

WORLD EATERS WARBAND

POINTS: 150+MODELS

Even before their fall to Chaos the World Eaters were known as a bloodthirsty Legion, and becoming the chosen Legion of Khorne did little to change this. In battle they disregard mortal peril to sate their bloodlust in close combat, often displaying a berserker rage that makes them invulnerable to wounds that would kill even a Space Marine.

Their combat doctrine exclusively prescribes close quarters combat, but this does not preclude the use of ranged weaponry. The World Eaters were a full legion with as much diversity as any other and many still exist whose preferred method for gathering skulls for the throne of Khorne is through firepower.

Lord Zhufor



Khâm the Betrayer



World Burners (Chosen)

Lord Brasark



The Slaughterfiend



Blood Rain (Raptors)

Head Takers (Chaos Terminators)



Bloodletter Spawn (Possessed)



Death Incarnate (Chaos Terminators)



Blood Hunters (Berzerkers)



Skull Eaters (Berzerkers)



Angron's Favored (Berzerkers)



FORMATION:

- 1+ Chaos Lord, Chaos Terminator Lord, or special character Khorne Lord
- 0-1 units of Chosen
- 3+ units of Khorne Berzerkers

0+ units of Chaos Terminators

- 0+ units of Possessed (re-roll "Scouts" result)
- 0+ units of Bikers
- 0+ units of Raptors
- 0+ units of Havocs

SPECIAL RULES:

Disciples of Blood: All models in the formation must be given the Mark of the Berzerker for +12 points per model (except the Berzerkers, obviously). This mark counts as the Mark of Khorne (+1A) and grants the model/unit *Fearless* and *Furious Charge*.

Ready for the Slaughter: No model in the formation may have a Heavy weapon unless they are also *Relentless* or wear Terminator armour.

Axes of Khorne: Models in the formation equipped with a chain weapon, a chain fist, a Bloodfeeder, or a power axe* gain an extra attack for every to-hit roll of 6. Further 6's do not result in additional hits. (*Must be modeled as an axe.)

Brothers in Death: Any unit may purchase an icon for +5 points. Friendly Daemons of Khorne may utilize one of those icons as if they are from the same army.

Skull Rush: The formation counts as a single choice when determining when they arrive from Reserve and units must all arrive in the same turn. Units in the formation may be transported in any vehicle available to Chaos Space Marines, super heavies available to the Imperial Guard, or arrive via Deep Strike, etc. as normal as long as it is in the same turn. The need not use the same method.

Khorne's Favor: If, at any time, a unit in this formation numbers exactly 8 or 16 models, including attached characters, the unit gains the *Blessing of the Blood God*, granting a 2+ save from any wounds caused by psychic powers or force weapons.