

MACROMUNDA

WORLD EATERS

HOUSE BOOK

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F A C T I O N

WORLD EATERS

The relentless charge — armoured berserkers whose Butcher's Nails turn pain into rage and rage into more rage, fighting harder the more they kill, priced up on melee and speed and down on shooting and restraint.

The World Eaters are Angron's legion of berserkers, the Blood God's chosen butchers, and the fastest, most murderous melee warband the Long War has ever loosed. The Astartes frame beneath the brass and gore is unchanged — Toughness 5, three Wounds, the transhuman body every Heretic shares — but into each skull is driven the Butcher's Nails, a cortical implant that floods the mind with rage and silences every feeling but the joy of killing. Pain becomes fury, fury becomes speed, and every kill only sharpens the hunger for the next. Where other Legions manoeuvre and shoot, the World Eaters charge, and once they are among the foe they do not stop while anything still lives to be cut down. They are wretched at range and worse at restraint, and they neither notice nor care — the Nails will not let them. Every son of Angron fights to lay one more skull before the Throne, and counts a battle survived a battle wasted if the axe came home dry.

☠

FACTION SPECIAL RULES

✂

CHAOS BOONS

GANG RULE

Khorne cares nothing for sorcery or scheming — he rewards the kill and the blood spilled in his name, and nothing else. When a World Eater wins a notable kill or survives a hard battle, the controlling player may roll for that fighter on the Boon table afterward. The Blood God's gifts are gifts of slaughter: another Attack, a harder body, a blade grown daemonic and thirsting, the raw strength to hew a champion in two. Most sons of Angron pray only for more of them. But Khorne's favour sits ill on a mind the Nails already hold, and for the World Eaters the ruin comes fast — where a subtler Heretic degenerates by slow degrees, a berserker glutted on boons snaps in a single battle into a mindless Chaos Spawn, a thing of teeth and fury that obeys no order and charges the nearest living creature. Reward and ruin are drawn from the same red table, and the Blood God does not warn which he is granting.

✂

THE LONG WAR

GANG RULE

The Long War is the ten-thousand-year hatred every son of Angron carries for the Corpse-Emperor who chained their gene-father and cast their Legion down — a grudge that predates even the Nails, waiting only for a loyalist to come within reach of the axe. When a friendly fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit for that activation. It is no declared oath and costs nothing to call upon; it is simply the marrow-deep loathing these berserkers were remade around, and it bites every round against every servant of the false Emperor. Against xenos and the unaligned the old grudge lies quieter — the World Eaters will butcher them readily enough for the tally, but the re-roll does not apply. It is the floor the whole blood-mad charge is built upon, beneath the frenzy of the Nails and the mutation of Chaos Boons.

☠

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					

☙ Autogun	8"	18"	+1	—	3	—	1	4+	Rapid Fire(1)
☙ Combi Bolter	12"	24"	+1	—	4	-1	2	6+	Rapid Fire(2)
☙ Bolt Pistol	4"	12"	+1	—	4	-1	2	6+	Pistol Rapid Fire(1)
☙ Plasma Pistol	6"	12"	+1	—	5/7	-1/-2	2/3	5+	Overcharge Pistol Unstable
☙ Brutal Ccw	E	—	—	—	+1	—	1	—	Melee
☙ Chainaxe	E	—	—	—	+1	-2	1	—	Disarm Melee Rending
☙ Chainfist	E	—	—	—	+2	-4	2	—	Melee Power Unwieldy
☙ Chainsword	E	—	—	—	+1	-1	1	—	Melee Parry Rending
☙ Daemon Weapon	E	—	—	—	+2	-3	2	—	Cursed Melee Power
☙ Eightbound Chainblades	E	—	—	—	+1	-2	2	—	Cursed Melee Rending
☙ Executioners Greataxe	E	—	—	—	+3	-2	2	—	Melee Rending Unwieldy
☙ Impaler Chain Glaive	E	—	—	—	+2	-2	2	—	Melee Reach Rending
☙ Lightning Claws	E	—	—	—	+0	-2	1	—	Melee Paired(+1A) Rending
☙ Power Fist	E	—	—	—	+2	-3	2	—	Melee Power Unwieldy
☙ Power Sword	E	—	—	—	+0	-2	1	—	Melee Parry Power

☙ APOTHECARION VIALS

MEDICAL

COST 30

FEEL NO PAIN 6+ TO THE BEARER ONLY

Apothecarion vials are the self-mender's kit of a Legion that trusts no brother to tend it — gene-balms and pain-suppressants a warrior carries and administers to himself alone. They grant the bearer a 6+ Feel No Pain roll against wounds that would fell him, a last thread of the Astartes constitution wrung out through chemistry. There is no healing aura here and no battle-brother's mercy; the World Eater keeps his own flesh in the fight because the Nails will not let him leave it, and stops for no one else's.

☙ AUSPEX

ACCESSORY

COST 25

NEGATE AN ENEMY HIDDEN OR INFILTRATED SETUP

An auspex is a battlefield scanner that pierces cover and stealth, sweeping the ground for heat and movement no eye could catch. When the enemy tries to steal a march — setting up hidden or by Infiltrate — the bearer's auspex drags them into the open, negating that deployment before the first blood is drawn. It is a cold, patient tool for a Legion with little use for patience, valued only because a foe found early is a foe the charge reaches sooner.

✕ COMBAT SHIELD

FIELD ARMOUR

COST 40

5+ FIELD SAVE IN MELEE

A combat shield is a slab of warplate bossed and bolted to the forearm, a heretic's buckler for the press of close killing. It grants a 5+ field save against blows struck in melee, turning aside the stroke that armour alone would let through. It costs nothing in speed and asks nothing of the wielder's axe-hand, and for a berserker who lives at Engagement range it is a quiet margin between one more kill and an early grave.

✕ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT COMBAT SURGE

Combat stimms are a one-shot flood of frenzon and battle-chems, jammed into the bloodstream at the moment of need. Once triggered they wring a surge of speed and fury from the body — a burst of murderous vigour spent in a single furious span before it burns out. The transhuman frame of a World Eater rarely needs them, and the Nails already drive it past any natural limit, but a berserker who means to be first among the foe will take every edge the flesh can be made to give.

✕ DAEMONIC AMMUNITION

ACCESSORY

COST 25

PICK ONE: DAEMONHELLS (RENDING), PLAGUE ROUNDS (POISON), OR WARP-FIRE (IGNORE COVER)

Daemonic ammunition is a magazine of cursed rounds, each shell whispering as it feeds. When the load is chosen the bearer picks one blasphemy for the battle: DaemonsHELLs that tear with the Rending trait, Plague rounds that poison what they merely graze, or Warp-fire rounds that burn through cover as if it were not there. It is a rare indulgence for a Legion that would sooner close and cut, but even a World Eater must sometimes shoot his way to the enemy, and if he must, he would have the bullets damned.

✂ DAEMONIC IRON

BIONICS

COST 45

OFFSETS A LASTING INJURY

Daemonic iron is an augmetic graft of black metal, hammered into a wounded warrior in place of ruined flesh — and often enough the metal is alive, muttering, half a thing of the warp. It offsets a Lasting Injury, restoring to the fight a berserker the campaign had crippled, his broken parts replaced with something that does not tire and does not heal because it was never truly whole. The Nails do not care what carries them into battle, only that it charges; the iron obliges.

