

WORLD EATERS

DOMINION OF FIRE WARRAND

V6.0

PLAY DOCUMENT



By Andrew "Frogbear" Palermo and Morgan Vening

World Eaters Army List

Version 6.0

WE1.0 The World Eaters

WE1.1 World Eaters Special Rules

The following special rules apply to World Eaters formations and units.

WE1.1.1 Initiative & Strategy Rating

World Eaters armies have a strategy rating of 4.

Chaos Navy (excluding World Eaters Battle Barge) and Bloodgors have an Initiative of 2+.

World Eaters Core or Elite Retinues without a character unit (lost in battle) have an Initiative of 2+.

All other World Eaters formations (including the World Eaters Battle Barge) have an initiative rating of 1+.

WE1.1.2 Factions

All World Eaters are followers of Khorne.

WE1.1.3 Summoned Units

Certain units may be summoned to appear at the start of a World Eaters formation's action through the use of the Daemonic Pact upgrade. Formations that purchase the Daemonic Pact as an upgrade (see the army list below) are capable of summoning daemons to the battlefield. In order to have daemons to summon players must purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon from. Players should either write down the contents of their Daemon pool or use tokens to indicate the number of each type of Daemon they have available. The Chaos player's opponent is always able to view the number of daemons (and their type) remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a rule of thumb Greater Daemons cost seven summoning points and all other units one summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons. Summoned units must be set up with their entire base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain.

The types of units that can be summoned by the World Eaters are: *Bloodthirster; Greater Daemon of Khorne; Bloodletters, and Flesh Hounds.*

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is that the loss of a summoned unit does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbered an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

WE2.0 World Eaters Chaos Space Marine Army List

WE2.1 Using the Army List

World Eaters Warbands are organised around core formations called retinues which are supported by daemon influenced formations. Most formations may also include a number of extra units called upgrades. Some companies are Core Formations – these are the backbone of the World Eaters army. Specialised and daemon infused detachments are Elite/Support Formations. The tables below show the company, support formations, what units comprise the detachment, what upgrades are allowed, and its points cost. Each upgrade taken adds to the cost of the company or detachment. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

Character upgrades may only be given to core units (not upgrades) within a retinue.

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

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see WE1.1.5 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool. Players are allowed to only summon one Greater Daemon to the battle at a time. So if you have already summoned one Bloodthirster you are not allowed to summon another until that first Greater Daemon has been removed from play.

WE1.1.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see WE1.1.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

WE1.1.5 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

WE1.1.6 Indomitable

Khorne's followers are incensed with rage and the need to slay in his name. Their numbers consist of psychotic fighters with little care for their own safety. Due to this, their battle prowess is legendary. Through reckless abandon and the rush of adrenalin such warriors ignore horrendous wounds and can be oblivious to battle around them. Many times they do not realise that the combat is lost and fight on to the death.

The above is represented by the use of the 'Indomitable' special ability.

All units that have the 'Indomitable' ability may make their normal armour saves (including any re-rolls that may apply) against hack down losses due to losing close combat or hits caused by suffering Blast Markers when broken. (Note that units are still destroyed outright if they are within 15cm of enemy at the end of a Withdrawal move)

Broken units with 'Indomitable' who lose an assault are not wiped out. Instead they treat the result as a normal combat with extra hits being counted as hack down hits for purposes of saves under this rule. In effect, units with 'Indomitable' always receive their armour saves from the result of a lost combat.

Furthermore, if the formation was broken before the assault, each surviving unit with 'Indomitable' must take a further armour save (including any Reinforced Armour and Invulnerable) for losing the combat.

WE2.2 Blood Rage of Khorne

The followers of the Blood God live to slay in his name, and there are few as bloodthirsty, favoured and homicidal as the World Eaters.

When the scent of the enemy is strong nothing can stand in their path to slaughter. Once the Blood Rage takes hold, other strategy can be lost.

All followers of Khorne gain a +1 initiative bonus to the dice roll for any Engage action. Marshall actions receive a -1 penalty to the initiative dice roll.

