

EPIC 40,000



SPACE  
MARINE  
LEGIONS

WORLD EATERS  
SUPPLEMENT



The XII Legion, sons of Angron the Conqueror, were red-handed monsters long before Horus raised his banner of treachery. None of the Legiones Astartes, not the Night Lords, nor the Space Wolves or the White Scars, were so savage and dreaded; for the World Eaters to be assigned to a campaign meant that the only outcome was extermination. Extermination not by virus bomb, or cyclonic firestorm, but by Chainaxe and bolt shell; worlds drowned one-by-one in a storm of butchery.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes	
World Eater Tactical	10cm	6+	+2	Bolters	50cm	1	5+	0		
Assault	15cm	6+	+3	Pistol/Swords	25cm	1	5+	0	Jump Packs	
Heavy	10cm	6+	+1	Heavy Weap.	75cm	2	5+	-1		
Terminator	10cm	5+*	+6	Storm Bolters	35cm	2	4+	-1		
Rampagers	10 cm	6+	+5	None	-	-	-	-	Elite	
Terminator HQ	10 cm	5+*	+7	Storm Bolters	35 cm	2	4+	-1	Imperial troops within 10cm add +1 to morale, HQ unit, Elite.	
Apothecary	10cm	6+	+2	Bolt Pistol	25cm	1	5+	0	Medic	
Chaplain	10cm	5+*	+4	Bolt Pistol	25cm	2	5+	0	+1 to close assault factor	
Red Butchers	10 cm	5+*	+7	None	-	-	-	-	Elite, Fearless	
Space Marine Praetor	10 cm	6+	+5	Various	50 cm	2	5+	-1	HQ Unit,, special abilities, Elite+1 to Morale tests.	
Shadowword	10 cm	1+	+6	Volcano Cannon	100 cm	1	3+	-4	Volcano Cannon adds +3 to damage rolls vs. Titans/ Praetorians	
				Lascannon						
				Bolters	75 cm	2	5+	-1		
Baneblade	10 cm	1+	+8	Battlecannon	75 cm	2	4+	-2	Battlecannon Turret	
				Lascannon	75 cm	2	5+	-1		
				Bolters	15 cm	10	6+	0		
Stormblade	10 cm	1+	+6	Plasma Blastgun	50 cm	2	3+	-4	* One-use weapons, Plasma Reactor explodes when destroyed; Missiles add +2 to damage vs. a to hit template	
				Battlecannon						
				Hellion Missile*	50 cm	1	4+	-2		
				Hunter/ Killer Missile	75 cm	1*	3+	-4		
				Bolters	75 cm	4*	3+	-1		
					15 cm	8	6+	0		
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BPs	-	0	Fires barrage	
Hunter AA	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA	
Berserker	15 cm	5+	+5	Storm Bolters	35 cm	2	5+	-1	Fear	
Dreadnought										
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	May carry 2 troop stands	
				Bolters	15 cm	1	6+	0		
Thunderhawk Gunship	100 cm	4+	+1	Rockets	50 cm	6 BP	4+	-2	Flyer, carries a full detachment of 6 stands	
				Battlecannon	50 cm	1	4+	-2		
				Bolters	15 cm	3	6+	0		
Bike	30 cm	6+	+4	Bolters	15 cm	1	6+	0		
Land Speeder	30 cm	None*	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer	
Predator	25 cm	3+	0	Autocannon	75 cm	1	5+	-1	Autocannon Turret	
				Lascannon	75 cm	2	5+	-1		
Rhino	25 cm	4+	0	Bolters	15 cm	1	6+	0	May carry 2 troop stands	
Vindicator	20 cm	2+	+2	Thunderer	50 cm	1	4+	-3	Ignores to hit modifiers for cover	