✂ FAMILIAR

STATUS/COMPANION

COST 35

A BOUND WARP-COMPANION CARRYING A MINOR BUFF

A familiar is a small daemonic thing bound to a character — a scuttling, whispering warp-creature that pads at its master's heel and carries some minor gift of the Blood God. It lends the character a slight edge, a whispered warning or a sharpened instinct, in exchange for the scraps of slaughter it feeds upon. Few berserkers have the patience to keep one, but a Lord who does finds it a useful, hateful little servant — one more mouth baying for blood at his side.

✂ ICON OF CHAOS

STATUS/COMPANION

COST 40

GANG TOTEM — RE-ROLL A NERVE TEST WITHIN 6 INCHES, MAX 1

An icon of Chaos is the warband's totem of devotion — a brass standard of flayed skin and bolted skulls, raised where the killing is thickest to remind every son of Angron whose war he fights. Once per round a friendly fighter within 6" of the icon-bearer may re-roll a failed Nerve test, steadied by the god's regard. Only one such totem burns in a warband. To the World Eaters it is less a rallying point than a promise — that the Blood God is watching, and counting.

✂ LEGION RELIC

STATUS/COMPANION

COST inherent

NAMED SIGNATURE RELIC

A Legion Relic is the signature treasure of the World Eaters — a named artefact borne out of ten thousand years of the Long War, unlike anything another Legion fields. For the sons of Angron it is Gorechild, the chained axe drawn from the Primarch's own arsenal, a weapon that has drunk more blood than most worlds hold and thirsts always for more. Its full nature belongs to the Lord's own dossier; here it is only the slot such a relic fills — the place in the warband's armoury kept for the one heirloom no rival can claim.

✂ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE (CULTIST DEFAULT)

Carapace and flak plate is the armour of the mortal cultist rabble that runs howling in the World Eaters' wake — scavenged ceramite scraps and boiled hide lashed over a merely human body, granting a 4+ save. It is the default kit of the Khornate Cultist, worn as a matter of course rather than fitted piece by piece. Against a loyalist's guns it is thin protection, but the god does not ask his mortal cattle to survive — only to reach the foe, and add their own skulls to the pile if they cannot take his.

✂ MARK POWER

ARMOUR

COST inherent

3+ SAVE (ASTARTES DEFAULT; A GOOD SAVE, NOT A SUPER-SAVE)

Power armour is the standard warplate of every son of Angron — the transhuman body's ceramite shell, blood-red and brass-trimmed, granting a solid 3+ save. It comes as a matter of course with the Astartes frame rather than fitted separately. It is a good defence and no more; a World Eater's survival is the body inside the plate and the Nails driving it forward, not the armour, and corruption does not make the shell a wall. Every berserker walks to war in it as his baseline, the Terminator mark the only heavier step above.

✧ MARK TERMINATOR

ARMOUR

COST 130

2+ SAVE, +1 W, -1 IN MOVE, DEEP STRIKE, 5+ FIELD SAVE; UNLOCKS TERMINATOR WEAPONS

Terminator plate is the elite anvil of the Legion — vast Tactical Dreadnought armour, its ancient systems fouled with gore and daemon-script, worn by the most favoured butchers. It grants a 2+ save, an extra Wound and a 5+ field save, and lets its wearer Deep Strike into the battle, at the cost of an inch of Movement under its weight. It alone among the marks reaches 2+, and it alone unlocks the heavy terminator weapons — the combi-bolter, the power fist, the chainfist, the paired lightning claws. A World Eater in Terminator plate is a slow, unstoppable engine of murder, and the enemy learns quickly that nothing short of destruction will halt it.

✧ MUTATING GIFT

ACCESSORY

COST inherent

ONE-SHOT: GRANT A CHAOS BOON ROLL

A mutating gift is a phial of Khorne's raw regard — a clot of blessed corruption a warrior swallows or grafts to himself in the thick of the fight, begging the Blood God for a greater share of his favour. Once used, it grants the bearer a roll on the Chaos Boons table then and there, courting mutation in the heat of battle rather than waiting on the campaign's slow reward. It is a gamble on Khorne's love: the roll may swell the berserker with a gift of slaughter, or tip him headlong down the short slope into a mindless Chaos Spawn. The World Eaters take the wager gladly — to a son of Angron, every mutation is one more way to kill.

✧ RAPTOR JUMP PACK

MOBILITY

COST 45

GAIN FLY AND A JUMP MOVE

A raptor jump pack is a roaring assault-thruster bolted to a berserker's back, all shrieking jets and swept talons. It grants the bearer the Fly keyword and a jump move, letting him leap terrain and gulfs of open ground to fall upon the enemy from above. For a Legion whose every instinct is to close the distance, it is a coveted thing — the charge given wings, the son of Angron dropping shrieking into the foe before they can bring a gun to bear.

✂ SIGIL OF CORRUPTION

FIELD ARMOUR

COST 65

4+ INVULNERABLE FIELD SAVE (IGNORES AP)

The Sigil of Corruption is a character's daemon-ward — a blasphemous device of bound warp-stuff that throws a shimmering field about its bearer. It grants a 4+ invulnerable field save that ignores AP entirely, turning aside the killing blow that ceramite alone could never stop. Where the blood-red plate is a good save and no more, the sigil is the last defence of a Lord the Blood God still favours, catching the melta-bolt or the power blade a breath before it lands. It is a rare and coveted ward, and few berserkers live blood-drunk enough to earn one.

✂ TROPHY RACK

STATUS/COMPANION

COST 30

TERROR TOTEM — THE SPOILS OF THE LONG WAR

A trophy rack is a frame of iron and bone rising from a warrior's backplate, hung with the flayed heads and shattered helms of the Long War's dead. It is a terror totem, the spoils of ten thousand years of butchery worn openly to sicken the living — a promise made in skulls of what waits for any who stand before its bearer. It grants no rally and no ward; its worth is the fear it spreads, and for a Legion that offers every skull to the Throne, it is as much devotion as decoration.

✂ WARP STRIDE

MOBILITY

COST 35

A SHORT TELEPORT REPOSITION (SORCERER)

Warp-stride is a sorcerer's art of the short step — a folding of the immaterium that lets its wielder vanish and reappear a stride away, out of a closing grip or into an open flank. It grants a brief teleport reposition, a flicker through the warp that ordinary flesh could not survive. The World Eaters keep few sorcerers, for Khorne loathes the witch, but the rare warp-touched son of Angron finds the trick useful for one thing above all — putting his axe where it was not a moment before.

☠ WEAPON TRAITS

✂ DISARM

WEAPON TRAIT

On a hit (often a specific result), the target ****loses/drops a weapon**** or cannot use it for the activation. Whips, entangling blades.

✂ MELEE

WEAPON TRAIT

The weapon can only be used at ****Engagement range**** (close combat). Baseline tag for CC weapons.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a ****matched pair****; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✂ INFILTRATING TRAITORS HERETIC ASTARTES SET

Not every son of Angron waits for the horns — some slip the leash early and stalk into position before the killing begins. When the battle is set, this fighter may deploy by Infiltrate, set up anywhere on the battlefield more than 6" from any enemy and out of their line of sight, or instead make a free Move before the first round; either way it may not charge in the turn it arrives. For a Legion built to charge headlong it is a rare patience, a berserker held on the edge of the frenzy just long enough to reach the throat of the foe. The Nails will have their due soon enough — this only sets the killer where the blood runs thickest.

