

Chaos - World Eaters - 1k - (1000 pts)

Army Roster (Chaos - World Eaters) (1000 pts)

Configuration	
Battle Size	Incursion (1000 Point limit)
Blessings of Khorne Reference	Blessings of Khorne: 1. Rage-fuelled Invigoration, 2. Wrathful Devotion, 3. Martial Excellence, 4. Total Carnage, 5. Warp Blades, 6. Unbridled Bloodlust
Detachment Choice	Berzerker Warband
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Titans are visible, Legends are visible, Khorne Daemons are visible, Chaos Knights are visible
Epic Hero (100 pts)	
Khârn the Betrayer (1) (100 pts)	<p>Rules: Leader, Blessings of Khorne, Pistol Unit: Khârn the Betrayer Abilities: Legendary Killer, The Betrayer, Berserker Frenzy, Invulnerable Save[1], Leader[1], Relentless Rage Melee Weapons: Gorechild Ranged Weapons: Khârn's plasma pistol</p>
Character (125 pts)	
World Eaters Lord on Juggernaut (1) (125 pts)	<p>Helm of Brazen Ire</p> <p>Rules: Leader, Blessings of Khorne, Extra Attacks, Lance, Pistol, Hazardous Abilities: Aggressive Advance, Bloody Stampede, Invulnerable Save[1], Leader[2], Relentless Rage, Helm of Brazen Ire Unit: World Eaters Lord on Juggernaut Melee Weapons: Exalted chainblade, Juggernaught's bladed horn Ranged Weapons: Plasma pistol - standard, Plasma pistol - supercharge</p>
Battleline (270 pts)	
Khorne Berserkers (5) (90 pts)	<ul style="list-style-type: none"> • 3x Khorne Berserker • Khorne Berserker w/ alternate weapons: Plasma pistol, Khornate eviscerator • Khorne Berserker Champion: Plasma pistol <p>Rules: Blessings of Khorne, Pistol, Hazardous Abilities: Blood Surge, Relentless Rage Unit: Khorne Berserker (x3) (x3) Melee Weapons: Berserker chainblade (x6) (x12), Khornate eviscerator Ranged Weapons: Plasma pistol - standard (x2) (x4), Plasma pistol - supercharge (x2) (x4), Bolt pistol (x5) (x5)</p>
Khorne Berserkers (5) (90 pts)	<ul style="list-style-type: none"> • 4x Khorne Berserker • Khorne Berserker Champion: Bolt pistol <p>Rules: Blessings of Khorne, Pistol Abilities: Blood Surge, Relentless Rage Unit: Khorne Berserker (x3) (x3) Melee Weapons: Berserker chainblade (x6) (x12) Ranged Weapons: Bolt pistol (x5) (x10)</p>
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Infantry (140 pts)	
Eightbound (3) (140 pts)	<ul style="list-style-type: none"> • Eightbound Champion: Lacerators • 2x Eightbound <p>Rules: Scouts 6", Blessings of Khorne Unit: Eightbound Abilities: Beacons of Rage (Aura), Invulnerable Save[2], Relentless Rage Melee Weapons: Eightbound eviscerators, Lacerators</p>
Beast (70 pts)	

World Eaters Chaos Spawn (2) (70 pts)	<ul style="list-style-type: none"> • 2x Chaos Spawn Rules: Feel No Pain 5+, Blessings of Khorne Unit: World Eaters Chaos Spawn Abilities: Regenerating Monstrosities, Relentless Rage Melee Weapons: Hideous Mutations
Vehicle (145 pts)	
World Eaters Forgefiend (1) (145 pts)	Forgefiend jaws, 2 Hades autocannons Rules: Deadly Demise D3, Blessings of Khorne Unit: World Eaters Forgefiend Abilities: Furious Onslaught, Invulnerable Save[3], Damaged: 1-4 wounds remaining, Relentless Rage Ranged Weapons: Hades autocannon (x2) (x2) Melee Weapons: Forgefiend jaws
Dedicated Transport (150 pts)	
World Eaters Rhino (1) (75 pts)	Rules: Deadly Demise D3, Blessings of Khorne, Firing Deck 2, Rapid Fire Unit: World Eaters Rhino (x2) (x2) Abilities: Self-repair, Relentless Rage Transport: World Eaters Rhino Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Combi-bolter (x2) (x2)
World Eaters Rhino (1) (75 pts)	Rules: Deadly Demise D3, Blessings of Khorne, Firing Deck 2, Rapid Fire Unit: World Eaters Rhino (x2) (x2) Abilities: Self-repair, Relentless Rage Transport: World Eaters Rhino Melee Weapons: Armoured tracks (x2) (x2) Ranged Weapons: Combi-bolter (x2) (x2)

