

World Eaters Datasheets (v.1.0.2)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- **Blessings of Khorne:** At the start of your turn, you can make a Blessings of Khorne roll. To do so, roll two D6. You can then use those dice to activate up to two Blessings of Khorne (see below). Each Blessing of Khorne specifies the dice result it requires. You can only activate each Blessing of Khorne once per battle round. Any unused dice from the Blessings of Khorne roll are then discarded. Once activated, each Blessing of Khorne applies to all World Eaters units from your army until the start of your next turn
 - **WARP BLADES (2+):** Melee weapons equipped by models in this unit gain AP(-4) on Critical hits
 - **MARTIAL EXCELLENCE (3+):** For each Critical hit in melee, models in this unit may roll +1 attack with that weapon. This rule doesn't apply to newly generated attacks
 - **TOTAL CARNAGE (4+):** Melee weapons equipped by models in this unit get +1 attack when Charging
 - **UNBRIDLED BLOODLUST (5+):** This unit moves +4" on Advance or Charge Move
 - **DECAPITATING STRIKES (6+):** Models in this unit gain an additional -1 to AP in melee
- **Chaos Space Marines**

Leaders

Angron (1 model)

Move 16" Save 2+ Wounds 14 Morale 2+ Control 5

Unit abilities

- **Character:** Maximum one copy per army
- **Flying:** May go through obstacles and other units, ignores terrain effects when moving
- **Samni'arius and Spinegrinder:** Before making melee attacks, the controlling player chooses between two Samni'arius and Spinegrinder profiles, strike or sweep
- **Reborn in Blood:** Once per battle at the start of your turn, if this model is destroyed, roll one D6: on a 4+, set this model back up on the battlefield as close as possible to where it was destroyed and not within 2" horizontally and 10" vertically of any enemy units, with one wound remaining
- When measuring distances, the wings, tail and stand of this model are ignored

Upgrade unit with ability

Cost

- **Deep Strike:** Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+115pts**



JoyToy World Eaters Angron Daemon Primarch of Khorne, **1300pts**



→ Samni'arius and Spinegrinder – strike:

Melee weapons	Range	Att	Sk	AP	Features
Samni'arius and Spinegrinder	Melee	5	2+	-2	Each attack deals 3 damage, but only to one model. Do not carry over wounds from a single attack to other models in the target unit

→ Samni'arius and Spinegrinder – sweep:

Melee weapons	Range	Att	Sk	AP	Features
Samni'arius and Spinegrinder	Melee	14	2+	-2	-

Model abilities

- *The Blood God's Favour*: Each time you make a Blessings of Khorne roll, if this model is on the battlefield, you can re-roll one of the D6 rolled
- While this model is within 12" of one or more friendly Chaos Space Marines Infantry units, enemy units suffer a -1 to hit rolls when shooting at this model from more than 18" away

Add abilities to the model

Cost

- *Will of the Primarch*: Once per battle round, you can select one model from your army with this ability. You can target one friendly Chaos Space Marines unit within 24" of that model with a Stratagem for 0 CP (if you play with Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+120pts

Lord Invocatus (1 model)

Move 20" Save 3+ Wounds 9 Morale 3+ Control 3

Unit abilities

- *Character*: Maximum one copy per army
- *Bloody Stampede*: Each time this model's unit ends a Charge move, select one enemy unit within 2" horizontally and 10" vertically of this model, then roll one D6. On a 2+ that enemy unit takes X hits with AP(-1), where X - is the number of models in that enemy unit, but maximum 3
- Lord Invocatus can lead a Khorne Berzerkers unit, in which case Lord Invocatus gains the Move characteristic of 16"
- *Mounted*: This model's unit can't use Defensive stance. To indicate Stunned stance, remove the rider and place him nearby hunkered down, weapons down

Upgrade unit with ability

Cost

- *Fire Riders*: While this model is leading a unit, this model and models in that unit have the *Deep Strike* ability. Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models

+70pts

JOYTOY x WARRHAMMER



JoyToy World Eaters Lord Invocatus, 675pts

Ranged weapons	Range	Att	Sk	AP	Features
Trickster's Doom (Pistol)	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Coward's Bane (Chainaxe)	Melee	5	2+	-2	The target suffers one extra wound for each unmodified result of 1 rolled on the saving throw
Bladed Horn	Melee	3	3+	-1	When Charging, gets +1 to hit rolls and -1 to AP

Infantry

Khorne Berzerkers (2-5 models) Move 16" Save 3+ Wounds 2 Morale 3+ Control 1

Unit abilities

- **Blood Surge:** In your opponent's turn, each time an enemy unit has shot at this unit, this unit and its Leader, if it is led by a Leader, can make a Blood Surge move after the shooting unit has finished all of its ranged attacks. In this case, the models in this unit move no more than 6", but this unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within 2" horizontally and 10" vertically of that enemy unit. This unit cannot make a Blood Surge move while it is Stunned or within 2" horizontally and 10" vertically of one or more enemy units, and can only make one Blood Surge move per round

JOYTOY x WARHAMMER



JoyToy World Eaters Khorne Berzerkers Khorne Berzerker with Berzerker Icon, 230pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol (max. one per unit)	24"	1	3+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit



Melee weapons	Range	Att	Sk	AP	Features
Chainaxe	Melee	3	3+	-1	The target suffers one extra wound for each unmodified result of 1 rolled on the saving throw

Model abilities

- **Icon of Khorne (max. one per unit):** Each time this model's unit destroys an enemy unit, you gain 1 Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost

JOYTOY x WARHAMMER



JoyToy World Eaters Khorne Berzerkers Khorne Berzerker with Eviscerator Chainaxe, 215pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-



Melee weapons	Range	Att	Sk	AP	Features
Eviscerator Chainaxe (max. one per unit)	Melee	4	3+	-2	The target suffers one extra wound for each unmodified result of 1 rolled on the saving throw

JOYTOY x WARHAMMER



JoyToy World Eaters Khorne Berzerkers Khorne Berzerker with Eviscerator Chainsword, **195pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Eviscerator Chainsword (max. one per unit)	Melee	4	3+	-2	-



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JoyToy World Eaters Khorne Berzerkers Khorne Berzerker 01 - 02, 05 - 07, **135pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Bolt Pistol	24"	1	3+	0	-
Melee weapons	Range	Att	Sk	AP	Features
Chainsword	Melee	2	3+	-1	-



JOYTOY x WARHAMMER



JoyToy World Eaters Khorne Berzerkers Khorne Berzerker 03 - 04, **215pts** per model

Ranged weapons	Range	Att	Sk	AP	Features
Plasma Pistol (max. one per unit)	24"	1	3+	-3	This weapon can be used with Att 2 and AP(-4), but in this case, this model's unit receives one wound on unmodified rolls of 1 to hit
Melee weapons	Range	Att	Sk	AP	Features
Chainaxe	Melee	3	3+	-1	The target suffers one extra wound for each unmodified result of 1 rolled on the saving throw



Advanced Equipment

If you are playing by the Advanced Rules with the Advanced Equipment module, each model in the following units may be equipped with no more than one Explosive Grenade of your choice (Frag / Krak) and no more than one Utility Grenade of your choice (Smoke / Stun):

- *Infantry*: Khorne Berzerkers