✂ TELEPORT ASSAULT HERETIC ASTARTES SET

Teleport Assault is the war of the Terminator-clad butchers, who step out of the warp already within reach of the axe. This fighter may be held in reserve and, from the second round onward, Deep Strike onto the battlefield more than 6" from any enemy, and may charge in the same activation it arrives. Only a fighter in the Terminator mark may learn it; no lesser plate survives the passage. It hands the World Eaters the one thing their headlong charge cannot always buy — the closing of the distance in a single instant, the berserker translated from nowhere into the heart of the enemy line with his blades already swinging.

VETERANS ✂ OF THE LONG WAR HERETIC ASTARTES SET

Veterans of the Long War have killed the Emperor's servants for ten thousand years, and every stroke carries the weight of that practice. When this fighter shoots at or fights a target that is Imperium or loyalist Adeptus Astartes, it may re-roll a single failed Hit roll and re-roll any To Wound rolls of a natural 1 against that target. It is the honed edge of the hatred every World Eater is born again into — where the raw grudge only steadies the blow, the veteran's memory guides the axe past the joint in the armour to the meat beneath. The loyalist has died a hundred times over in this berserker's mind; the Nails simply demand he die once more.



WORLD EATERS · HOUSE DOSSIER

THE WORLD EATERS

World Eaters = the relentless charge

The World Eaters are the relentless charge made flesh. Every warrior carries the Butcher's Nails, the cortical rasp that turns pain into rage and rage into more rage, and the whole gang is built around the single act of reaching the enemy and taking him apart at arm's length. These are armoured berserkers who fight harder the longer the blood runs: each kill sharpens the next charge rather than tiring the killer, so a World Eaters gang becomes worse to face as the battle wears on.

They do not manoeuvre and they cannot be talked down. Khornate Frenzy drives them forward, Bloodlust forbids them the patient shot or the measured withdrawal, and the Locus of Fury a Champion projects whips the nearest killers to greater violence still. The mortal anvil walks in front of the daemon tide — Berzerkers and the possessed Eightbound closing the ground while the summoned Blood Host follows the smell of slaughter. On the table this House is a pure melee alpha: terrifying on contact, and undone only by the foe who can keep it in the open and deny it the charge.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every Khorne fighter is bound by Khornate Frenzy and its Bloodlust must-charge drawback
- ♦ Exactly 1 Leader (Khorne Lord / Master of Executions)
- ♦ 0-2 Champions (Berzerker Champion / Master of Executions / Exalted Eightbound)
- ♦ Backbone (hard floor): Khorne Berzerkers + Khornate Cultists $\geq$ Leaders + Champions (the anvil must be an anvil)
- ♦ 0-X Eightbound (the possessed berserker elite)
- ♦ 0-1 Brute (Maulerfiend)
- ♦ 0-1 Vehicle (Helbrute - Ash-Wastes vehicle track, resolved through the vehicle rules)
- ♦ Khorne Cares Not: NO Sorcerer, NO psychic powers anywhere on the roster
- ♦ Summoned Blood Host (Bloodletters / Flesh Hounds) enters by Reputation via Blood Summons - see Alliances / Support, never a starting roster choice

A World Eaters gang forms with 1500 credits and a single, unbending shape: the anvil must be an anvil. Exactly one Leader anchors the force — a Khorne Lord or Master of Executions — supported by up to two Champions drawn from the Berzerker Champions, Masters of Executions, or Exalted Eightbound. Beneath them the line is the point of the gang: Khorne Berzerkers and Khornate Cultists together must always number at least as many as the Leader and Champions combined, so the killing bulk can never be outweighed by command.

The controlling player may field any number of Eightbound, the possessed berserker elite, at most one Brute — the Maulerfiend — and at most one Vehicle, the Helbrute, a mad walker dreadnought resolved through the Ash-Wastes vehicle rules rather than fought on the fighter grid. There is no Sorcerer among the ranks and no psychic gift anywhere on the roster: Khorne cares nothing for the witch, and the legion refuses the discipline outright. In its place every fighter carries the Butcher's Nails rage, the host fields the Eightbound, and it may call down Khorne's Blood Host — Bloodletters and Flesh Hounds summoned through Blood Summons, never a starting roster choice but an allied tide that arrives when the blood earns it.

🦴 GANG RULES

✂ BLOODLUST

GANG RULE

Bloodlust is the drawback welded to the frenzy — the Nails will not let a World Eater wait. A Khorne fighter cannot voluntarily Stand & Shoot and cannot hold back: at the start of its activation, if an enemy is within reach it must Charge the nearest one, ignoring easier or more valuable targets. There is no choosing a softer foe and no measured withdrawal.

This is what a patient enemy exploits. A gang that can be pinned and shot down across open ground before it closes is a gang that must keep marching onto the guns, because the fighters cannot choose to stop. Bloodlust is the reason the charge is both the gang's strength and the leash an opponent pulls — the host that reaches the enemy is unstoppable, and the host denied the enemy rages itself to death in the open.

✂ KHORNATE FRENZY

GANG RULE

Khornate Frenzy is the signature that binds the whole gang to the charge and turns spilled blood into the thing that holds the half-daemonic host together. It is leash and lash at once. Whenever a Khorne fighter takes an enemy Out of Action with a melee attack, the gang's Pressure drops by 1, to a minimum of nil — the count of fallen friendlies that gnaws at nerve and cohesion soaks away as the killing feeds the host. A World Eaters gang that is butchering forward almost never falters.

Its price is Bloodlust, and it is not optional. At the start of its activation, a Khorne fighter with an enemy it can reach must Charge the nearest one; it cannot Stand & Shoot, cannot hold back, and cannot choose a softer target. The counter is written into the rule: a gang pinned and shot apart before it reaches the enemy banks no blood, relieves no Pressure, and comes apart at range. Everything good happens on contact, and nothing good happens before it.

✂ LOCUS OF FURY

GANG RULE

Locus of Fury is the Champion aura that whips the frenzy higher around a killer of rank. While within 3" of a Master of Executions or a Berzerker Champion, friendly Khorne fighters gain +1 Attack on any Charge — the killer's presence drives the host to greater violence at the moment of contact. Massed around such a Champion, a charging line lands a punishing extra blow apiece.

The counter is the aura's carrier. Cut the Champion down and the whole web of fury collapses at a stroke, the gang's Attacks and its coherence sagging together. A careful opponent hunts the Locus first; the World Eaters answer by pointing it at the enemy and letting it feed rather than guarding it — the aura is worth most where the killing is thickest.

FIGHTERS

KHORNE LORD

LEADER

✖ 385 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	5	5	4	2+	4	4+	3+	5+	6+

SAVE 3+ POWER

SPECIAL RULES Khornate Frenzy (*the frenzy's anchor*)

Locus of Fury (*radiates the Locus — Khorne fighters within 3" gain +1 Attack on any Charge*)

Bloodlust (*even the warlord must charge the nearest foe in reach*)

The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

Typed Effects

- +1
- re-roll Hit

PRIMARY

Brawn

Combat

Ferocity

Leadership

Heretic Astartes

STARTING GEAR Mark Power

FREE SKILL Veterans Of The Long War

EQUIPMENT LIST

BASIC

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainaxe 35 credits

Power Sword 45 credits

Power Fist 60 credits

✦ Executioners Greataxe 70 credits

From the Master of Executions' executioner greataxe (Codex: World Eaters / CSM Master of Executions); kitbash onto a Champion or Master of Executions.

Daemon Weapon 90 credits

ARMOUR

Gorespattered Warplate 30 credits

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Blood Frenzy Stimms 25 credits

STATUS

Brass Aquila 40 credits

✦ Flesh Hound Whelp 40 credits

Built from a Khorne Flesh Hound model as a bound whelp (Blades of Khorne / Khorne daemon range) — the Master of Executions' war-bound.

