purchase this Requisition when a **WORLD EATERS CHARACTER** unit from your Crusade force (excluding **DAEMON** units) that has three Boons of Khorne reaches the Heroic or Legendary rank. Remove that unit from your Crusade force and replace it with one **WORLD EATERS DAEMON PRINCE** or **WORLD EATERS DAEMON PRINCE WITH WINGS**.

The new unit can keep any Boons of Khorne the unit it replaced had, even though **DAEMON** models cannot normally have Boons of Khorne. Any Battle Scars the replaced unit had are not retained. The new unit has the same number of Battle Honours, XP, Skull points and Legendary Skull points as the unit it replaced. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

ENTER THE CAGE 1RP

To enter the eightcage is to invite a horrific demise. Yet, the rewards are well worth the price for those who possess the willpower and fury to survive such a process.

Purchase this Requisition before a battle. Select one of the following:

- Select one **KHORNE BERZERKERS** or **WORLD EATERS TERMINATOR SQUAD** unit from your Crusade force. Remove that unit from your Crusade force and add either one **EIGHTBOUND** unit or one **EXALTED EIGHTBOUND** unit to your Crusade force.
- Select one **WORLD EATERS CHARACTER** unit (excluding **DAEMON** units) from your Crusade force. Remove that unit from your Crusade force and add one **SLAUGHTERBOUND** unit to your Crusade force.

In either case, until this new unit is removed from your Crusade force, each time this unit is Marked for Greatness, it gains 5XP instead of 3XP. The new unit has the same number of Battle Honours, XP, Skull points and Legendary Skull points as the unit it replaced. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit.

BOONS OF KHORNE

Boons of Khorne are a type of Battle Honour that can be given to **WORLD EATERS CHARACTER** models. Each time a **WORLD EATERS CHARACTER** model from your army would gain a Battle Honour, you can choose for it to gain a Boon of Khorne. **DAEMON PRINCE** models cannot gain Boons of Khorne, and no model from your Crusade force can have more than three Boons of Khorne.

Each time a model gains a Boon of Khorne, roll a D33 to randomly determine one from the table on the right. To do so, roll two D3 one after the other: the first result determines your 'tens' and the second your 'units'. For example, if you roll two D3 and the first result is a 2 and the second is a 1, the D33 result is 21.

A model can have more than one Boon of Khorne, but if you roll a result that duplicates a Boon of Khorne a model already has, that model's unit suffers Spawndom (see below). As with any Battle Honour, make a note on a model's Crusade card when it gains a Boon of Khorne, and increase its Crusade points by 1.

SPAWNDOM

To court the favour of the Blood God is to risk Khorne's wrath. Many powerful champions have disappeared beneath an overabundance of gifts, ending their Path to Glory as mindless aberrations of insane mutation. These mindless beasts are then herded together with other unfortunate Spawn and goaded towards the enemy to spill blood in their dark master's name.

If a **WORLD EATERS** model from your Crusade force suffers Spawndom, remove that model's unit from your Crusade force, then add a new **WORLD EATERS CHAOS SPAWN** unit to your Crusade force. The new unit has the same number of Battle Honours, Battle Scars, XP, Skull points and Legendary Skull points as the unit it replaced. If adding this unit would cause your Crusade points total to exceed your Crusade force's Supply Limit, you must first increase your Supply Limit (such as by using the Increase Supply Limit Requisition) or your unit is removed from your Crusade force and no new unit is added in its place.

