



WORLD EATERS

FACTION PACK: VERSION 1.1

Legal for matched play from 1st April 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Defiler datasheet.

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VESSELS OF WRATH

When the power of the Warp waxes and Khorne's worshippers pour into battle in their multitudes, the bloody butchery reaches heights undreamed of. Upon this carmine altar of war, the Khorne champions compete mercilessly to win his favour and feel his forge-hot touch upon their souls. Every savage stride along the Path to Glory sees them hack down more luckless foes. Blood runs in rivers and hoses walls and barricades with arterial sprays as the champions of Khorne strike off heads and carve open bodies, seeking the worthy kill that will – for but the most fleeting of moments – catch the eye of Khorne. Amidst such wanton carnage, even the lowliest devotee of the Blood God can begin their rise to power, their comrades looking on with naked hunger as aspiration becomes a violent reality.

DETACHMENT RULE



WRATH OF KHORNE

From storied conqueror to obscure squad leader, every Khornate champion treads a personal Path to Glory. However unsung their names, they believe that the Blood God may deign to invest any of these hopefuls with a small measure of his wrath in the expectation that they will not squander it.

At the start of the battle round, after activating Blessings of Khorne, you can select one or more models from your army from those listed below (including models that are embarked within **TRANSPORTS**):

- **WORLD EATERS CHARACTER** (excluding **EPIC HEROES**)
- Eightbound Champion
- Exalted Eightbound Champion
- Khorne Berzerker Champion
- World Eaters Terminator Champion

You can select the same type of model multiple times. The maximum number of models you can select depends on the battle size, as follows:

INCURSION: 2 MODELS
STRIKE FORCE: 3 MODELS
ONSLAUGHT: 4 MODELS

Until the end of the battle round, each of those models has the **VESSEL OF WRATH** keyword (we recommend marking such models with a suitable token). Then, select one Blessing of Khorne that is not currently active for your army. Until the end of the battle round, that Blessing of Khorne is active for **VESSEL OF WRATH** units from your army in addition to any others that are active for your army.

ENHANCEMENTS



ARCHSLAUGHTERER

This gifted killer channels the fullness of his rage into every weapon swing – doubly so when the Blood God's gaze is upon him.

WORLD EATERS model only. Improve the Armour Penetration characteristic of melee weapons equipped by the bearer by 1. While the bearer is a **VESSEL OF WRATH**, improve the Damage characteristic of those weapons by 1 as well.

VOX-DIABOLUS

Anointed with the vitae of the freshly slain, this champion's triumphant roars are supernaturally amplified until they echo into the Warp.

WORLD EATERS model only. Each time the bearer's unit destroys an enemy unit with a melee attack, roll one D6, adding 1 to the result if the bearer is a **VESSEL OF WRATH**: on a 4+, you gain 1CP.

AVENGER'S CROWN

This circlet of black iron is said to grant its wearer a surge of vengeful violence when their doom becomes inescapable.

WORLD EATERS model only. If the bearer is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

GATEWAYS TO GLORY

Like an axe swept through defenceless flesh, some patron daemons of Khorne rip portals in reality for this favoured servant to surge through.

WORLD EATERS DAEMON PRINCE or **WORLD EATERS MOUNTED** model only. Each time the bearer makes a Normal, Advance or Charge move, it can move horizontally through models and terrain features. When doing so, it can move within Engagement Range of such models but cannot end a Normal or Advance move within Engagement Range of them.



1CP

ASPIRE TO INFAMY

VESSELS OF WRATH – BATTLE TACTIC STRATAGEM

With proven champions of Khorne looking on, those of lesser renown hurl themselves into the fray with greater ferocity, eager to prove their prowess.

WHEN: Fight phase.

TARGET: One **KHORNE BERZERKERS** or **JAKHALS** unit from your army that has not been selected to fight this phase and is within 8" of one or more friendly **WORLD EATERS CHARACTER** models.

EFFECT: Until the end of the phase, improve the Strength and Armour Penetration characteristics of melee weapons equipped by non-**CHARACTER** models in your unit by 1.



1CP

OVERSHADOWED BY NONE

VESSELS OF WRATH – BATTLE TACTIC STRATAGEM

The more towering and monstrous the adversary, the better a chance that its bloody end will win the approbation of Khorne.

