



**IMPERIUS
DOMINATUS**

WORLD EATERS

WORLDEATERS GENERAL RULES

(FACTION VALUE 400)

To hit value 5+

Unique units. The World Eaters may add the following unique units to their legion (**All Unique units have a to hit value of 4+**):

Rampager Squads. Specialized World Eater assault legionnaires known as the Caedere or “Butchers”. They all possess prohibited psycho-surgical implants for maximum rage.

The Red Butchers. World Eater legionnaires donning Terminator Armor. Ravening madmen with the awakened taint of bloodlust. Supreme killing machines used as the Primarch’s honour guard, command section guards or First Company shock troops.

WORLD EATERS

Characteristics

Line Formation Predominance:

World eaters Player must spend more points on infantry than vehicles.

All World eater infantry are stubborn.

Forlorn Hope. All World Eater infantry gains a re-roll for failed armor saves (second result stands) or +1 to invulnerable save.

World Eaters gain an extra 2VP's yield if a formation is broken via close combat attacks.

World Eater fortification cards count as special cards.

Incarnate Violence. The World Eaters infantry elements gain +1 CAF to-hit bonus.

Blood Madness. Must charge enemies within 15cm.

Unstoppable wave. All World Eater infantry elements gain +5cm bonus move on charge orders.

If a World Eater formation rolls a 1 on the break test it gains +1 CAF to hit bonus. This substitutes the "rout" value when the formation break. In simple terms World Eater infantry formations cannot rout as part of the morale checks when the formation breaks.

Librarius. Angron was vehemently against the use of the Librarius. No Librarius units may be used.

UPGRADE CHAINAXES OR CADRE WEAPONS

Gains +1 CAF to hit bonus for company formations.



Point Value 50



WORLD EATERS RAMPAGER SQUAD

The World Eaters Rampager Squad consists of 1 Rampager Decurion Stand and 5 Rampager Stands.



Point Value 200



WORLD EATERS RAMPAGER SQUAD

Break Point 4: The Squad is broken if it has lost 4 models. Once the Squadron is broken it must take a Morale check.

Morale Value 4: Rampagers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	5[7]+	2/-2	CC weapons	-	-	-	[HQ1], [V], [MB], [R]
Rampagers	15[J]	5[7]+	2/-2	CC weapons	-	-	-	[R]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

WORLD EATERS GRAND RAMPAGER SQUAD

The World Eaters Rampager Squad consists of 1 Rampager Decurion Stand and 10 Rampager Stands.



Point Value 350



WORLD EATERS GRAND RAMPAGER SQUAD

Break Point 8: The Squad is broken if it has lost 4 models. Once the Squadron is broken it must take a Morale check.

Morale Value 4: Rampagers have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	5[7]+	2/-2	CC weapons	-	-	-	[HQ1], [V], [MB], [R]
Rampagers	15[J]	5[7]+	2/-2	CC weapons	-	-	-	[R]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

WORLD EATERS RED BUTCHERS SQUAD

The World Eaters Red Butcher Squad consists of 1 Red Butcher Decurion Stand and 4 Red Butcher Stands.



Point Value 300



WORLD EATERS RED BUTCHERS SQUAD

Break Point 4: The Squad is broken if it has lost 5 models. Once the Squadron is broken it must take a Morale check.

Morale Value -: Red Butchers have no morale value and don't not make morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3[5]+	4/-3	Combi Bolters	25	2	-1	[HQ1], [V], [ID]
Red Butchers	15	3[5]+	4/-3	Combi Bolters	25	2	-1	[ID], Special*

* Cannot claim objectives. Can serve as Primach's Honor Guard.

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

WORLD EATERS GRAND RED BUTCHERS SQUAD

The World Eaters Red Butcher Squad consists of 1 Red Butcher Decurion Stand and 8 Red Butcher Stands.



Point Value 600



WORLD EATERS GRAND RED BUTCHERS SQUAD

Break Point 6: The Squad is broken if it has lost 9 models. Once the Squadron is broken it must take a Morale check.

Morale Value -: Red Butchers have no morale value and don't make morale tests.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3[5]+	4/-3	Combi Bolters	25	2	-1	[HQ1], [V], [ID]
Red Butchers	15	3[5]+	4/-3	Combi Bolters	25	2	-1	[ID], Special*

* Cannot claim objectives. Can serve as Primach's Honor Guard.

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

SPECIAL FORMATION

CENTURION SHABRAN DARR

Centurion Shabran Darr consists of 1 Centurion Shabran Darr Stand.



Point Value 50

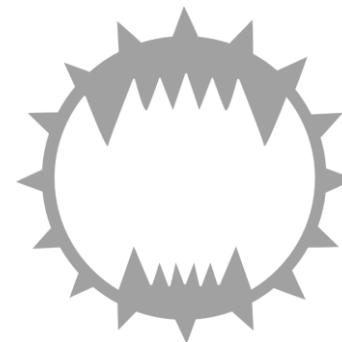


CENTURION SHABRAN DARR

Break Point +1: Shabran Darr adds +1 to the break point of the formation he is added to.

Morale Value 4: Shabran Darr has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Shabran Darr	15[J]	5[7]+	4/-3	CC Weapons	-	-	-	[HQ1], [FR], Loyalist



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

KHARN THE BLOODY

Kharn the Bloody consists of 1 Kharn the Bloody Stand.



Point Value 100



KHARN THE BLOODY

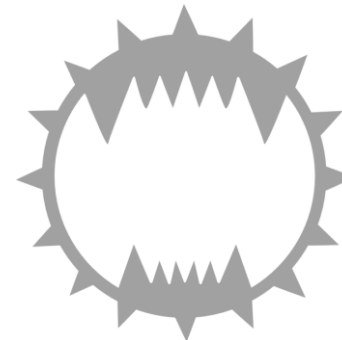
Break Point +1: Kharn the Bloody adds +1 to the break point of the Company he is added to.

Morale Value 4: Kharn the Bloody has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharn the Bloody	10	4[5]+	6/-4	The Cutter	-	-	-	[HQ3], [SA], [IWD],

Kharn the Bloody –

- Will always be army leader if Angron is not present.
- An extra close combat die for every element beyond the first engaged with him.
- +1 bonus to initiative on game turn one.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

ANGRON PRIMARCH OF THE WORLD EATERS

Angron, Primarch of the World Eaters consists of 1 Angron, Primarch of the World Eaters.



Point Value 150



ANGRON PRIMARCH OF THE WORLD EATERS

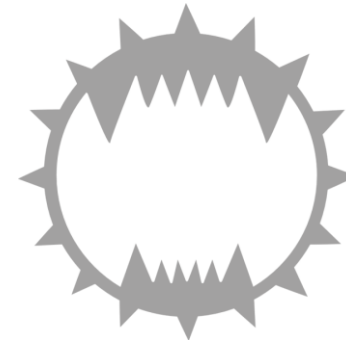
Break Point 1: Angron is only broken when Angron Primarch of the World Eaters is Destroyed.

Morale Value 4: Angron has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Angron [2]	15[T]	2[4]+	7/-5	CC Special Weapons [Dmg+2]	-	-	-	[DR2], Primarch

Sire of the World Eaters: All World Eater formations in Command of Angron gain the Indomitable [ID] ability.

Red Sands: May Re-roll close combat dice (second result stands)



Victory Points 2

Your opponent gains 2 VPs when this Company is broken