# World Eater Company

END OF CRUSADE ERA



## (INFANTRY COMPANY)

HQ



World Eaters Captain

P 7

**HQ and Combat Detachments** You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

COMBAT DETACHMENTS



World Eaters Tactical



World Eaters Tactical



Rampager Detachment

P 7

## Battalion Support



P 15

Ordinance Squadron



P 15

Super Heavy Tank



P 16

Reconnaissance Sqn



P 16

Tank Squadron



P 17

Heavy Support Squad

BATTALION SUPPORT

COMPANY SUPPORT



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Drop Pods



P 11

Rampager Squad



P 12

Assault Squad



P 12

Thunderhawk Squadron



P 13

Red Butchers



P 12

World Eater Tactical



P 12

Dreadnought Talon

CHAPTER SUPPORT



P 12

Chaplain



P 12

Apothecary

# Headquarters

## COMPANY HEADQUARTERS

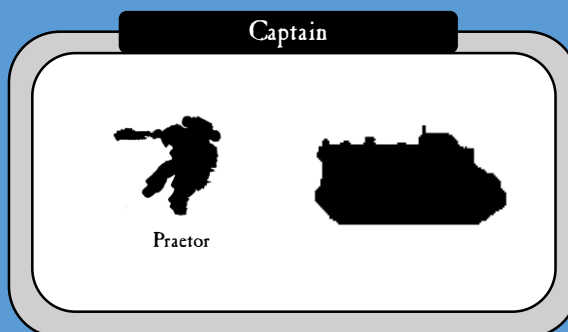
### HEADQUARTERS

Legion Praetor with Rhino

Free

### OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +25 points



Praetors are the mightiest warriors and battle-leaders of the Legiones Astartes, second only to the godlike Primarchs in their martial skill and generalship. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend for themselves in blood and slaughter.

Praetors of the World Eaters followed their Primarch loyally and blindly in to the fray. They believed to win they must be prepared to go further than their enemy if the enemy killed a Astartes then a city of the enemy must be obliterated from the face of the planet. Seen as heavy handed by others they were of the mind that they were doing what was really needed.

# Combat Detachments

## WORLD EATER DETACHMENT

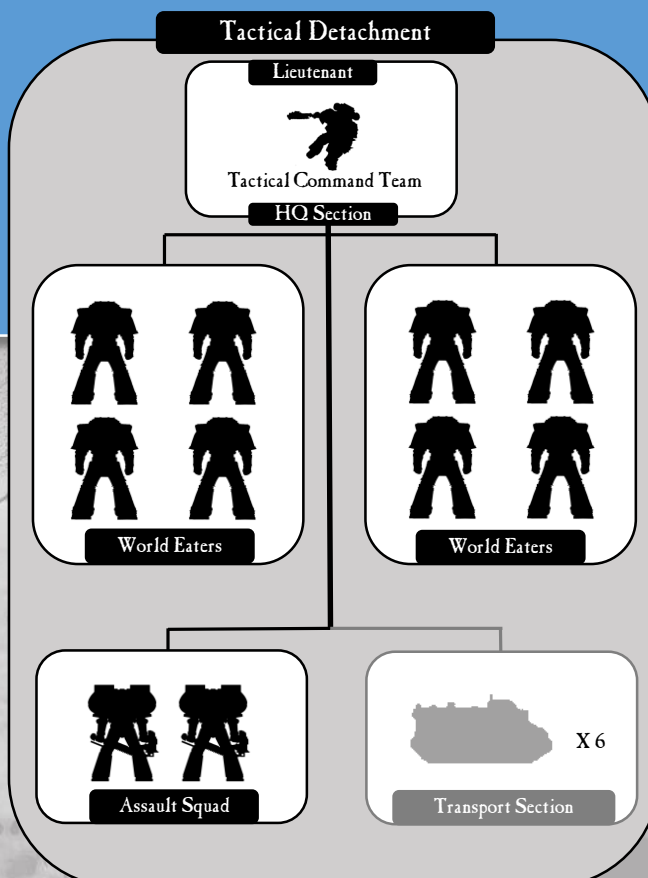
### WORLD EATER DETACHMENT

3 Squads

points

### OPTIONS

- Add 6 Rhino Transports for + 75 points.



Tactical squads form the core of the Space Marine Legions, and it is by their bolters that the Great Crusade has reconquered the galaxy – thousands of superhuman warriors armed and armoured for the harshest battles and the deadliest war zones. The Tactical Detachments of the World Eaters were blood bathed madmen. Set in the image and doctrine of their bloody Primarch. World Eaters made use of bolters to cleanse the enemy but preferred to meet the enemy face to face, eye to eye, to see the life smashed from an enemy was the true mark of a warrior.