BOONS OF KHORNE	D33
Bestial Limbs: Add 1 to Advance and Charge rolls made for this model's unit.	11
Muscular Bulk: Add 2 to this model's Wounds characteristic.	12
Jagged Horns: This model's melee weapons have the [LANCE] ability.	13
Daemonic Visage: Improve this model's Leadership characteristic by 1 and its Objective Control characteristic by 2. If this model is within range of an objective marker you control that is wholly within your opponent's deployment zone at the end of the battle, you gain 1RP.	21
Brazen Flesh: This model has a Save characteristic of 2+.	22
Steel Sinews: Add 1" to the Move characteristic of models in this model's unit and add 1 to Advance rolls made for this model's unit.	23
Warp Strength: Improve the Strength characteristic of melee weapons equipped by this model by 2. If this model destroys one or more **MONSTER** models and/or one or more **CHARACTER** models during a battle, at the end of the battle, it gains 1 bonus Skull point.	31
Collar of Khorne: This model has the Feel No Pain 4+ ability against Psychic Attacks. While this model is leading a unit, Bodyguard models in that unit have the Feel No Pain 5+ ability against Psychic Attacks.	32
Tearing Claws: Add 1 to the Attacks characteristic of melee weapons equipped by this model. If this model destroys eight or more models during a battle, at the end of the battle, it gains 1 bonus Skull point.	33

CRUSADE RELICS

When a WORLD EATERS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

BLOODSTEP BLADE

This simple blade features a single jagged rune carved into its rough bone hilt. When blood is spilt on this rune, the weapon can cut through the skein of reality itself.

Each time the bearer's unit destroys one or more units in the Fight phase, if there are no enemy units within 3" of the bearer's unit at the Consolidate step, you can choose to remove the bearer's unit from the battlefield and place it into Strategic Reserves. If you do, until after the bearer's unit has been set back up on the battlefield, models in the bearer's unit have the Deep Strike.

BRASS COLLAR OF BHORGHASTER

Bound within this heavy brass collar is the essence of a Bloodthirster whose hatred of sorcery knows no bounds. A psyker with the audacity to unleash eldritch power near this relic finds their mind screaming with pain.

At the start of your Shooting phase, select one enemy **PSYKER** unit within 18" of and visible to the bearer. That unit must take a Battle-shock test, subtracting 2 from the result. If the test is failed, that enemy unit suffers 3 mortal wounds.

BURNING PLATE

Almost impervious to damage, this brass-edged armour glows red hot and trails gouts of smoke.

Add 1 to the bearer's Toughness characteristic. Each time the bearer's unit is selected to fight, select one enemy unit within Engagement Range of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

ANTIQUITY RELICS

TALISMAN OF RAGE

This brass icon constantly oozes bright-red blood, driving those World Eaters nearby into an even more ferocious killing rage.

The first Blessing of Khorne activated for your army is active for the bearer's unit until the end of the battle instead of until the end of the battle round, and its effects will apply to the bearer's unit in addition to any other Blessings of Khorne active during the battle. Duplicated Blessings of Khorne have no additional effect on the bearer's unit.

SKULL OF AN'GR'ANTK

This brazen skull perceives any foe's weaknesses, revealing them to the bearer in its guttural whisper.

If the bearer is in your Crusade army, then during the Select Crusade Blessings step, roll one D6 if you are not the Underdog: on a 4+, you can select one Crusade Blessing to use in that battle.

MIGHTY SKULL RACK

Those who battle under the wearer's command know their leader is a true killer.

The bearer has the following ability:

Mighty Skull Rack (Aura): While a friendly **WORLD EATERS** unit is within 6" of this model, each time a model in that unit makes a melee attack, if this model's unit (excluding Bodyguard units) has 3 or more Skull points, re-roll a Hit roll of 1. While this model's unit (excluding Bodyguard units) has 1 or more Legendary Skull points, this ability has a range of 9".

LEGENDARY RELICS

GOREFATHER

One strong enough to wield Gorefather can scythe through their enemies in explosions of blood.

The bearer's melee weapons have the **[DEVASTATING WOUNDS]** ability. At the end of the Fight phase, you can select one enemy unit within Engagement Range of the bearer and roll eight D6: for each 4+, that enemy unit suffers 1 mortal wound.

G'RMAKHT THE DESTROYER

This weapon contains the essence of the Bloodthirster G'rmakht, contained only by the bearer's will.