World Eaters Dominion of Fire Warband

World Eaters Core Formations			
Formation type	Units	Upgrades Allowed	Points Cost
World Eaters Berzerker Retinue	One World Eaters Skull Lord character upgrade and eight World Eaters Berzerker units	Assault Walkers, Daemonic Pact, Dreadclaws, Dreadnoughts, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Onslaught, Predators, Transport.	250 points
World Eaters Bike Retinue	One World Eaters Skull Lord character upgrade and five to eight World Eaters Bike units.	Daemonic Pact, Keeper of Chains, Keeper of Skulls.	250 first 5 units +50 per extra unit

World Eaters Elite Formations – one may be taken per World Eater Berserker Retinue			
World Eaters Terminator Retinue	One World Eaters Skull Lord character upgrade and four to eight World Eaters Terminator units.	Assault Walkers, Dreadnoughts, Daemonic Pact, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Teleport, Transport.	350 first 4 units +75 per extra unit
World Eaters Chosen Retinue	One World Eaters Skull Lord character upgrade and four World Eaters Chosen units	Assault Walkers, Daemonic Pact, Dreadclaws, Favoured of Khorne, Keeper of Chains, Keeper of Skulls, Onslaught, Transport.	200 points

World Eaters Support Formations – one may be taken per World Eater Core or Elite Formation			
Bloodgor Attack Squad	Bloodgor Packmaster upgrade & 12 Bloodgor Units		200 points
Bloodpack	5 Berserker stands and 3 Slaughterfiends		375 points
Daemonic Support Engines	4 Daemonic Support Engines	Onslaught	275 Points
Defiler Engines	4 Defilers	Assault Walkers, Onslaught	275 points
Khorne Juggernauts	5-8 World Eater Juggernaut units		250 first 5 units +50 per extra unit

World Eater Upgrades – up to four upgrades may be taken per formation		
Assault Walkers	Add up to 4 Defilers	75 points each
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25 points
Dreadclaws	Equips the formation with Dreadclaw Assault Boats	25 points per two units
Dreadnoughts	Add up to two World Eater Dreadnoughts	25 points each
0-1 Favoured of Khorne	Upgrade one Skull Lord character in the army to a Blood Lord character <u>OR</u> replace one Skull Lord unit in the army with a Daemon Prince unit.	+ 50 Blood Lord +100 Daemon Prince
Keeper of Chains	Add a Keeper of Chains to a unit in the formation	50 points
Keeper of Skulls	Add a Keeper of Skulls to a unit in the formation	50 points
Onslaught	Add up to 4 Blood Slaughterer units to the formation	50 points each
Predators	Add up to three World Eaters Predators to the formation	50 points each
Transport	Add enough transports in any combination of World Eater Rhinos / World Eater Land Raiders or Slaughterfiends to transport the formation.	25 per two Rhino, 150 per 2 Land Raider 150 per 2 Slaughterfiend
Teleport	Terminator retinue gains the teleport ability	+25 points per unit

Chaos Navy and Spacecraft		
Hellblade	Three Hellblade Interceptors	225 Points
Helltalon	Two Helltalon Fighter Bombers	175 Points
Devastation Class Cruiser	One Devastation Class Cruiser	150 points
World Eaters Battle Barge	One World Eater Battle Barge Space Ship	250 points

War Engines of Khorne		
Scorpion Engines	Two to four Greater Brass Scorpions Engines	175 points each
Lord of Battle	Up to two Lord(s) of Battles	400 points each
World Eaters Banelord Titan	One Banelord Titan (May purchase Leader ability +25 points)	800 points

Daemon Pool		
Daemon Pool	Greater Daemon (Bloodthirster) Lesser Daemons (Bloodletters and/or Flesh Hounds)	75 points 20 points each