The Khorne Lord is the gang's Leader and its deadliest blade — a Master of Executions who has drowned worlds in blood and wears the count on his armour. Striking at Strength 5 with four Attacks at WS 2+, hitting first on

Initiative 2+, he anchors the whole host: his melee kills bleed off gang Pressure fastest, and the Locus of Fury he radiates lifts every Khorne fighter within 3" to +1 Attack on a Charge. A commanding Leadership of 4+ holds the line together while the Nails eat everyone else's restraint.

He begins with a chainaxe and bolt pistol, opens with Veterans of the Long War, and like all his warriors is gripped by Khornate Frenzy and Bloodlust — even the warlord must charge the nearest foe he can reach, and The Long War lets the gang re-roll to hate the Imperium. Kharn the Betrayer and Lord Invocatus are the named faces this body wears. Point him at the enemy Leader and let him feed.

BERZERKER CHAMPION

CHAMPION

✖ 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	4+	4	5	3	2+	4	5+	5+	6+	7+

SAVE 3+ POWER

SPECIAL RULES Khornate Frenzy (*its melee kills relieve gang Pressure and feed the escalating charge*)

Locus of Fury (*carries the Locus — friendly Khorne fighters within 3" gain +1 Attack on any Charge*)

Bloodlust (*must charge the nearest enemy it can reach*) The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

Typed Effects

- +1
- re-roll Hit

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Heretic Astartes

STARTING GEAR Mark Power

FREE SKILL Reaping Sweep

EQUIPMENT LIST

BASIC

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainaxe 35 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

☞ Executioners Greataxe 70 credits

From the Master of Executions' executioner greataxe (Codex: World Eaters / CSM Master of Executions); kitbash onto a Champion or Master of Executions.

Daemon Weapon 90 credits

ARMOUR

Gorespattered Warplate 30 credits

Sigil Of Corruption 75 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Blood Frenzy Stimms 25 credits

Combat Stimms 25 credits

STATUS

Brass Aquila 40 credits

☞ Flesh Hound Whelp 40 credits

Built from a Khorne Flesh Hound model as a bound whelp (Blades of Khorne / Khorne daemon range) — the Master of Executions' war-bound.

The Berzerker Champion is the command spike between the Lord and the line — WS 2+, four Attacks at Strength 4, striking on Initiative 2+, and tough at Toughness 5 with three Wounds. His value is the aura he carries: within 3" of him, friendly Khorne fighters gain +1 Attack on any Charge, so he is the mobile heart of the Locus of Fury that

the whole gang closes around. Cut him down and the frenzy sags at a stroke, which makes him a target he cannot decline — Bloodlust marches him into the nearest enemy regardless.

He starts with a chainaxe and bolt pistol and opens with Reaping Sweep, letting him cleave a second engaged foe when he is surrounded. Khornate Frenzy relieves gang Pressure with each melee kill, and The Long War hands the gang its hatred re-roll against the Imperium. Run the Master of Executions loadout to fold in an execution-relic blade and a Terrifying presence, and he becomes the killer the Locus points forward.

EIGHTBOUND

GANGER

✖ 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	4	3+	4	6+	5+	8+	8+

SAVE 3+ POWER / 5+ DAEMON-FLESH FIELD

SPECIAL RULES Khornate Frenzy (*the possessed elite*) Bloodlust (*daemon-driven — must charge the nearest foe in reach*)

The Long War (*gang-wide hatred re-roll vs Imperium*) SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY Brawn Combat Ferocity
Heretic Astartes

STARTING GEAR Mark Power

FREE SKILL Butchers Nails

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Eightbound Chainblades 45 credits

✧ *Impaler Chain Glaive* 45 credits

From the World Eaters Eightbound / Jakhal impaler chain-glaive (Codex: World Eaters, Eightbound datasheet); kitbash onto a Berzerker or Eightbound.

Power Fist 60 credits

Chainfist 65 credits

Daemon Weapon 90 credits

ARMOUR

Gorespattered Warplate 30 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Blood Frenzy Stimms 25 credits

Combat Stimms 25 credits

The Eightbound is the possessed berserker elite — a warrior so far gone into slaughter that daemons ride him eight at a time. Daemon-flesh lifts him above the line body: Strength 5, four Wounds, striking at Initiative 3+, with a 5+ field save from the possession stacked over his power armour. No fighter drives the gang's fury higher, faster, his melee kills relieving Pressure and stacking the Butcher's Nails charge bonus quicker than any Berzerker.

He wades in with paired Eightbound chainblades and a bolt pistol and opens with Butcher's Nails, so every foe he butchers lengthens his next charge. The daemon in the steel is a risk as much as a gift — the Cursed blades demand a Willpower check each round or bite their own wielder — and Bloodlust drives him at the nearest enemy without pause, his sagging Will and Intelligence proof of how little man is left. The Long War carries the gang's hatred of the Imperium into him too. The Exalted Eightbound is the mightier, champion-grade rank of the same possessed warrior.

GANGER **× 40 CREDITS**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	1	4+	1	8+	7+	8+	8+

SPECIAL RULES Bloodlust (*the screen charges too — with a foe in reach the Cultist must go at it*)

Typed Effects

- re-roll Hit

SECONDARY

Ferocity

Shooting

STARTING GEAR Mark Carapace

BASIC

Autogun 15 credits

CLOSE-COMBAT

Brutal Ccw 15 credits

ARMOUR

Mark Carapace

included

The Khornate Cultist is the cheap mortal body that buys the charge — an expendable screen thrown ahead of the Berzerkers to soak the enemy's fire and clog its lanes while the armoured killers close. A single Wound, Toughness 3, WS and BS of 5+: he is not here to win the fight, only to reach it and die in front of someone who matters. In a swarm, though, even a Cultist can drag a foe down and open the ground behind him.

He carries an autogun and a brutal close-combat weapon under a flak jacket, and the frenzy grips him as surely as his betters — Bloodlust drives him at the nearest enemy in reach, no holding back and no softer target. The Long War hands him the gang's hatred re-roll against the Imperium. Spend him freely; the Cultist's worth is measured in the seconds he buys the host.

KHORNE BERZERKER

GANGER

✖ 265 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	4+	4	5	3	3+	3	6+	5+	7+	8+

SAVE 3+ POWER

SPECIAL RULES Khornate Frenzy (*the bulk of the frenzy — WS2+/A3, its melee kills relieve gang Pressure*)

Bloodlust (*must charge the nearest enemy it can reach*) The Long War (*gang-wide hatred re-roll vs Imperium*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit

PRIMARY

Combat

Ferocity

SECONDARY

Brawn

Heretic Astartes

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Combi Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Chainaxe 35 credits

✧ *Impaler Chain Glaive* 45 credits

From the World Eaters Eightbound / Jakhal impaler chain-glaive (Codex: World Eaters, Eightbound datasheet); kitbash onto a Berzerker or Eightbound.

Power Sword 45 credits

Power Fist 60 credits

ARMOUR

Gorespattered Warplate 30 credits

Mark Terminator 130 credits

Mark Power

included

PERSONAL

Blood Frenzy Stimms 25 credits

Combat Stimms 25 credits

The Khorne Berzerker is the bulk of the host and the reason it is feared in melee. This is the inverted Marine: WS driven to 2+ and three Attacks at Strength 4, Toughness 5 over three Wounds — but a wretched shot, because the Nails have burned away everything that was not the urge to close. Massed in numbers, Berzerkers are the wave that reaches the enemy and does not recede.