Improve the Attacks, Strength, Armour Penetration and Damage characteristics of the bearer's melee weapons by 1. In addition, the bearer has the following ability:

The Destroyer's Wrath: The first time this model is destroyed, at the end of the phase, add one **BLOODTHIRSTER** model to your Crusade army (ignoring the points value for your battle size): set that **BLOODTHIRSTER** model up as close as possible to where the bearer was destroyed, and not within Engagement Range of one or more enemy units. Until the end of the battle, at the end of each player's turn that **BLOODTHIRSTER** model suffers D6 mortal wounds. At the end of the battle, that **BLOODTHIRSTER** model is not added to your Crusade force.

BATTLE TRAITS

When a WORLD EATERS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

POSSESSED UNITS — D6

GORE FRENZY

The fall of an ally serves only to spur the survivors on, invigorated by the stench of freshly spilt blood.

At the start of the Fight phase, if this unit is below its Starting Strength, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this unit.

SKULL TITHE

Blessed with the Blood God's boons, the World Eaters' possessed must take a great tally of skulls to retain them..

This unit can gain up to 8 Skull points a battle, rather than a maximum of 5. If this unit gains 1 or more Skull points in a battle, and/or it gains 1 or more Legendary Skull points, it is Marked for Greatness at the end of the battle in addition to any other units from your army.

DESPERATION TO SLAY

The possessed warriors of the Blood God find their limbs infused with infernal energy, allowing them to reach the foe and sate their desire for bloodshed swiftly.

Add 2" to the Move characteristic of models in this unit and you can ignore any or all modifiers to Charge rolls made for this unit.

VEHICLE UNITS — D6

UNTRAMMELLED RAGE

The daemonic spirits bound within this vehicle's shell are ferociously aggressive and cannot be subjugated. They will vent their fury on any who cross their path.

Each time this model makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. Each time this model declares a charge that targets the closest eligible target, add 2 to the Charge roll.

BLAZING RUNES

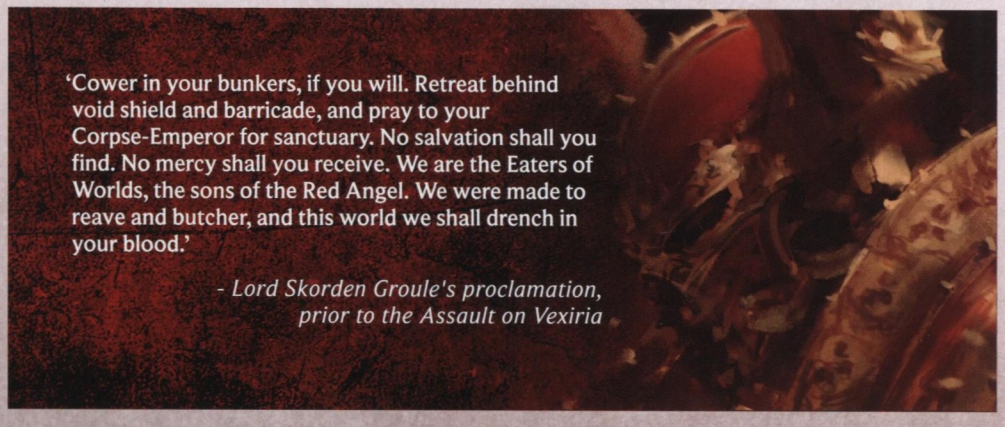
The hull of this machine glows with runes of power, its armoured flanks warping back into shape after even the most catastrophic damage.

At the start of your Command phases, this model regains D3 lost wounds. In addition, you can re-roll failed Out of Action tests for this model.

BRAZEN RESISTANCE

This vehicle's hull has manifested ornate sculptures of thick bronze, adding to its already formidable defenses.

Add 2 to this model's Wounds characteristic.



'Cower in your bunkers, if you will. Retreat behind void shield and barricade, and pray to your Corpse-Emperor for sanctuary. No salvation shall you find. No mercy shall you receive. We are the Eaters of Worlds, the sons of the Red Angel. We were made to reave and butcher, and this world we shall drench in your blood.'