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Blood Lord	CHA	-	-	-	-	Daemon Weapon Gift of Khorne	Base Contact Base Contact	MW, Extra attack (+1) Extra attack (+1)	Fearless, Invulnerable Save, Supreme Commander
Daemon Prince	INF	15cm (30cm)	3+ (4+)	2+	5+	Daemon Weapon Battle Roar of Khorne	Base Contact (15cm)	MW, Extra attack (+3)	Fearless, Reinforced Armour, Supreme Commander, Teleport
Skull Lord	CHA	-	-	-	-	Daemon Weapon	Base Contact	MW, Extra attack (+1)	Fearless, Invulnerable Save, Leader
Keeper of Chains	CHA	-	-	-	-	Rope of Chains	Base Contact	-	Daemonic Focus, Invulnerable Save, Leader
Keeper of Skulls	CHA	-	-	-	-	Daemon Artefact	Base Contact	Extra attack (+1), First Strike	Augment Summoning (+2D3), Invulnerable Save
Bloodgor Packmaster	CHA	-	-	-	-	-	-	-	Leader
World Eater Berserkers	INF	15cm	4+	3+	5+	Khornate Chainaxes	Base Contact	Extra attack (+1)	Indomitable
World Eater Chosen	INF	15cm (30cm)	4+	3+	5+	Khornate Chainaxes	Base Contact	Extra attack (+1)	Indomitable, Invulnerable save, either Scout <u>OR</u> (Jump Packs)
World Eater Terminators	INF	15cm	4+	3+	4+	Reaper Autocannon Power Weapons Assault Weapons	30cm Base Contact Base Contact	AP4+/AT6+ EA(+1),MW EA(+1)	Indomitable, Reinforced Armour, Thick Rear Armour
World Eater Bikes	INF	35cm	4+	4+	4+	Khornate Chainaxes	Base Contact	Extra attack (+1)	Indomitable, Mounted
World Eater Juggernauts	LV	20cm	3+	4+	6+	Juggernaut Bulk	Base Contact	MW, Extra attack (+1)	Fearless, Infiltrator, Invulnerable Save, Walker
Bloodgors	INF	15cm	6+	5+	6+	Assault Weapons	Base Contact	-	'Disposable' within a World Eaters Berserker Retinue
World Eater Dreadnought	AV	15cm	4+	4+	4+	Plasma Cannon Power Fist	30cm Base Contact	AP4+/AT4+, Slow Firing MW, Extra attack (+1)	Fearless, Walker
World Eater Land Raider	AV	25cm	4+	5+	4+	2x Twin Lascannon Twin Heavy Bolters	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2)
World Eater Predator	AV	30cm	4+	6+	5+	Autocannon 2x Lascannon	45cm 45cm	AP5+/AT6+ AT5+	
World Eater Rhino	AV	30cm	5+	5+	6+	Combi-bolter	(15cm)	-	Transport (2)
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	Base Contact	MW, Extra attack (+2)	Fearless, Infiltrator, Invulnerable Save, Walker
Daemonic Support Engine	AV	20cm	5+	6+	4+	Doom Blasters <u>OR</u> Warp Cannon	45cm 90cm	2BP MW5+, Ignore Cover	Fearless, Invulnerable Save
Defiler	AV	20cm	4+	4+	3+	Battlecannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm Base Contact	AP4+/AT4+ AP4+/AT6+ AP3+, Ignore Cover MW, Extra Attack (+1)	Fearless, Infiltrator, Invulnerable Save, Walker
Slaughterfiend	AV	20cm	4+	3+	5+	Battle Cannon Twin Power Flails Spiked Battle Claws	75cm Base Contact Base Contact	AP4+/AT4+ MW, Extra Attack (+1) MW, Extra Attack (+1)	Fearless, Infiltrator, Invulnerable Save, Walker, Bloodride: <i>Transport (2)</i> . <i>Dangerous terrain test required to mount.</i>
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne Bloodthirster's Whip	Base Contact Base Contact	Extra Attack (+2), TK (1) Extra Attack (+1), TK (1)	DC3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker, Wings (Jump Packs). Summon:7Points
Bloodletters	INF	15cm	4+	4+	-	Hellblades	Base Contact	Extra Attack (+1)	Invulnerable Save. Summon: 1 Point
Flesh Hounds	INF	20cm	4+	3+	-	Claws and Fangs	Base Contact	-	Infiltrator, Invulnerable Save. Summon: 1 Point
Greater Brass Scorpion	WE	20cm	4+	3+	3+	Scorpion Mega Cannon Hellmaw Cannon Demolisher Cannon Battle Claws	30cm 15cm 30cm Base Contact	2 x AP3+/AT5+ 2 x AP4+, Ignore Cover AP3+/AT4+, Ignore Cover Extra Attack (+2), MW	DC3, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker
Lord of Battles	WE	25cm	4+	2+	4+	Death Storm Chain Fist 2 x Battlecannon	45cm Base Contact 75cm	4x AP4+/AT4+ Extra Attack (+3), MW AP4+/AT4+	DC6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour
World Eaters Banelord Titan	WE	15cm	4+	2+	4+	Havoc Missile Launcher Hellstrike Cannon Doomfist Battlehead Tail	60cm 60cm 30cm Base Contact (15cm) 75cm Base Contact	6x 2BP, Indirect, Single Shot 3BP, MW, Ignore Cover, FF 4x AP4+/AT4+, FF Extra Attack (+2), TK (D3) Extra Attack (+2), FF AP4+/AT4+ Extra Attack (+1)	DC8, Void Shields x6, Fearless, Reinforced Armour, Thick Rear Armour, Walker* *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
Hellblade	AIR	Fighter	6+	-	-	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FA	
Helltalon	AIR	Fighter /Bomber	5+	-	-	Twin Lascannon Havoc Launcher Bombs	30cm 45cm 15cm	AT4+/AA4+, FF AP4+, FF 1BP, Ignore Cover, FF	
Devastation Class Cruiser	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	Transport (20)
World Eaters Battle Barge	SS	-	-	-	-	Orbital Bombard Pin-point Attack	- -	3BP, MW MW2+, TK (D3)	Transport (80), Slow and Steady* *May not be used on turns 1 or 2 unless specified
Dreadclaws	-	-	-	-	-	-	-	-	No Scatter. Transport - each Dreadnought count s as 2 units.