## WORLD EATER RAMPAGER DETACHMENT

Break point -  
Morale 1

### RAMPAGER DETACHMENT

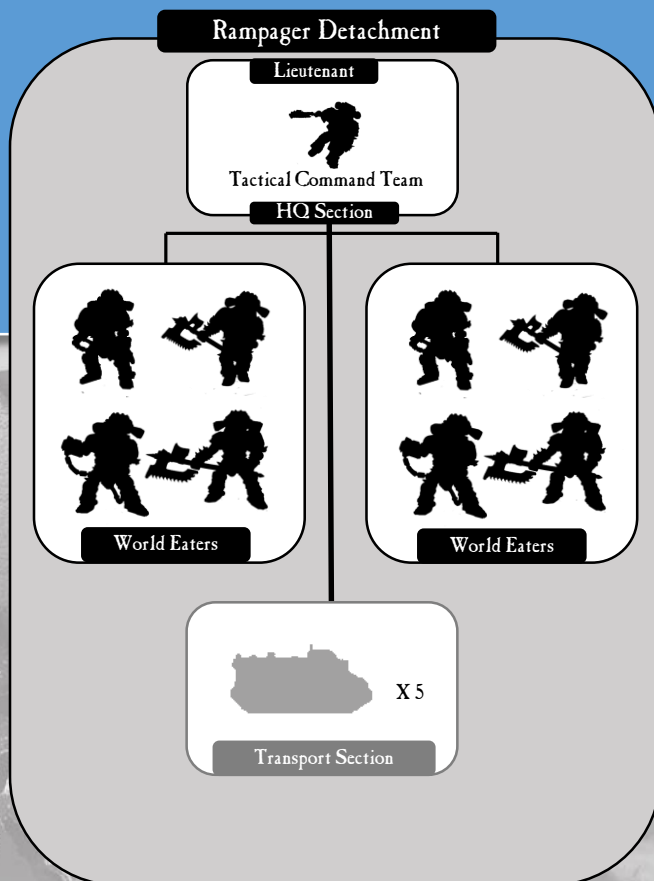
2 Squads

175 points

#### OPTIONS

- Add 5 Rhino Transports for + 75 points.

The Rampager squads of the World Eaters were formed of the most savage and bloodthirsty Space Marines in a Legion already notorious for its fury in battle. All underwent the prohibited psycho-surgery that Angron is believed to have instigated among his favoured sons, and those who survived honed their newly enhanced desire for berserk slaughter through martial discipline and the mastery of cruel and vicious weapons adapted from the arena combats in which the Red Angel fought during his youth.



## Company Support

### LEGION DROP POD SUPPORT

Break point -  
Morale -

#### DROP PODS

Drop Pods

100 points

#### OPTIONS

- Add up to two Deathwind Pods for +10 points each.

You are provided with sufficient Drop Pods to transport **ONE** World Eater Tactical Detachment. Each Drop Pod carries two stands.

The unit is **unable** to take Rhino Transports.

Victory Points -



Drop Pods are self-contained, recoverable orbital descent capsules designed to carry a squad of Space Marines. They are used for surprise attacks and combat drops into the midst of active warzones, with Legiones Astartes warships raining them down like ordnance from the edge of space. Drop pods are armoured and reinforced to survive re-entry, and ground fire to an extent, their true defence is speed; un-augmented humans have little chance of surviving both flight and landing in a drop pod.