- Lord Skorden Groule's proclamation, prior to the Assault on Vexiria

INFANTRY AND MONSTER UNITS D6

PEERLESS FIGHTERS

Khorne's bloodied slayers have slaughtered their foes for centuries, and possess incredible martial skill alongside their berserk fury.

Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn then, until the end of the turn, each time a model in this unit makes a melee attack, you can also re-roll a Wound roll of 1.

ASPIRING CHAMPIONS

These warriors are bloodthirsty butchers determined to earn the Blood God's favour.

This unit gains 2XP from Dealers of Death, instead of just 1XP.

SLAYERS OF CHAMPIONS

Many World Eaters seek out the greatest enemy champions, taking their skulls in the name of Khorne and piling them beneath brass icons.

Melee weapons equipped by models in this unit have the [PRECISION] ability.

RED HAZE

In battle, the World Eaters lose themselves in a berserk rage that inures them to even the most agonising wounds and grants them unnatural resilience in the heat of battle.

Each time a melee attack with a Damage characteristic of 1 is allocated to a model in this unit, that model has the Feel No Pain 5+ ability against that attack.

MINDLESS ONSLAUGHT

Khorne's chosen rampage across the battlefield with wanton fury, butchering foes before fading away to strike new targets before the enemy can react.

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

BLOODY DESTINY

Should Khorne see potential in his devotees, he may bless them with new and horrific gifts to aid them in their murderous endeavours.

Each time the bearer makes an offering to Khorne, you can re-roll the Judgement roll.

JAKHALS AND GOREMONGERS UNITS D6

REFINED STIMMS

Refined stimulants are combined with the blood of butchered victims and other macabre reagents to form a distillate of pure hatred.

Each time this unit is selected to fight, you can choose to use this Battle Trait. If you do, until the end of the phase, add 2 to the Attacks characteristic of melee weapons equipped by models in this unit and those weapons have the [HAZARDOUS] ability.

SCARIFIED DEDICATIONS

The World Eaters are known to ritually scar their flesh with runes of dedication before battle. When their blood is spilt, it is a prepared offering to the Blood God.

Each time this unit is destroyed, it gains 1 Skull point and 1XP. Each time this unit gains a Battle Scar, it gains an additional D3 Skull points and D3XP.

IRON RULE

While their masters watch over them, Khornate cultists fight with greater hatred and determination.

While this unit is within 12" of one or more friendly **WORLD EATERS CHARACTER** or **WORLD EATERS TITANIC** models, improve the Leadership and Objective Control characteristic of models in this unit by 1.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.

TAKER OF SKULLS

You have earned renown as a merciless and savage warlord, claiming a bounty of skulls and spilling rivers of crimson viscera in the name of the Blood God. Through your gory toil, you have earned the boons of Khorne and bear his mark with brazen pride. Mortal thralls whisper that you bear the Blood God's favour.

- You have won three or more battles.
- Units in your Crusade force have a total of three or more Rewards of Khorne, of which one is a Greater Reward of Khorne.
- One or more **WORLD EATERS CHARACTER** units in your Crusade force have one or more Boons of Khorne.

GREATER GORE-MAKER

Terrible indeed is the carnage your armies have wrought as your crusade of bloodshed has carved its way across the stars. Such is your growing reputation that cultists, transhuman butchers and daemons have been drawn into its violent orbit. As craven foes flee before your advance and the brave are slaughtered without mercy, Khorne's power flows through your veins like molten brass.

- You have won six or more battles.
- Units in your Crusade force have a total of four or more Rewards of Khorne, of which two or more are Greater Rewards of Khorne.
- You have used either the Enter the Cage Requisition to add one or more new units to your Crusade force or a **WORLD EATERS CHARACTER** model in your Crusade force has suffered Spawndom.
- One or more **WORLD EATERS CHARACTER** units in your Crusade force have two or more Boons of Khorne.

EXALTED SLAUGHTERER

By the hand of your warband, armies have been slaughtered, cities burned to ash and planets drowned in oceans of blood. Truly, you are chosen by Khorne, for you have been gifted diabolic power beyond your wildest dreams. As your warband reaves and slaughters its way across the known galaxy, the final steps upon your Path to Glory loom. Immortality awaits.

