

WORLD EATERS CORE FORMATIONS

FORMATION	UNITS	UPGRADES	POINTS COST
World Eaters Retinue	One Chaos Space Marine Lord character and eight Berzerker units	All	275

WORLD EATERS ELITE FORMATIONS

(Up to one for each World Eaters Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
World Eaters Terminators	One Chaos Space Marine Lord character and four World Eaters Terminator units	Champion, Daemonic Pact, Daemon Prince, Defilers, Dreadnoughts, Icon Bearer, Land Raiders, Warlord	400
World Eaters Bike Company	One Chaos Space Marine Lord character and eight World Eaters Bike units	Daemonic Pact, Icon Bearer, Warlord	350
Juggernauts	One Chaos Space Marine Lord character and eight Chaos Juggernaut units	Daemonic Pact, Icon Bearer, Warlord	350

WORLD EATERS SUPPORT FORMATIONS

(Up to two for each World Eaters Retinue taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Armoured Company	Four to eight Chaos Space Marine vehicles chosen from the following: Predators, Land Raiders	Vindicators, Defilers	50 each Predator 75 each Land Raider
World Eaters Defiler Pack	Four World Eaters Defilers	Defilers, Dreadnoughts	250
Chaos Space Marines	Six Chaos Space Marine units and three Chaos Space Marine Rhinos	Daemonic Pact	250
Daemonic Artillery	4 Cannons of Khorne	-	200
Daemonic Assault Engine Pack	4 Daemonic Assault Engines	Dreadnoughts Add one or two Daemonic Assault Engines for 65 points each	275
Brass Scorpions	Two Brass Scorpions	-	250

WORLD EATERS UPGRADES

(Up to four allowed upgrades may be taken by each formation, each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Warlord	Replace one Chaos Space Marine Lord character with a Chaos Space Marine Warlord character	50
Champion	Add one Chaos Space Marine Champion character associated with the formations faction	50
Land Raiders	Add up to four Chaos Space Marine Land Raiders	75 each
Vindicators	Add up to three Chaos Space Marine Vindicators	35 each
0-1 Daemon Prince	Replace the unit in the formation that includes a Chaos Space Marine Lord or Chaos Space Marine Warlord character with a World Eaters Daemon Prince unit. If a Warlord Character is replaced the World Eaters Daemon Prince gains the Supreme Commander ability	50
Daemonic Pact	Allows the formation to summon daemons and adds one lesser daemon to the lesser daemon pool	25
Defilers	Add up to three World Eaters Defilers	60 each
Dreadnoughts	Add up to three Chaos Dreadnoughts	50 each
Icon Bearer	Add one Icon Bearer character	25
Rhinos	Add up to four Chaos Space Marine Rhinos. You must take exactly enough to carry all units in the formation after any upgrades have been added. No transport spaces may be left over if possible	free
Dreadclaws	Transport the entire formation in Dreadclaws	free

AIRCRAFT, SPACECRAFT AND TITANS

FORMATION	UNITS	POINTS COST
Hellblade Flight	Three Chaos Hellblade Fighters	200
Helltalon Flight	Two Chaos Helltalon Fighter Bombers	225
0-1 Spacecraft	One Chaos Styx Class Battlecruiser	150
Lord of Battles	One or two Chaos Lord of Battles	400 each
Ravager Titan	One Chaos Ravager Titan	650
Banelord Titan	One Chaos Banelord Titan	800

DAEMONS OF CHAOS

FORMATION	UNITS	POINTS COST
Lesser Daemon Pool	Add any number of Lesser Daemons	15 each
Greater Daemon Pool	Add any number of Greater Daemons	50 each

USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Aircraft, Spacecraft and Titans.