## RAMPAGER SQUAD

Break point 2  
Morale 1

### RAMPAGER SQUAD

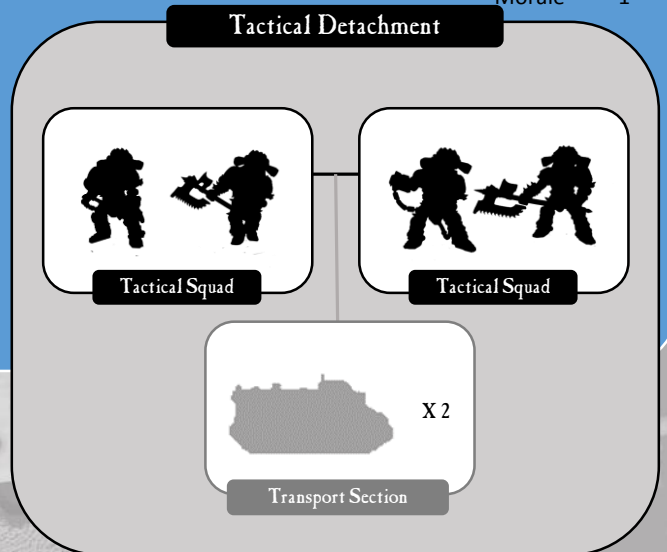
Rampager Squad

100 points

#### OPTIONS

- Add two Rhino Transports for +25 points break point increased to 3.

Victory Points 1



## LEGION ASSAULT SQUAD

Break point 2  
Morale 2

### ASSAULT DETACHMENT

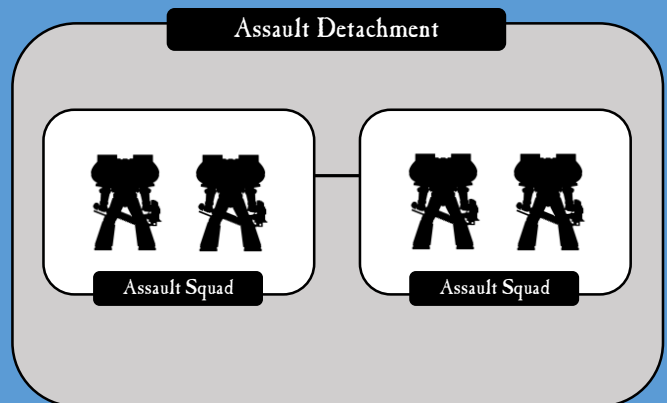
Assault Squad

150 points

#### OPTIONS:

- Nil

Victory Points 2



Assault squads are rapid attack forces, their wargear optimised towards close-quarter fighting and hit-and-run tactics. Their jump packs allow great speed of movement on the battlefield, and allows such units to impact with crushing force on the charge. The Night Lords and Raven Guard are amongst the greatest proponents of such formations, although even those Legions who do not particularly favour them, such as the Death Guard or Iron Warriors, can field multiple assault squads if the tactical need arises.

## LEGION THUNDERHAWK SQUADRON

Break point 1  
Morale 2

### THUNDERHAWK SQUADRON

Thunderhawk

100 points

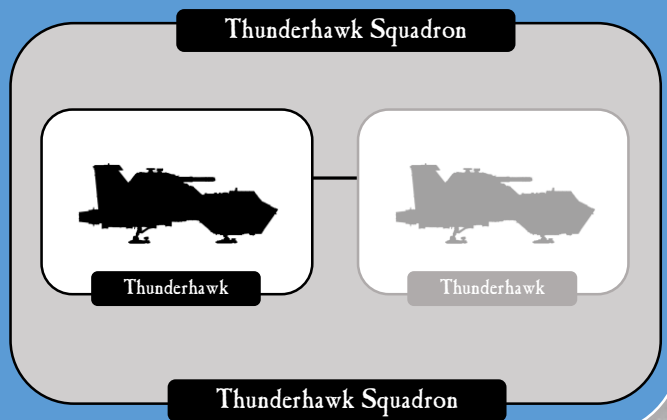
#### OPTIONS

- Add additional Thunderhawk for +100 points.

#### SPECIAL

- Each Thunderhawk operates independently on the battlefield and each has a break point of 1.

Victory Points 1 each



The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to the Legion fleet. With the outbreak of the Heresy both sides ramped-up production of Thunderhawks to meet the ongoing demands of the war.