- You have won ten or more battles.
- Units in your Crusade force have a total of eight or more Rewards of Khorne, of which three or more are Greater Rewards of Khorne.
- You have used the Blood-soaked Ascension Requisition to add one new unit to your Crusade force.

SKULL HARVEST TRACKER

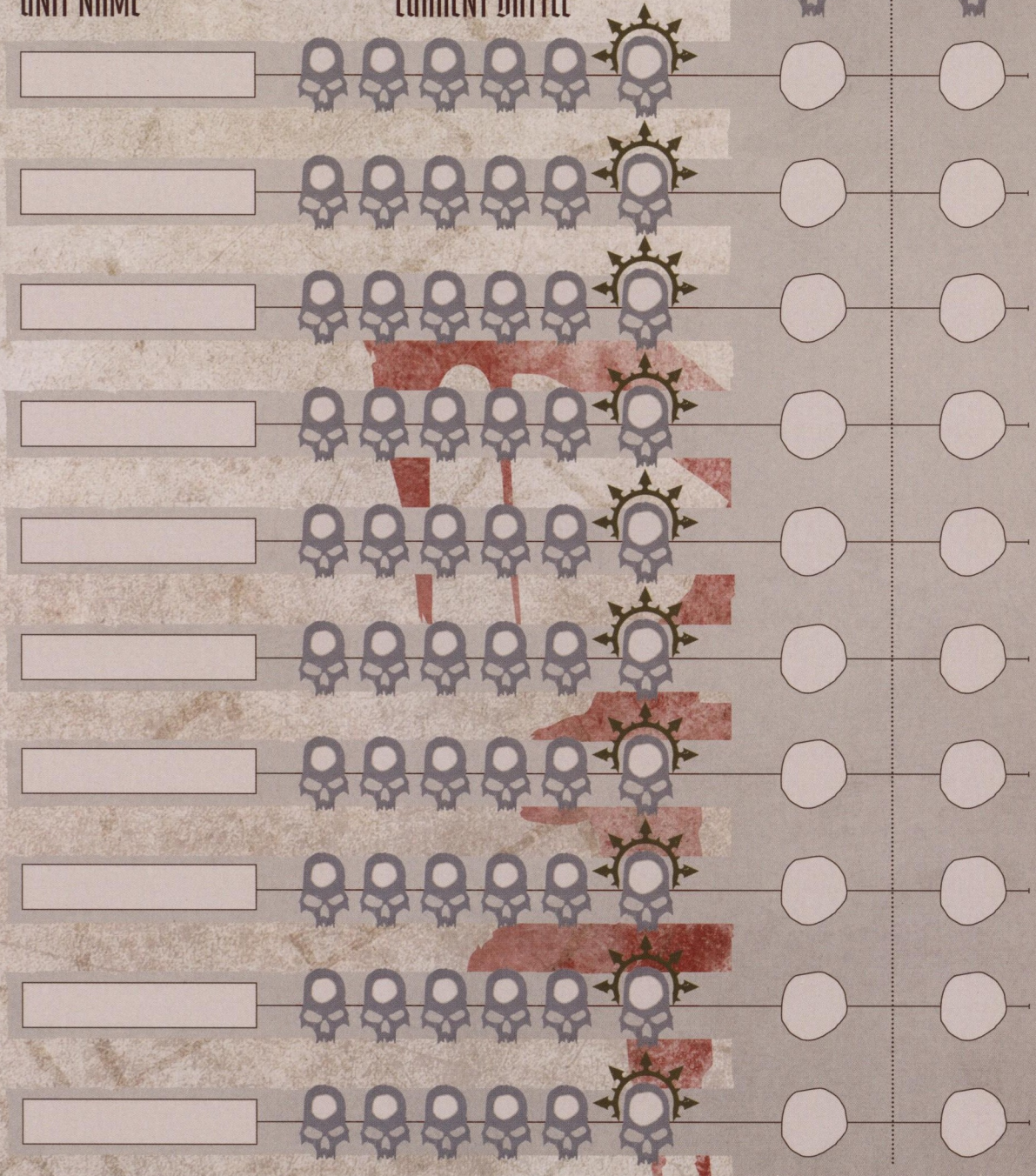
PLAYER

CRUSADE ARMY

UNIT NAME

CURRENT BATTLE

UNSPENT SKULL POINTS



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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