CODEX CHAOS SPACE MARINES – WORLD EATERS

Strategy Rating: 4

Initiative: 1+ (Daemonic Artillery, Daemonic Assault Engines, Brass Scorpions and Lord of Battles 2+)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Space Marine Warlord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Supreme Commander
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(base contact)	Assault Wpns, MW, EA (+1)	Invulnerable Save, Commander, Leader
Chaos Space Marine Champion	CH	n/a	n/a	n/a	n/a	Daemonic Artefact	(base contact)	Assault Wpns, EA (+1), First Str	Augment Summoning (2D3), Invulnerable Save Sacrifice to gain Augment Summoning (6)
Chaos Space Marine Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Daemonic Focus, Invulnerable Save, Leader
World Eaters Daemon Prince	Inf	15cm (30cm)	3+ (4+)	2+	4+	Possessed Weapon Daemon Weapon	(base contact) (base contact)	Assault Wpns, MW, EA (+2) Assault Wpns, MW, EA (+1)	Commander, Fearless, Leader, Reinforced Armour, Teleport. May have wings for speed 30cm, Armour 4+
World Eaters Terminators	Inf	15cm	4+	2+	4+	Combi-Bolters Power Weapons	(15cm) (base contact)	Small Arms Assault Wpns, MW, EA (+1)	Fearless, Reinforced Armour, Teleport, Thick Rear Armour
World Eaters Bikes	Inf	35cm	4+	2+	4+	Combi-Bolters Chain Axes	(15cm) (base contact)	Small Arms Assault Wpns	Fearless, Mounted
Berzerkers	Inf	15cm	4+	2+	5+	Bolt Pistols Chain Axes	(15cm) (base contact)	Small Arms Assault Wpns	Fearless
Chaos Juggernaughts	Inf	20cm	4+	3+	6+	Chain Axes Juggernaughts	(base contact) (base contact)	Assault Wpns Assault Wpns, EA (+1)	Fearless, Infiltrators, Invulnerable Save, Mounted, Walker
Chaos Dreadnought	AV	15cm	4+	4+	4+	Power Fist Twin Autocannons	(base contact) 45cm	Assault Wpns, MW, EA (+1) AP4+/AT5+	Fearless, Walker
Chaos Space Marine Rhino	AV	30cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	Transport (up to two: Chaos Space Marines, Berzerkers)
Chaos Space Marine Predator	AV	30cm	4+	6+	5+	2 × Heavy Bolter Twin Lascannons	30cm 45cm	AP5+ AT4+	-
Chaos Space Marine Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolters 2 × Twin Lascannons	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport (one World Eaters Terminator <u>or</u> up to two: Berzerkers)
Chaos Space Marine Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Walker
World Eaters Defiler	AV	20cm	4+	2+	4+	Power Scythe Skull Cannon Battle Claws Twin Heavy Flamers <u>and</u>	(base contact) 45cm (base contact) 15cm (15cm)	Assault Wpns AP4+/AT4+ Assault Wpns, MW, EA (+1) AP3+, Ignore Cover Small Arms, Ignore Cover	Fearless, Infiltrator, Invulnerable Save, Walker
Cannon of Khorne	AV	15cm	4+	6+	4+	Hellfire Cannon	75cm	MW4+	Fearless, Invulnerable Save
Daemonic Assault Engine	AV	25cm	4+	3+	5+	Daemonic Blades Blood Cannon	(base contact) 30cm	Assault Wpns, EA (+D3) 2 × AP4+/AT5+	Fearless, Reinforced Armour
Brass Scorpion	WE	20cm	5+	3+	3+	Massive Claws Scorpion Cannon Demolisher Cannon 2 × Hellmaw	(base contact) 30cm 30cm 15cm	Assault Wpns, EA (+1), MW 2 × AP3+/AT5+ AP3+/AT4+, Ignore Cover AP4+, Ignore Cover	Fearless, Invulnerable Save, Infiltrator, Reinforced Armour, Walker. Dam Cap: 2 Crit: Destroyed
Chaos Lord of Battles	WE	25cm	4+	2+	4+	Chainfist Death Storm 2 × Battlecannons	(base contact) 45cm 75cm	Assault Wpns, EA (+3), MW 4 × AP4+/AT4+ AP4+/AT4+	Fearless, Reinforced Armour, Thick Rear Armour. Dam Cap: 6 Crit: +1 dam, rampages 3D6cm in random direction, models contacted hit on 4+.

WORLD EATERS – CHAOS TITAN LEGION SUPPORT

Name	Type	Speed	Armour	CC	Strategy Rating: 4			Initiative: 1+		Notes
					FF	Weapons	Range	Firepower		
Chaos Ravager Titan	WE	20cm	4+	3+	4+	Battle Head	(15cm)	Small Arms, EA (+2), FF Arc	Fearless, Reinforced Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 6, Void Shields: 4 Crit: Roll a D6 every turn: on 1 destroyed, units within 5cm hit on 5+, on 2-3 +1 dam, on 4-6 repaired no further trouble.	
						Doom Burner	45cm	MW2+, TK (D3), Ignore Cover, FF Arc		
						2 × Death Storm	45cm	4 × AP4+/AT4+, F Arc		
						Tail	75cm	AP4+/AT4+		
					<u>and</u>	(15cm)	Small Arms, EA (+1)			
Chaos Banelord Titan	WE	15cm	4+	2+	4+	Battle Head	(15cm)	Small Arms, EA (+2), FF Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker, May step over units and terrain lower than knees and 2cm across. Dam Cap: 8, Void Shields: 6 Crit: +1 dam, rampages 3D6cm in random direction, models contacted hit on 4+.	
						Doom Fist	45cm	4 × AP4+/AT4+, F Arc		
						<u>and</u>	(base contact)	Assault Wpn, TK (D3), EA (+2), F Arc		
						6 × Havoc Missile	60cm	2BP, Indirect Fire, Single Shot, F Arc		
						Hellstrike Cannon	60cm	3BP, MW, Ignore Cover, F Arc		
						Tail	75cm	AP4+/AT4+		
					<u>and</u>	(15cm)	Small Arms, EA (+1)			