## WORLD EATER RED BUTCHERS SQUAD

Break point 2  
Morale -

### RED BUTCHERS

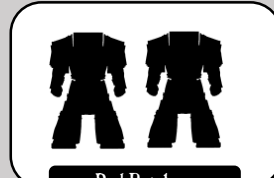
Red Butchers

175 points

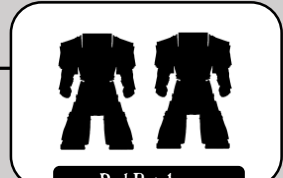
#### OPTIONS

- Add two Land Raider Transport for +175 points each points break point increased to 3.

### Terminator Squad

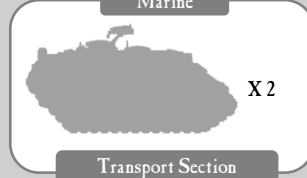


Red Butchers



Red Butchers

Marine



Transport Section

On the killing ground of Istvan III, there were World Eaters on either side of the conflict who succumbed utterly, devolving into mindless frenzied savages that could not be controlled. Rather than 'putting down' such individuals as had happened in the past, the Apothecaries had the mad subdued and chained for a far darker fate.

The Techmarines made customised Terminator suits from recovered wargear for them, fashioning them as both armour and as confinement; mechanised prison cells that could be immobilised with a remote signal. Hung in chains in the holds of the World Eaters warships, foaming and screaming in impotent rage, the Red Butchers were born.

## WORLD EATERS DREADNOUGHT TALON

Break point 2  
Morale -

### WORLD EATERS DREADNOUGHT TALON

Dreadnought Talon

150 points

#### OPTIONS

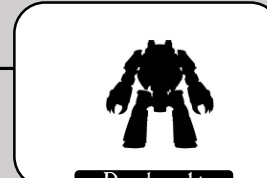
- Nil

Victory Points 2

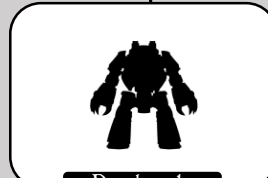
### Dreadnought Talon



Dreadnought



Dreadnought



Dreadnought

## WORLD EATER SQUAD

Break point 2  
Morale 2

### WORLD EATER DETACHMENT

World Eaters

150 points

#### OPTIONS

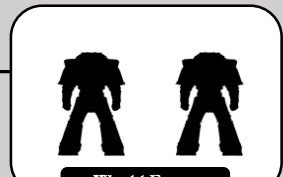
- Add two Rhino Transports for +25 points break point increased to 3.

Victory Points 2

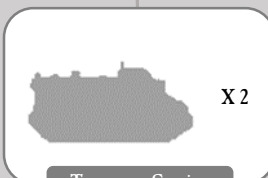
### World Eaters



World Eaters



World Eaters



Transport Section

# Battalion Support

## LEGION ORDINANCE SQUADRON

Break point 2  
Morale 2

### ORDINANCE SQUADRON

3 Whirlwinds 150 points

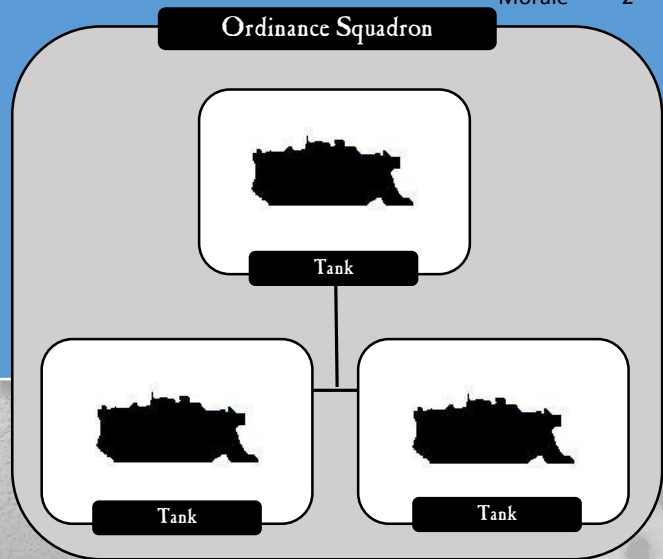
3 Vindicators 150 points

#### OPTIONS:

- Upgrade Whirlwinds to Hunter AA for free.