Each one carries a chainaxe and bolt pistol and is the beating centre of Khornate Frenzy: every foe it takes Out of Action in melee bleeds a point of gang Pressure and feeds the escalating charge. Bloodlust is welded to the gift — with an enemy in reach the Berzerker must charge the nearest one, unable to stand and shoot or hold back. The Long War lends the gang its hatred re-roll against the Imperium. Get them into contact early and let the kills start; each dead foe makes the next Berzerker angrier and the next charge longer.

VEHICLES

CHAOS PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Predator Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Predator is the World Eaters' main battle tank — the Rhino hull up-armoured and up-gunned into a different beast, a dedicated armour-killer daubed in blood-red and crewed by warriors who resent every yard it keeps them from the melee. Its heavy front facing shrugs off fire that would gut a transport, bought at the cost of the Rhino's speed. In its Destructor pattern the turret mounts a predator autocannon to crack light armour and heavy infantry; the Annihilator instead twin-links lascannons to burn the enemy's dearest engines from across the field. Sponsons on each flank carry heavy bolters to rake the ground it rolls over, so it fights across three arcs at once. Slow and front-heavy, it anchors the line the Berzerkers charge past rather than leading it, and it sits well beneath the great daemon-engines and superheavies in both bulk and menace. One per warband, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Chaos Rhino is the blood-daubed workhorse of Angron's sons — the same fast, boxy Tracked transport every Legion rides, ten thousand years weathered and painted the arterial red of the World Eaters, its hull scored with tally-marks and hung with the skulls of the slain. It exists to carry a knot of Berzerkers across the open ground between them and the enemy and spill them into the slaughter before the Butcher's Nails turn the waiting into madness. Its armour turns small-arms but is thin against war-engines, so it trades protection for the one thing the sons of Angron prize above all — speed to the charge — and lives on its Movement and its six Hull Points rather than on trading blows. A pintle-mounted combi-bolter lets the crew hose down anything foolish enough to stand in the way, though every berserker aboard counts the ride wasted until the ramp drops and the axes come home. Fielded one at a time, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling coffin the Legions have ridden to war since the galaxy first burned.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

CHAOS VINDICATOR

VEHICLE

✖ 195 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Demolisher Cannon — Turret arc (Crew)
- ♦ Combi Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Chaos Vindicator is the siege bombard built on the Rhino hull — one monstrous demolisher cannon set low in the plating, made to flatten cover and crack armour at the knife-range the World Eaters love best. It keeps the transport’s durable body, its facing armour and its seven Hull Points, and gives the whole cargo bay over to a single devastating gun. Where a Rhino carries Berzerkers to the charge, the Vindicator clears the ground before them: its cannon is blind past its short reach but annihilating within it, erupting the earth beneath a knot of foes and bringing down the walls they sheltered behind so the axes can reach what cowered inside. A pintle-mounted combi-bolter answers anything that strays too near the hull. Slow and short-armed but Rhino-tough, one per warband, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELBRUTE

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	6	6+	3+	3+	6+	4+	5+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Helbrute is the World Eaters' caged madness given a war-engine's body — a tormented Dreadnought entombing a Berzerker who could no longer be sated, the Butcher's Nails screaming in a skull that will never again know rest. It is no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 to the flank, 6 to the rear), and it grinds forward at a plodding Movement 4" — a Walker that anchors a flank and then hurls itself at whatever bleeds. Its lascannon cracks armour at range while the great Helbrute fist tears apart anything that closes; both are fixed Front hardpoints, so the mad walker must face its prey to bring its guns to bear. Crazy and blood-drunk, it lurches toward the nearest enemy with the same appetite that drives the rest of the host, its damage, handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HELDRAKE

GUNSHIP

✖ 235 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Baleflamer — Front arc (Crew)
- ♦ Heldrake Claws — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Crazy

The Heldrake is a Crazy daemon-engine flyer, a mechanical dragon with a bound warp-thing shrieking inside its hull — the apex of the Ash-Wastes airspace and, for a warband of Angron's sons, a rare and coveted master of the sky. It carries no cargo and cannot land: with no power to hover it holds no station, so it must make its minimum move every round, screaming across the field at low or high altitude and swinging back for another pass. Its fixed maw torches massed infantry with a baleflamer — a torrent of warp-fire — or strafes them with a hades autocannon, and its barbed claws rake fighters and hulls as it stoops on the swoop, a killing joy the Blood God savours as keenly as any axe-stroke. Eight Hull Points and quick handling let it shrug the odd hit, but its true defence is velocity and altitude: a foe it has already overflowed can seldom answer. A warband fields one to own the sky and hunt what runs below. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

MAULERFIEND

VEHICLE

✖ 430 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	9	8	7	8	6+	3+	5+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Power Fist — Front arc (Crew)
- ♦ Meltagun — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Maulerfiend is the fast daemon-engine that carries the World Eaters' charge across ground the foot host cannot cover in time — and, with the Core-wide reckoning that moved the war-engines off the gang grid, no longer a Brute but a \$5c walker resolved through the Ash-Wastes vehicle rules. It is a fast four-legged assault Walker, Sv 3+ over eight Hull Points behind a front-weighted daemon hull (Toughness 9 to the fore, 8 to the flank, 7 to the rear), sprinting a full nine inches to close the gap and smash into the enemy line before the guns can thin the warband — where the Berzerkers walk, the Maulerfiend runs. Lasher tendrils drag prey into reach while piston-driven fists crush armour and rockcrete alike, and magma cutters melt open anything the fists cannot; it barely shoots (Ballistic Skill 5+) because it exists only to reach and rend, its hardpoints fixed forward. Crazy and blind with Khorne's fury, it lurches toward the nearest enemy without a mind to steer it — its durability, its handling, and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. The tip of the spear, its price provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Blood For The Blood God. Play this once per battle, at any time. Choose a friendly Khorne fighter that is making melee attacks this round; it re-rolls all failed Hit and Wound rolls in that combat. The oldest cry of the legion is answered in full — blood for the Blood God, and it flows.	ANY (ONCE PER BATTLE)
12	Headlong Charge. Play this as a friendly fighter declares a Charge. Add D3" to its charge move this activation. The berserker crosses the ground faster than the enemy believed possible, closing a gap it had counted on holding.	ANY (DECLARE ON A CHARGE)
13	No Mercy No Respite. Play this when a friendly fighter takes an enemy Out of Action with a melee attack. That fighter may immediately make a free move of up to 3" toward the nearest remaining enemy. There is no pause over the fallen — only the next throat.	ANY (ON A MELEE KILL)