WORLD EATERS – CHAOS NAVY SUPPORT

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Chaos Hellblade Fighter	Air	Fighter	6+	-	-	2 × Reaper Autocannons	30cm	AP4+/AT6+/AA6+, FF Arc	-
Chaos Hellalon Fighter Bomber	Air	Fighter Bomber	5+	-	-	Incendiary Bombs	15cm	2BP, Ignore Cover, FF Arc	-
						Twin Lascannons	30cm	AT4+/AA4+, FF Arc	
						Havoc Launcher	45cm	AP5+/AT6+, FF Arc	
Chaos Styx Class Battlecruiser	Space	n/a	n/a	n/a	n/a	Pin-point Attack	n/a	MW2+, TK (D3)	May carry up to thirty units to deploy in Dreadclaws
						Orbital Bombardment	n/a	3BP, MW	

WORLD EATERS – CHAOS DAEMONS

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bloodthirster – Greater Daemon of Khorne	WE	30cm	4+	3+	-	Axe of Khorne	(base contact)	Assault Wpn, TK (1), EA (+2)	Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker, Summoning Cost (8) Dam Cap: 3 Crit: Destroyed, daemons within 5cm destroyed on 6+.
						Whip	(base contact)	Assault Wpn, TK (1), EA (+1)	
Bloodletters – Lesser Daemons of Khorne	Inf	15cm	4+	4+	-	Hellblades	(base contact)	Assault Wpns, EA (+1)	Invulnerable Save, Summoning Cost (1)
Flesh Hounds – Lesser Daemons of Khorne	Inf	20cm	5+	2+	-	Claws & Fangs	(base contact)	Assault Wpns	Infiltrators, Invulnerable Save, Summoning Cost (1)

World Eaters Special Rules

- Summoned Units** Formations that purchase the Daemonic Pact upgrade, or units with this ability, allow the Chaos player to summon daemons to the battlefield. To summon Daemons the player must also have a Daemonic pool from which to summon. This pool contains two sections, one for lesser daemons and one for greater daemons and is not faction specific. The size of such pools must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of each pool available. As daemons are summoned the pool must be changed to reflect its current size.
- To summon daemons the Chaos player chooses a formation with a daemonic pact and declares its intention to summon before any action roll is made. The player then rolls 2D3 to generate the number of summoning points available for this formation. The number of points required to summon each type of daemonic unit will be noted on its data sheet. The formation may then summon daemons up to the number of summoning points generated, up to the number of points left in the daemonic pool. Any points not used are lost.
- The faction of the summoning formation determines what type of daemons may be summoned; all formations in a World Eaters army belong to the Khorne faction.
- Khorne:** Bloodthirster, Bloodletters, Flesh Hounds
- Players may only have one greater daemon for a given faction on the table at a time. Summoned units must be set up within 5cm of a non-summoned unit in the summoning formation. They cannot be placed in enemy zones of control or impassable terrain.
- Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield. Summoned units do not cause blast markers when they are destroyed, however daemonic units killed in an assault count towards the number of units killed when calculating the modifiers for assault resolution. Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the player's daemonic pool.
- Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and returned to the daemonic pool. This may cause the formation to break as it may now have equal or more blast markers than its number of units. Greater Daemons returned to the Greater daemon pool keep any damage points taken and do not heal these points while off board. When summoned subsequently they maintain this damage.
- When a formation breaks all of its summoned units are destroyed. When calculating victory points, the Lesser Daemon pool scores half points if the pool has less than or equal to half (round up) its original number of daemons remaining. The Lesser Daemon pool scores full points if the pool has less than or equal to a quarter (round up) its daemons remaining. Treat Greater Daemons as war engines for the purpose of calculating victory points.
- Favour of the Gods** In the strategy phase of each turn if the World Eaters player rolls a 6 they are rewarded with 1D3 summoning points to add to any lesser daemon pool, however, if they roll a 1 then they lose 1D3 summoning points from any lesser daemon pool.
- Augment Summoning** Units with the augment summoning ability add to the dice roll when their formation summons daemons. For example a unit with Augment Summoning (2D3) would give its formation 4D3 summoning points when it summons daemons and a unit with Augment Summoning (6) would give its formation 2D3 + 6 summoning points.
- Daemonic Focus** Any formation with a unit with the daemonic focus ability may elect to keep any or all summoned units in play in the end phase. Broken formations may not use this ability as any daemons summoned by this formation are lost when the formation breaks.
- Daemonic Rage** Daemonic Assault Engine Packs and Lord of Battles in a World Eaters army receive a +1 modifier to their action test roll when attempting an engage action.
- Dreadclaws** Dreadclaws allow a chaos formation to enter play using the planetfall rules if a spaceship has been purchased to carry them. Units in a formation with Dreadclaws deploy using the planetfall rules but do not roll for scatter. Place the first unit within 15cm of the pre-plotted drop zone co-ordinates and place all other units in the formation within 15cm of this unit and in coherency. Units may not be placed in impassable terrain or enemy zones of control. The following may be deployed in Dreadclaws: Chaos Dreadnoughts and Berzerkers.
- Chaos Lords** Chaos Space Marine Lord Characters may only be added to core units within a formation. They may not be added to any upgrade units purchased for a formation.

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