Victory Points 2

A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plates of tanks with equal ease. It is invaluable in urban warfare as it can blast and shunt its way through barricades and obstacles, enabling troops following behind free passage through streets that might have otherwise swiftly degenerated into kill zones.



## LEGION SUPER HEAVY TANK

Break point 1  
Morale 2

### SUPER HEAVY TANK (Select one)

Baneblade 225 points

Shadowword 225 points

Storm Blade 275 points

#### OPTIONS

- Nil.

Victory Points 2  
Stormblade 3



## LEGION TANK SQUADRON

Break point 2  
Morale 2

### TANK SQUADRON

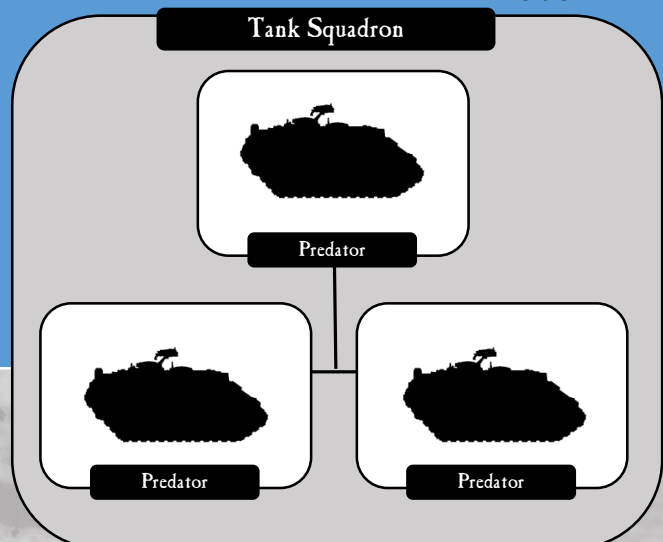
3 Land Raiders 250 points

3 Predators 200 points

#### OPTIONS:

- Nil.

Victory Points 3  
Predators 2



## LEGION RECONNAISSANCE SQUADRON

Break point 3  
Morale 2

### RECONNAISSANCE SQUADRON (Choose one)

5 Landspeeders

200 points

5 Outriders

150 points

#### OPTIONS:

- Nil.

Victory Points 2

Outriders are mechanised Space Marine recon units who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions and rapid encirclement and hit-and-run attacks, the chief advantage of an Outrider squad is speed, combined with potent firepower in the form of twin-linked weaponry; often plasma guns to allow them to quickly destroy heavily armoured opposition. Their bikes enable them to cover ground far quicker than infantry, and go where heavier vehicles cannot.

Mainstays of most Space Marine Legion armouries, Land Speeders are high speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extra ordinary battlefield mobility and speed. Land speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support platforms.

### Reconnaissance Sqn



Landspeeder



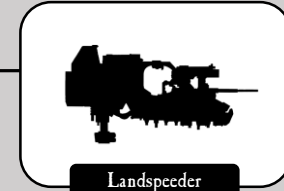
Landspeeder



Landspeeder



Landspeeder



Landspeeder

## LEGION HEAVY SUPPORT SQUAD

Break point 2  
Morale 2

### HEAVY SUPPORT DETACHMENT

Heavy Support Squad

200 points

#### OPTIONS

- Add two Rhino Transports for +25 points break point increased to 3.

Victory Points 2

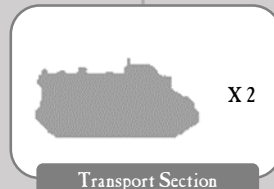
### Heavy Support Detachment



Heavy Squad



Heavy Squad



X 2

Transport Section

# Chapter Support

## LEGION CHAPLAIN

Break point -  
Morale -

Chaplain with Rhino

75 points

### OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +25 points

### SPECIAL

- The Chaplain is only classed as broken if the Chaplain Stand is destroyed.

Victory Points 3

### Chaplain



Chaplain



## LEGION APOTHECARY

Break point -  
Morale -

Apothecary with Rhino

115 points

### OPTIONS

- Upgrade to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +50 points

### SPECIAL

- The Apothecary is only classed as broken if the Apothecary Stand is destroyed.

Victory Points 3

### Apothecary



Apothecary