Rules:

<p>Leader</p>	<p>While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.</p> <p>Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks.</p> <p>Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.</p>
<p>Blessings of Khorne</p>	<p>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 from the Blessings of Khorne list. 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.</p> <p>Once activated, each Blessing of Khorne applies to all units from your army with this ability until the end of the battle round.</p> <p>Example: Ash makes their Blessings of Khorne roll and gets the following dice: 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 Wrathful Devotion (which requires any double), leaving the following dice: 1, 2, 3, 4. However, now that they have activated two Blessings of Khorne, they cannot activate any more and the remaining dice are discarded.</p>
<p>Pistol</p>	<p>Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.</p> <p>If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.</p>
<p>Extra Attacks</p>	<p>Weapons with [EXTRA ATTACKS] in their profile are known as Extra Attacks weapons. Each time the bearer of one or more Extra Attacks weapons fights, it makes attacks with each of the Extra Attacks melee weapons it is equipped with and it makes attacks with one of the melee weapons it is equipped with that does not have the [EXTRA ATTACKS] ability (if any). The number of attacks made with an Extra Attacks weapon cannot be modified by other rules, unless that weapon's name is explicitly specified in that rule.</p>
<p>Lance</p>	<p>Weapons with [LANCE] in their profile are known as Lance weapons. Each time an attack is made with such a weapon, if the bearer made a Charge move this turn, add 1 to that attack's Wound roll.</p>
<p>Hazardous</p>	<p>Weapons with [HAZARDOUS] in their profile are known as Hazardous weapons. Each time a unit is selected to shoot or fight, after that unit has resolved all of its attacks, for each Hazardous weapon that targets were selected for when resolving those attacks, that unit must take one Hazardous test. To do so, roll one D6: on a 1, that test is failed. For each failed test you must resolve the following sequence (resolve each failed test one at a time):</p> <ul style="list-style-type: none"> % If possible, select one model in that unit that has lost one or more wounds and allocate those mortal wounds to that model. % Otherwise, if possible, select one model in that unit (excluding CHARACTER models) and allocate those mortal wounds to that model. % Otherwise, select one CHARACTER model in that unit equipped with one or more weapons and allocate those mortal wounds to that model. <p>If a model was selected, that unit suffers 3 mortal wounds and when allocating those mortal wounds, they must be allocated to the selected model.</p> <p>If a unit from a player's army is selected as the target of the Fire Overwatch Stratagem in their opponent's Charge phase, any mortal wounds inflicted by Hazardous tests are allocated after the charging unit has ended its Charge move.</p>

Scouts 6"	<p>Some units have 'Scouts x"' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x".</p> <p>DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.).</p> <p>A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.</p>
Feel No Pain 5+	Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x': that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.
Deadly Demise D3	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
Firing Deck 2	Some TRANSPORT models have 'Firing Deck x' listed in their abilities. Each time such a model is selected to shoot in the Shooting phase, you can select up to 'x' models embarked within it whose units have not already shot this phase. Then, for each of those embarked models, you can select one ranged weapon that embarked model is equipped with (excluding weapons with the [ONE SHOT] ability). Until that TRANSPORT model has resolved all of its attacks, it counts as being equipped with all of the weapons you selected in this way, in addition to its other weapons. Until the end of the phase, those selected models' units are not eligible to shoot.
Rapid Fire	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

Blessings of Khorne	Roll
1. Rage-fuelled Invigoration	Any double
Add 2" to the Move characteristic of models in this unit.	
2. Wrathful Devotion	Any double
Models in this unit have the Feel No Pain 6+ ability. If models in this unit already have the Feel No Pain ability, add 1 to their Feel No Pain rolls.	
3. Martial Excellence	Double 3+
Melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.	
4. Total Carnage	Double 4+ or any triple
Each time a model in this unit is destroyed by a melee attack, if that model 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 model's unit has finished making its attacks, and is then removed from play.	
5. Warp Blades	Double 5+ or any triple
Melee weapons equipped by models in this unit have the [LETHAL HITS] ability.	
6. Unbridled Bloodlust	Double 6 or triple 4+
This unit is eligible to declare a charge in a turn in which it Advanced.	