14	Skull Harvest. Play this after the battle. For each enemy your gang took Out of Action in melee this game, add one to your Skull-tally, and if that tally crosses a threshold of eight the gang banks bonus Reputation. The heads are counted, and the throne is fed.	POST-BATTLE
15	Berzerker Rage. Play this as a friendly fighter makes a Charge. It gains +1 Attack for that combat. The rage boils over at the moment of contact, and one more blow falls than the enemy braced for.	ANY (ON A CHARGE)
16	The Nails Sing. Play this at any time. Choose a friendly fighter; until the end of the round it ignores any reduction to its Attacks characteristic from Flesh Wounds. The Nails drown out the pain the way they were built to, and the wounded warrior fights as though whole.	ANY
21	Whirlwind Of Gore. Play this at any time. Choose a friendly fighter engaged with two or more enemies; it makes one bonus melee attack this round against a second engaged foe. The blade never stops moving, and the crowd that hemmed the berserker in becomes the reason it kills twice.	ANY
22	Blood Frenzy. Play this when a friendly fighter loses a Wound in melee. That fighter gains +1 Attack until the end of the round. Pain is fuel to a World Eater — the wound that would slow another warrior only makes this one swing harder.	ANY (WHEN WOUNDED IN MELEE)
23	Unstoppable Advance. Play this before the battle. For the first round, your fighters ignore movement penalties for difficult ground as they advance. Nothing underfoot slows the host on its way to the enemy — the ground is only something to cross to reach the killing.	PRE-BATTLE
24	Krak The Line. Play this at any time. A friendly fighter re-rolls a failed charge distance this round. The berserker will not be denied by a hand's breadth of open ground — it hurls itself again and lands where it meant to.	ANY
25	Death Refused. Play this once per battle, when a friendly fighter would go Out of Action. Roll a D6; on a 4 or higher it stays on the board with a single Wound remaining instead. The Nails will not let a warrior fall while an enemy still stands — death is refused, for now.	ANY (ONCE PER BATTLE)
26	Reckless Fury. Play this as a friendly fighter makes a Charge. It gains +2 Attack for that combat, but suffers -1 to its Hit rolls this round as the rage overtakes its aim. All abandon, no restraint — the warrior throws everything into the blow and cares nothing for what it leaves open.	ANY (ON A CHARGE)
31	Feel Nothing. Play this at any time. A friendly fighter automatically passes the next Nerve or Cool test it is called to make this round. The Nails have burned away fear along with everything else — there is nothing left in the warrior for the enemy to break.	ANY
32	Butchers Momentum. Play this when a friendly fighter takes an enemy Out of Action with a melee attack. That fighter gains +1" to its Charge range for the rest of the battle, stacking with the Butcher's Nails. The kill feeds the momentum, and the killer reaches further next time.	ANY (ON A MELEE KILL)
33	Offering Of Skulls. Play this after the battle, if your gang took at least one enemy Out of Action in melee. Choose a fighter and make a free Chaos Boon roll for it. The skulls are offered up, and Khorne answers the gift with a gift of his own — for better or worse.	POST-BATTLE
34	Sever The Head. Play this at any time. A friendly fighter fighting an enemy Leader or Champion in melee re-rolls its failed Wound rolls against that fighter this round. The great skulls are the only ones worth taking, and the World Eater bends every ounce of its fury to the one that matters.	ANY
35	The Red Path. Play this before the battle. Choose a friendly fighter; for this game it may use one Ferocity skill of your choice as though it had learned it. The warrior walks the Red Path a little further, and the god lends it the killing-craft to match.	PRE-BATTLE

36	Wrath Unbound. Play this at any time. Choose a friendly fighter that has not yet activated this round; it may immediately make a free Charge action against the nearest enemy it can reach. The wrath will not wait its turn — it slips the leash and hurls the warrior forward out of sequence.	ANY
41	Charnel Charge. Play this as a friendly fighter makes a Charge. Its melee weapons gain the Rending trait for that combat. The blow lands with such savagery that armour parts like cloth, the charge itself sharpening the edge.	ANY (ON A CHARGE)
42	Contempt For The Gun. Play this at any time. Choose a friendly fighter; until the end of the round, enemies shooting at it suffer -1 to their Hit rolls. The berserker walks through fire that would pin any sane warrior, contemptuous of the gun and hungry only to reach the hand that holds it.	ANY
43	Bloodletters Bargain. Play this as a friendly fighter makes a Charge. It gains +1 Attack and its melee weapons gain Rending for that combat, but at the end of the round it must pass a Willpower test or suffer a Flesh Wound as the daemon it bargained with takes its due. Khorne's servants lend their edge, and they always collect.	ANY (ON A CHARGE)
44	Skulls Piled High. Play this after the battle, if your gang took four or more enemies Out of Action in melee this game. The gang banks bonus Reputation, its holdings marked by fresh heaps of heads. The higher the pile, the wider the legend of the ground the World Eaters hold.	POST-BATTLE
45	Frenzied Assault. Play this at any time. Choose a friendly fighter already engaged in melee; it immediately makes one free additional melee attack. The frenzy allows no lull between blows — the moment one falls, the next is already coming.	ANY
46	Nailed To The Fight. Play this at any time. Choose a friendly fighter; until the end of the round it cannot become Broken and automatically passes any Nerve test. The Nails hold the warrior to the fight as surely as bolts through bone — it will not run, because it no longer can.	ANY
51	Second Wind Of Wrath. Play this at any time. Choose a friendly fighter that is Prone; it immediately stands for free and gains +1" to its Movement until the end of the round. The wrath will not let a World Eater lie in the dirt while blood is being spilled nearby — it drags the warrior back to its feet.	ANY
52	Taste Of Blood. Play this at any time. The next time a friendly Khorne fighter takes an enemy Out of Action in melee this round, reduce your gang's Pressure by 1 in addition to the usual relief of Khornate Frenzy. The first taste of blood steadies the whole host more deeply than most.	ANY
53	Executioners Eye. Play this at any time. Choose a friendly fighter; until the end of the round, its melee attacks deal +1 Damage on a natural 6 to Wound. The Master of Executions' eye finds the gap in the guard, and where it looks, the blow goes deep.	ANY
54	Rage Of The Betrayer. Play this once per battle. Choose a friendly fighter in melee; it doubles its Attacks for that combat. But the rage is blind — for that combat, any natural 1 to Hit it rolls strikes the nearest fighter instead, friend or foe. The Betrayer's fury takes no side; it only wants the killing.	ANY (ONCE PER BATTLE)
55	The Charge Escalates. Play this at any time. For the rest of the battle, the first friendly fighter to declare a Charge each round adds +1" to its charge move. The host's momentum builds on itself — each round's charge comes a little harder and a little faster than the last.	ANY
56	Blooded Ground. Play this before the battle. For the first round, friendly Khorne fighters gain +1" to their Charge range while charging out of your deployment zone. The World Eaters consecrate the ground they start on with old blood, and the host launches from it faster for the reek of slaughter underfoot.	PRE-BATTLE

61	No Ground Given. Play this at any time. Choose a friendly fighter engaged in melee; until the end of the round it re-rolls failed Hit rolls and cannot be made to give ground. Where a World Eater plants its feet, it kills or it falls — there is no step backward in it.	ANY
62	Slaughters Reward. Play this after the battle. The friendly fighter that took the most enemies Out of Action in melee this game gains bonus Experience. Khorne rewards the hand that spilled the most blood in his name, and the host's best killer rises faster for it.	POST-BATTLE
63	Berzerkers Endurance. Play this before the battle. Choose a friendly fighter; for this game it has a 6+ Feel No Pain save, shrugging off wounds that would fell another warrior. The Nails drown the pain and the flesh simply refuses to fail — the berserker keeps coming long past the point it should have dropped.	PRE-BATTLE
64	Cull The Weak. Play this at any time. Choose a friendly fighter making melee attacks against an enemy that is Prone, Pinned or Seriously Injured; it re-rolls failed Hit and Wound rolls against that target this round. The weak are culled without ceremony — a World Eater finishes the fallen and moves on.	ANY
65	The Eightfold Path. Play this before the battle. Choose a friendly fighter; for this game it gains +1 Attack and +1" to its Charge range, walking the eightfold path of the truly devoted. Eight is Khorne's number, and the warrior who treads his road is lent a measure of his fury.	PRE-BATTLE
66	Apocalyptic Fury. Play this once per battle. Until the end of the round, every friendly Khorne fighter gains +1 Attack on any Charge. For one blood-soaked moment the whole host moves as one apocalypse of rage, and everything it reaches comes apart. This is the World Eaters at the peak of their fury — the wave that cannot be stopped, only outlasted.	ANY (ONCE PER BATTLE)

ALLIANCES

THE BLOOD HOST

ALLIANCE

WHO	a Khorne daemon gang — the Blood Host (khorne.md, any Khorne-aligned daemon warband the pact is struck with; generic, never a fixed named gang)
TERMS	campaign-only, phase-gated blood-brokered pact: once the campaign reaches its declared middle phase, while both gangs hold ground on the same world the World Eaters may summon the Blood Host via Blood Summons — a Bloodletter/Flesh Hound retinue deep-strikes into a shared battle and fights under its own Blood Host rules. No shared roster and no daemon fighters enter a normal battle list except by that summon; this is the god's tide lent to his favoured mortals, not a combined gang

The World Eaters answer to the Blood God, and the Blood God lends his own to those who spill enough for him. This is a blood-brokered pact with a Khorne daemon gang — the Blood Host, any Khorne-aligned daemon warband the alliance is struck with rather than a fixed named force.