WHEN: Fight phase.

TARGET: One **WORLD EATERS INFANTRY**, **WORLD EATERS MOUNTED** or **WORLD EATERS DAEMON PRINCE** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll.



1CP

GORY DEDICATION

VESSELS OF WRATH – STRATEGIC PLOY STRATAGEM

To the World Eaters, every battlefield is an altar upon which to offer up crimson sacrifices. Where the lifeblood of their victims falls, it anoints the ground as holy to Khorne's murderous creed.

WHEN: End of the Fight phase.

TARGET: One **WORLD EATERS** unit from your army that destroyed one or more enemy models with a melee attack this phase.

EFFECT: Select one objective marker you control that your unit is within range of. That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.



1CP

PUNISH THE CRAVEN

VESSELS OF WRATH – STRATEGIC PLOY STRATAGEM

The Blood God is said to detest cowards. Meting out punishment to such degenerates is a sure way to win his favour and gain his wrathful boons.

WHEN: Your opponent's Movement phase, just after an enemy unit (excluding **MONSTERS** and **VEHICLES**) is selected to Fall Back.

TARGET: One **WORLD EATERS INFANTRY** or **WORLD EATERS DAEMON PRINCE** unit from your army within Engagement Range of that enemy unit.

EFFECT: When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if your unit is a **VESSEL OF WRATH** unit, subtract 1 from each of those tests.



1CP

MEET FORCE WITH FORCE

VESSELS OF WRATH – STRATEGIC PLOY STRATAGEM

Desperate to prove themselves to the Blood God in this hour of infernal glory, these warriors are only goaded to more ferocious efforts by the enemy's attempts to hold them at bay.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **WORLD EATERS INFANTRY**, **WORLD EATERS MOUNTED** or **WORLD EATERS DAEMON PRINCE** unit from your army that lost one or more wounds as a result of those attacks.

EFFECT: Your unit can make a Blood Surge move. To do so, roll one D6: models in your unit move a number of inches up to the result, but your unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit is a **KHORNE BERZERKERS** or **VESSEL OF WRATH** unit, you can re-roll the D6 to determine how far your unit can move.



1CP

BRAZEN CONTEMPT

VESSELS OF WRATH – BATTLE TACTIC STRATAGEM

Empowered by flowing waves of hatred that they believe emanate from the Blood God himself, Khorne's worshippers feel nothing but scorn at their enemies' pitiful blows.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **WORLD EATERS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.




EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll, or, if it is a **VESSEL OF WRATH** unit, subtract 1 from the Wound roll instead.




DEFILER


M	T	SV	W	LD	OC
14"	11	3+	18	6+	5

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ectoplasma destructor [BLAST, RAPID FIRE 2]	36"	D6	4+	12	-3	3
Excruciator cannon [RAPID FIRE 3]	36"	6	4+	6	-1	2
Heavy baleflamer [IGNORES COVER, TORRENT]	12"	D6+3	N/A	7	-2	2
Hades battle cannon [BLAST, RAPID FIRE 3]	48"	D6+3	4+	10	-1	3
Hades lascannon [RAPID FIRE 1]	48"	2	4+	12	-3	D6+1
 Heavy missile launcher – krak [RAPID FIRE 1]	48"	2	4+	10	-2	D6+1
 Heavy missile launcher – frag [BLAST, RAPID FIRE 3]	48"	2D6	4+	5	-1	1
Heavy reaper autocannon [DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1]	48"	4	4+	9	-1	3
Magma cutters [MELTA 2, RAPID FIRE 1]	12"	2	4+	9	-4	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Electroscourge [EXTRA ATTACKS, SUSTAINED HITS 2]	Melee	7	3+	12	-2	2
 Shearing claws – strike	Melee	6	3+	16	-3	D6+1
 Shearing claws – sweep	Melee	12	3+	6	-2	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, DEFILER

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Blessings of Khorne**

Scuttling Walker: Each time this unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and terrain features. When doing so, it can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Unleash Wrath: At the end of your opponent's Movement phase, you can select one enemy unit that was set up on the battlefield within 12" of this model; this model can then either:

- Shoot at that unit, but only if it is an eligible target.
- Declare a charge against that unit (note that even if this charge is successful, this model does not receive any Charge bonus this turn).