Unit	M	T	SV	W	LD	OC
Khârn the Betrayer	6"	4	3+	5	6+	1
World Eaters Lord on Juggernaut	10"	6	2+	7	6+	2
Khorne Berserker (x3) (x3)	6"	4	3+	2	6+	2
Eightbound	9"	6	3+	3	6+	1
World Eaters Chaos Spawn	8"	5	4+	4	7	1
World Eaters Forgefiend	8"	10	3+	12	6+	3
World Eaters Rhino (x2) (x2)	12"	9	3+	10	6+	2

Abilities
Legendary Killer
While this model is leading a unit, each time a model in that unit makes an 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 of your choice in that unit is destroyed.
Berserker Frenzy
If this model is destroyed by a melee attack, if it has not fought this phase, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.
Invulnerable Save[1]
This model has a 4+ invulnerable save.
Leader[1]
This model can be attached to the following unit: - KHORNE BERSERKERS
Relentless Rage
Each time a WORLD EATERS unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Strength and Attacks characteristics of melee weapons equipped by models in that unit.
Aggressive Advance
While this model is leading a unit, you can re-roll any or all of the following rolls made for that unit: Advance rolls; Charge rolls; Blood Surge rolls (see Khorne Berserkers).
Bloody Stampede
Each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model and 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.
Leader[2]
This model can be attached to the following units: - EIGHTBOUND - EXALTED EIGHTBOUND - KHORNE BERSERKERS
Helm of Brazen Ire
WORLD EATERS model only. Each time an attack is allocated to the bearer, halve the Damage characteristic of that attack.
Blood Surge
Each time an enemy unit is selected to shoot, after that unit has finished making its attacks, 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: this unit can be moved a number of inches up to the result, but this unit must finish 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. A unit cannot make a Blood Surge move while it is Battle-shocked.
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, re-roll a Wound roll of 1. If that attack targets a unit that is Below Half-strength, you can re-roll the Wound roll instead.
Invulnerable Save[2]
Models in this unit have a 5+ invulnerable save.
Regenerating Monstrosities
At the start of each player's Command phase, one model in this unit regains up to D3 lost wounds.
Furious Onslaught
In your Shooting phase, after this model has finished making its attacks, if one or more of those attacks scored a hit against an enemy INFANTRY unit, that INFANTRY unit must take a Battle-shock test.
Invulnerable Save[3]

This model has a 5+ invulnerable save.

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.

Self-repair

At the start of your Command phase, this model regains 1 lost wound.

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Gorechild	Melee	8	2+	6	-2	3	-
Exalted chainblade	Melee	7	2+	6	-1	2	-
Juggernaut's bladed horn	Melee	4	3+	6	-1	2	Extra Attacks, Lance
Berserker chainblade (x6) (x6)	Melee	4	3+	5	-1	1	-
Khornate eviscerator	Melee	3	3+	8	-2	2	-
Eightbound eviscerators	Melee	6	3+	5	-2	2	-
Lacerators	Melee	4	3+	9	-2	3	-
Hideous Mutations	Melee	D6+2	4+	6	-1	2	-
Forgefiend jaws	Melee	5	3+	7	0	2	-
Armoured tracks (x2) (x2)	Melee	3	4+	6	0	1	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Khârn's plasma pistol	12"	1	2+	8	-3	2	Pistol
Plasma pistol - standard	12"	1	2+	7	-2	1	Pistol
Plasma pistol - supercharge	12"	1	2+	8	-3	2	Hazardous, Pistol
Plasma pistol - standard (x2) (x2)	12"	1	3+	7	-2	1	Pistol
Plasma pistol - supercharge (x2) (x2)	12"	1	3+	8	-3	2	Hazardous, Pistol
Bolt pistol (x5) (x5)	12"	1	3+	4	0	1	Pistol
Hades autocannon (x2) (x2)	36"	6	3+	8	-1	2	-
Combi-bolter (x2) (x2)	24"	2	3+	4	0	1	Rapid Fire 2

Transport

World Eaters Rhino

This model has a transport capacity of 12 WORLD EATERS INFANTRY models. It cannot transport EIGHTBOUND, EXALTED EIGHTBOUND or TERMINATOR models.