The pact is campaign-only and phase-gated. Once the campaign reaches its declared middle phase, while both gangs hold ground on the same world, the World Eaters may summon the Blood Host through Blood Summons: a Bloodletter and Flesh Hound retinue deep-strikes into a shared battle and fights under its own Blood Host rules. There is no combined roster and no daemon fighter enters a normal battle list except by that summon. This is the god's tide lent to his favoured mortals, not a single gang — the Neverborn follow the blood and leave when the killing is done.

THE KIN OF THE LONG WAR

ALLIANCE

WHO	another Heretic Astartes cult-legion warband (a Death Guard, Thousand Sons or generic Chaos Space Marine gang fighting the same Long War — never a witch-heavy or sorcerous ally, whom Khorne despises)
TERMS	campaign-only, looser battle-brothers pact: while both gangs share a campaign, they may agree not to fight and may lend a single fighter to one another's battles as a mercenary attachment, each fighting under its own rules. The pact holds only between killers — a World Eaters gang will not ally with a sorcery-leaning warband, and breaks the pact the moment witchery is invoked

The World Eaters keep few friends, but they will fight beside other traitor kin waging the same Long War — a Death Guard, Thousand Sons or generic Heretic Astartes warband. The pact holds only between killers; a World Eaters gang will not ally with a sorcery-leaning force, and Khorne's hatred of the witch breaks the agreement the moment witchery is invoked.

This is a looser, campaign-only battle-brothers pact. While both gangs share a campaign they may agree not to fight one another, and may lend a single fighter to each other's battles as a mercenary attachment, each fighting under its own rules. There is no shared roster and no lasting bond — only two hosts of the Long War pointed, for a while, at the same enemy.

ROLL	FAVOUR	PATRON
2	Blood Debt Repaid. The Blood God settles his accounts in blood, and this time the debt runs your way. Choose one fighter that went Out of Action in your last battle; it recovers fully and suffers no Lasting Injury from that fall. Khorne is not merciful — he simply is not finished with this one yet.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)
3	A Skull For The Throne. You offer a skull to the throne and the Blood God marks the giver. Choose one fighter; in your next battle it adds 1 to its Wound rolls the first time it fights in melee, the god's regard sharpening the killing blow it owes him.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)
4	Gift Of Fury. Khorne pours his fury into one of your warriors. Choose a fighter; for your next battle it gains +1 Attack, the rage running hotter in its blood than the Nails alone could stoke. When the battle ends the gift burns out, as all Khorne's gifts do.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)
5	The Hounds Loan. The Blood Host lends you one of its hunting beasts. For your next battle a single Flesh Hound joins your crew, fighting under its own Blood Host rules and returning to the god's tide when the killing is done. It answers only to the smell of blood, so point it at the enemy and let it run.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)
6	Bloodletters Whisper. A Bloodletter murmurs at the edge of a warrior's hearing, and the enemy learns to fear him. Choose a fighter; for your next battle it is Terrifying, enemies it charges testing Nerve at a penalty as the daemon-whisper bleeds through its snarl.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)
8	Brass And Blood. Brass and blood, the two things Khorne prizes, are given to one of your own. Choose a fighter; for your next battle it carries a 6+ field save, the god's brass warding turned briefly over its flesh. It is a thin protection, but Khorne's regard is worth more in the giving than the shielding.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO — KHORNE.MD)

9	The Betrayers Notice. The Betrayer's gaze falls on one of your killers, and where Khorne looks, the great heads fall. Choose a fighter; in your next battle it adds 1 to its Hit rolls against enemy Leaders and Champions, hunting the skulls that matter with the Betrayer's own eye.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO – KHORNE . MD)
10	Crown Of Skulls. Khorne sets a crown of skulls on your Leader's brow, and the host rages the brighter for it. For your next battle your Leader's Locus of Fury reaches out to 6 inches instead of 3, whipping a wider circle of Khorne fighters to +1 Attack on the charge. The crown is a burden of expectation as much as an honour — the god will want it earned in blood.	KHORNE AND THE BLOOD HOST (THE DAEMON-LEGION THE WORLD EATERS ANSWER TO – KHORNE . MD)

SUB-PLOTS

THE RED CRUSADE

SUB-PLOT

Reward: The host enters a Red Crusade: for its next battle every fighter gains +1 to Charge range and the gang may re-roll a single Charge distance each round. But if that battle is lost, the crusade collapses and the gang begins its following game with +2 Pressure — the frenzy that was not fed turns inward.

The Red Crusade. Sometimes the killing takes on a momentum of its own. If the gang wins three consecutive battles by breaking the enemy in melee — taking its Leader or the majority of its fighters Out of Action in close combat rather than by objective — the host enters a Red Crusade. For its next battle every fighter gains +1 to Charge range, and the gang may re-roll a single Charge distance each round.

But a crusade demands blood to sustain it. If that battle is lost, the crusade collapses: the gang begins its following game with +2 Pressure, the frenzy that was not fed turning inward on the host that could not slake it.

THE SKULL THRONE TALLY

SUB-PLOT

Reward: Khorne acknowledges the count: one fighter gains the Butcher's Nails skill for free, OR the gang unlocks a one-off free Blood Summons in its next battle. Claimable once each time the threshold is crossed.

The Skull Throne Tally. Khorne counts, and he counts in eights. The gang keeps a Skull-tally — its running count of enemies taken Out of Action in melee across the campaign. When that tally crosses a declared threshold of eight, or a further multiple of eight, the Blood God acknowledges the count.

Each time the threshold is crossed, the gang claims one reward: either one fighter gains the Butcher's Nails skill for free, or the gang unlocks a one-off free Blood Summons in its next battle. The offering is claimable once at each eight — skulls for the skull throne, and the throne answers.

LEGENDARY NAMES

✧ KHARN THE BETRAYER

KHORNE LORD

XP cost (random): 6

XP cost (chosen): 12

This Lord is Kharn the Betrayer, the Eightfold-cursed — the apex of the legion, a name earned only by a Khorne Lord who has drowned worlds. He gains +1 Attack and re-rolls all failed Hits in melee, and Gorechild in his fist ignores enemy armour saves entirely. Once per battle he enters a killing rage, doubling his Attacks for a single melee, and his very presence spreads the frenzy, extending the Locus of Fury out to a 6-inch radius.