Angron
1 model ..... 410 pts

Chaos Land Raider
1 model ..... 220 pts

Chaos Predator Annihilator
1 model ..... 150 pts

Chaos Predator Destructor
1 model ..... 145 pts

Chaos Rhino
1 model ..... 85 pts

Chaos Spawn
2 models ..... 80 pts

Daemon Prince of Khorne
1 model ..... 210 pts

Daemon Prince of Khorne with Wings
1 model ..... 215 pts

Defiler
1 model ..... 245 pts

Eightbound
3 models ..... 155 pts
6 models ..... 310 pts

Exalted Eightbound
3 models ..... 175 pts
6 models ..... 350 pts

Forgefiend
1 model ..... 155 pts

Goremongers
8 models ..... 85 pts

Helbrute
1 model ..... 165 pts

Heldrake
1 model ..... 200 pts

Jakhals
10 models ..... 65 pts
20 models ..... 130 pts

Khârn the Betrayer
1 model ..... 85 pts

Khorne Berzerkers
10 models ..... 180 pts
20 models ..... 360 pts

Khorne Lord of Skulls
1 model ..... 445 pts

Lord Invocatus
1 model ..... 110 pts

Lord on Juggernaut
1 model ..... 90 pts

Master of Executions
1 model ..... 70 pts

Maulerfiend
1 model ..... 175 pts

Slaughterbound
1 model ..... 90 pts

Terminator Squad
5 models ..... 185 pts
10 models ..... 370 pts

BLOOD LEGIONS

Bloodcrushers
3 models ..... 115 pts
6 models ..... 230 pts

Bloodletters
10 models ..... 120 pts

Bloodthirster
1 model ..... 300 pts

Flesh Hounds
5 models ..... 60 pts
10 models ..... 120 pts

Skarbrand
1 model ..... 385 pts

DETACHMENT ENHANCEMENTS

Berzerker Warband
Battle-lust ..... 10 pts
Berzerker Glaive ..... 25 pts
Favoured of Khorne ..... 15 pts
Helm of Brazen Ire ..... 20 pts

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

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

Possessed Slaughterband
Frenzied Focus ..... 20 pts
Killing Clarity ..... 15 pts
Malicious Vigour ..... 30 pts
Violent Demise ..... 10 pts

Goretrack Onslaught
Aggressive Deployment ..... 20 pts
Infernal Infusion ..... 25 pts
Murderous Onslaught ..... 5 pts
Unleash Hell ..... 10 pts

The World Eaters are ferocious transhuman warriors who are driven by a burning need to unleash violent savagery. Once a Legion loyal to the Emperor, they long ago followed their Daemon Primarch, Angron, into the worship of the Chaos God Khorne. In this infernal deity's name, they spill oceans of blood and harvest countless skulls. Clad in power armour corrupted with the iconography of their dark god and clasping chainblades, Berzerkers, who comprise the bulk of the World Eaters' warbands, hurl themselves into the enemy, hacking and dismembering in a killing frenzy. Whether mounted atop daemonic steeds, encased within armoured transports or advancing on foot, the World Eaters strike their foes head-on, relying upon the depths of their own debased brutality to bring their enemies to ruin. To stand in the path of the World Eaters is to meet a swift, violent and bloody death.

INSIDE YOU WILL FIND:

- The dread origins and blood-soaked histories of the World Eaters, along with the details of the apocalyptic blood crusades that these frenzied killers wage on the Blood God's behalf.
- All the rules you will need to assemble your collection of World Eaters Citadel miniatures into a horrifyingly effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
- An impressive showcase of expertly painted Citadel miniatures that displays the World Eaters in all their macabre horror as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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