FACTION KEYWORDS:
WORLD EATERS

DEFILER

Infernal many-legged Daemon Engines of enormous size, Defilers combine an arsenal of heavy weapons with brutal close-quarters butchery. Those hurled into battle by the World Eaters are rune-daubed prisons for ferocious warp entities that vent their hate and fury upon the foe with cataclysmically gory results.

WARGEAR OPTIONS

- This model's Hades battle cannon can be replaced with 1 ectoplasma destructor.
- This model's excruciator cannons can be replaced with 2 magma cutters.
- This model's heavy baleflamer can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)
- This model's heavy missile launcher can be replaced with one of the following:
 - 1 Hades lascannon
 - 1 heavy reaper autocannon
 - 1 electroscourge (a model cannot be equipped with more than one electroscourge)



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Defiler

This model is equipped with: 1 Hades battle cannon; 2 excruciator cannons; 1 heavy missile launcher; 1 heavy baleflamer; 1 shearing claws

KEYWORDS: VEHICLE, WALKER, CHAOS, KHORNE, DAEMON, DEFILER



FACTION KEYWORDS:
WORLD EATERS



WORLD EATERS

UPDATES & ERRATA

Page 69 – Summoned by Slaughter Stratagem

Change to:

WHEN: Any phase, when the last model in a unit is destroyed, before removing it from play. (If that unit is a **TRANSPORT**, any units embarked within that **TRANSPORT** model must disembark first).

TARGET: One **BLOODLETTERS** unit from your army that is in Reserves.

EFFECT: Set your unit up anywhere on the battlefield wholly within 9" of that destroyed model and more than 6" horizontally away from all enemy units, then remove the destroyed model from play.

RESTRICTIONS: You cannot use this Stratagem more than once per battle round.'

Page 71 – Warp Stalkers Stratagem, Effect section

Change to:

EFFECT: Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through enemy models (excluding **MONSTERS** and **VEHICLES**). When doing so, it can move within Engagement Range of such models but, unless that move was a Charge move, it cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.'

Pages 82 and 84 – Khorne Berzerkers and Jakhals, Icon of Khorne

Change to:

Icon of Khorne: If the bearer's unit contains one or more Icons of Khorne, each time the bearer'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.

FAQS

Q: Can I use the Summoned by Slaughter Stratagem to deploy Bloodletters in the first battle round?

A: Bloodletter units that started the battle in Reserves cannot deploy in the first battle round using the Summoned by Slaughter Stratagem. Bloodletter units that started the battle on the battlefield and have subsequently been placed into Strategic Reserves can deploy in the first battle round.

Q: If Angron is destroyed and I use his Reborn in Blood ability, can I still use the Wrath of Khorne Detachment ability for the Vessels of Wrath Detachment?

A: Yes.

Q: Can a World Eaters Helbrute's Frenzy ability trigger more than once per phase?

A: Yes.

Q: After being the target of a ranged attack, can a Leader unit make a Blood Surge move if it was previously attached to a unit of Khorne Berzerkers and if the last model in the attached unit was destroyed by that ranged attack?

A: No.

Q: Can a World Eaters Helbrute's Frenzy ability allow it to fight (and therefore Pile In) when it is not within Engagement Range?

A: No, unless it is the Fight phase and it would be able to end a Pile-in move within Engagement Range of one or more enemy units.

Q: Can a World Eaters Helbrute's Frenzy ability allow it to fight in the Shooting phase, and shoot in the Fight phase?

A: Yes, but it must have one or more eligible targets to be able to do so. In most cases, this will mean it cannot shoot in the Fight phase, as it does not benefit from the Big Guns Never Tire rule in the Fight phase.

Q: If a World Eaters Helbrute's Frenzy ability is triggered, can I still select that unit to shoot or fight that phase?

A: Yes.

Q: While using the Khorne Daemonkin Detachment, can I select a CHARACTER with the Disciple of Khorne Enhancement to be my WARLORD?

A: No.

Q: While using the Khorne Daemonkin Detachment, if I attach a Lord on Juggernaut with the Disciple of Khorne Enhancement to a unit of Bloodcrushers or Flesh Hounds, does that unit benefit from the Blessings of Khorne ability, even though only the Lord on Juggernaut has that ability?

A: Yes.