But the Betrayer's rage cannot tell friend from foe. Whenever Kharn rolls a natural 1 to Hit in melee, that attack strikes the nearest fighter instead — friendly or enemy alike. He may never be held in reserve and must always deploy on the board, a beacon of slaughter the gang cannot control and the enemy cannot ignore.

✧ THE EIGHT BOUND

EIGHTBOUND / EXALTED EIGHTBOUND

XP cost (random): 5

XP cost (chosen): 10

This Eightbound is one of the truly Eight-bound, ridden by eight daemons at once — a name reserved to the possessed elite. It gains +1 Wound and its daemon-flesh field improves to 4+, its Eightbound chainblades strike at +1 Damage, and its Butcher's Nails escalation runs double, each melee kill granting +2 inches of Charge range instead of one.

But the eightfold possession is nearly complete. Whenever this fighter suffers its final Wound, before going Out of Action it makes one last free melee attack against the nearest fighter of any allegiance, then is removed. And it can never learn a non-melee skill — there is too little man left to teach anything but the kill.

✧ THE SKULL TAKER

MASTER OF EXECUTIONS / BERZERKER CHAMPION

XP cost (random): 5

XP cost (chosen): 9

This Champion is a Skull-taker, a Master of Executions whose name is a tally of the great heads he has claimed. It gains +1 to Wound against enemy Leaders and Champions, and each time it takes such a fighter Out of Action in melee the whole gang reduces its Pressure by 1. It is Terrifying, and enemies it charges test Nerve at a penalty.

But the Skull-taker hunts the great skulls and scorns the small ones. It must always move toward and, if able, charge the highest-value enemy fighter it can reach, ignoring easier targets. It cannot be held back to farm the chaff — it wants the head that matters, and the Nails will not let it settle for less.



TERRAIN

✂ THE GORE SLICK

TERRAIN

The Gore-slick is a churned, blood-soaked killing floor the World Eaters leave in their wake — treacherous underfoot to any who did not make it, and home ground to those who did.

The Gore-slick is difficult ground to all fighters except Khorne fighters, who cross it freely and gain 1 inch of Charge range while moving through or out of it. An enemy that begins an activation inside the Gore-slick tests Cool or suffers -1 to Hit for that activation, unnerved by the reeking ground. It is a board feature, not a source of income — the mark of a place the legion has already begun to harvest.

✂ THE SKULL ALTAR

TERRAIN

The Skull-altar is a reliquary of brass and heaped enemy skulls the World Eaters drag onto their battlefields — a shrine to the Blood God raised wherever the legion means to make a killing floor.

A friendly Khorne fighter within 3 inches of the Skull-altar re-rolls failed Nerve and Cool tests and adds 1 inch to its Charge range. Any fighter that takes an enemy Out of Action in melee within 3 inches of the altar lets the gang reduce its Pressure by 1. It is a board feature and a shrine, not a source of income — it inspires the killing, and asks only for more of it.

SCENARIOS

THE CHARGE

SCENARIO

ATTACKER	World Eaters (which must cross the open killing ground and butcher the foe in melee before the guns thin the host — the Bloodlust FORCES the charge)
DEFENDER	the opposing gang (dug in behind barricades with clear lanes of fire, tasked to pin and shoot the berserkers down before they close)
DEPLOY	the World Eaters deploy along one board edge with open ground before them; the defender sets up in cover across the field, with a firing line and forward pickets to bait the charge
OBJECTIVE	the World Eaters win by taking the enemy Leader and the bulk of the enemy gang Out of Action in melee; the defender wins by breaking the World Eaters in the open before they arrive — reducing them below half strength while holding its line
VICTORY	the World Eaters win if they reach and butcher the enemy, taking its Leader Out of Action in melee; the defender wins if the World Eaters bottle out or are reduced below half their starting fighters before the line is breached
REWARDS	the World Eaters bank every melee kill to their Skull-tally and gain a Chaos Boon roll on a decisive breach; the defender gains renown scaled to the berserkers gunned down in the open
CONTROL TRACK	a World Eaters win seizes the defender's Control-Track claim on the contested ground; a defender win holds the line and the marker — the charge was denied, and the killing floor stays theirs

ATTACKER AND DEFENDER The attacker is the World Eaters, who must cross the open killing ground and butcher the foe in melee before the guns thin the host — Bloodlust forces the charge whether the controlling player wills it or not. The defender is the opposing gang, dug in behind barricades with clear lanes of fire, tasked to pin and shoot the berserkers down before they close.

BATTLEFIELD A stretch of open ground divides the two forces — little cover for the attacker, clear fields of fire for the defender.

DEPLOYMENT The World Eaters deploy along one board edge with the open ground before them. The defender sets up in cover across the field, with a firing line and forward pickets set to bait the charge.

OBJECTIVE The World Eaters must take the enemy Leader and the bulk of the enemy gang Out of Action in melee. The defender must break the World Eaters in the open before they arrive, reducing them below half strength while holding its line.

ENDING THE BATTLE AND VICTORY The World Eaters win if they reach and butcher the enemy, taking its Leader Out of Action in melee. The defender wins if the World Eaters bottle out or are reduced below half their starting fighters before the line is breached.

REWARDS The World Eaters bank every melee kill to their Skull-tally and gain a Chaos Boon roll on a decisive breach. The defender gains renown scaled to the berserkers gunned down in the open.

CONTROL TRACK A World Eaters win seizes the defender's control-track claim on the contested ground. A defender win holds the line and the marker — the charge was denied, and the killing floor stays theirs.

ATTACKER	World Eaters (raiding a contested district to take skulls for the throne — victory is measured in melee kills, not ground)
DEFENDER	the opposing gang (defending its holding and trying to survive the harvest intact, denying the berserkers their tally)
DEPLOY	a central Skull-altar dominates the board; both gangs deploy on opposite sides, with scattered cover between them and the altar as the focal point
OBJECTIVE	the World Eaters win by banking the most melee kills and controlling the Skull-altar at game end; the defender wins by denying the tally — surviving with more fighters standing than were lost
VICTORY	the World Eaters win if they hold the Skull-altar with the higher melee-kill count; the defender wins if it ends the game holding the altar, or if the World Eaters fail to out-kill it in melee
REWARDS	the World Eaters add the whole harvest to their Skull-tally and gain a free Blood Summons in their next battle if they held the altar; the defender gains renown for every berserker it put down
CONTROL TRACK	the gang holding the Skull-altar at game end takes the Control-Track claim on the district — the ground belongs to whoever piled the higher heap of heads on it

ATTACKER AND DEFENDER The attacker is the World Eaters, raiding a contested district to take skulls for the throne — victory measured in melee kills, not in ground. The defender is the opposing gang, holding its district and trying to survive the harvest intact, denying the berserkers their tally.

BATTLEFIELD A central Skull-altar dominates the board, scattered cover between the two forces and the altar the focal point of the fight.

DEPLOYMENT Both gangs deploy on opposite sides of the board, the Skull-altar between them.

OBJECTIVE The World Eaters must bank the most melee kills and control the Skull-altar at game end. The defender must deny the tally, surviving with more fighters standing than were lost.

ENDING THE BATTLE AND VICTORY The World Eaters win if they hold the Skull-altar with the higher melee-kill count. The defender wins if it ends the game holding the altar, or if the World Eaters fail to out-kill it in melee.

REWARDS The World Eaters add the whole harvest to their Skull-tally and, if they held the altar, gain a free Blood Summons in their next battle. The defender gains renown for every berserker it put down.

CONTROL TRACK The gang holding the Skull-altar at game end takes the control-track claim on the district — the ground belongs to whoever piled the higher heap of heads upon it.