



WORLD EATERS

FACTION PACK: VERSION 1.0

Legal for matched play from 20th June 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

This is the first iteration of this Faction Pack for this edition of Warhammer 40,000, combining some earlier updates with new revisions designed to smooth the transition. As such, all of the following content should be regarded as new, and individual changes are not highlighted. The next time this document is updated, this section will summarise what has been added or changed.

CONTENTS

Detachments	2
Brazen Engines.....	2
Butchers of Khorne.....	3
Vessels of Wrath	4
Datasheets	5
Defiler	5
Rules Updates	7

UNIQUE: ONSLAUGHT

BRAZEN ENGINES

THE ARMoured MIGHT OF THE WORLD EATERS IS AN UNSTOPPABLE ONSLAUGHT OF MURDEROUS MACHINES



DETACHMENT RULES

RAMPAGING TERRORS

To stand in the path of stampeding Khornate daemon engines is to know the instinctive terror of cornered prey.

Friendly **DAEMON VEHICLE** units have the following ability:

Terror of Khorne: At the start of the Fight phase, you can select one enemy unit **engaged** with this unit. That enemy unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**. You cannot select the same enemy unit for this effect more than once per phase.

This **detachment** has the **ONSLAUGHT** tag and cannot be taken with another **ONSLAUGHT detachment**.

ENHANCEMENTS

TALONS OF BUTCHERY **UPGRADE**

The vicious talons of this daemon engine are said to have been fashioned in the blazing forges of the Blood God's empyric realm.

MAULERFIEND unit only. This unit's **Maulerfiend Fists** have **[CLEAVE 2]**.

MURDER-FORGED ENTITY **UPGRADE**

Within this armoured shell burns the bloodthirsty essence of a greater daemon of Khorne, its power barely contained.

WORLD EATERS VEHICLE unit only. This unit has **DAEMON**.

APOPLECTIC CLARITY

1CP

BRAZEN ENGINES STRATAGEM

So perfect a state of supernatural rage does this ironclad entity exist in that nothing can distract it from its single-minded slaughter.

WHEN: Your Shooting phase or the Fight phase, when a friendly **DAEMON VEHICLE** unit is **selected to attack**.

TARGET: That **DAEMON VEHICLE** unit.

EFFECT: Your unit's attacks can ignore modifiers to:

- **BS**.
- **WS**.
- **Hit rolls** and **wound rolls**.



TRAIL OF DESTRUCTION

1CP

BRAZEN ENGINES STRATAGEM

Like a runaway engine of destruction, this Khornate war machine bulldozes a path through even the densest terrain in its urgency to reach the foe.

WHEN: Your Movement phase, when a friendly **DAEMON VEHICLE** unit is **selected to move**.

TARGET: That **DAEMON VEHICLE** unit.

EFFECT: Your unit has **MOBILE**.



GOADED TO FURY

1CP

BRAZEN ENGINES STRATAGEM

Incensed by the cowardly affront of the foe, this war engine charges down those who would dare fire upon it.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged DAEMON VEHICLE** unit (excluding **TITANIC** units) has shot.

TARGET: That **DAEMON VEHICLE** unit.

EFFECT: Your unit can make a **surge move** of up to D6".



BUTCHERS OF KHORNE



BANDS OF TERMINATOR-ARMoured WORLD EATERS LEAD THE CHARGE INTO THE HEART OF THE FOE

DETACHMENT RULES

ADAMANTINE AVALANCHE

Hurling themselves into battle with savage ferocity, the sheer armoured bulk of the World Eaters' Terminator elites is enough to shatter armour and crush bone.

At the start of the Fight phase, if a friendly **TERMINATOR SQUAD** unit is **engaged**, make a **Blessings of Khorne** roll and use the results to activate one **Blessing of Khorne**. Until the end of the phase, that **Blessing of Khorne** is active for friendly **TERMINATOR SQUAD** units in addition to any other **Blessings of Khorne** that are currently active.

ENHANCEMENTS

SANCTIFIED IN SLAUGHTER **UPGRADE**

These Terminator-armoured butchers soak the battlefield in gore, and in so doing consecrate it in the name of Khorne.

TERMINATOR SQUAD unit only. This unit has +1 **OC**.

GORE-STAINED VETERANS **UPGRADE**

Countless fields of bloody battle have honed these warriors' martial skills to the keenest killing edge.

TERMINATOR SQUAD unit only. This unit's melee attacks have +1 **WS**.

FOCUSED FEROCITY

1CP

BUTCHERS OF KHORNE STRATAGEM

Fighting with lunatic fierceness, these elite killers hack their victims limb from limb in a blizzard of blows.

WHEN: Fight phase, when a friendly **TERMINATOR SQUAD** unit is **selected to fight**.

TARGET: That **TERMINATOR SQUAD** unit.

EFFECT: Your unit's melee attacks have +1 **A**.



A TROPHY FOR THE THRONE

1CP

BUTCHERS OF KHORNE STRATAGEM

The greater and more terrible the enemies these warriors face in battle, the mightier the trophies they can take in the Blood God's name.

WHEN: Fight phase, when a friendly **TERMINATOR SQUAD** unit is **selected to fight**.

TARGET: That **TERMINATOR SQUAD** unit.

EFFECT: Your unit's attacks that target a **MONSTER/VEHICLE** unit have +1 to **wound rolls**.



WRATH BEYOND REASON

2CP

BUTCHERS OF KHORNE STRATAGEM

So seized by furious bloodlust are these killers that they fight on through even the most grievous mortal wounds.

WHEN: Your opponent's Shooting Phase, when an enemy unit targets a friendly **TERMINATOR SQUAD** unit.

TARGET: That **TERMINATOR SQUAD** unit.

EFFECT: Ranged attacks that target your unit have -1 **D** until that enemy unit has attacked.



VESSELS OF WRATH



THE CHAMPIONS OF KHORNE EARN THEIR DEITY'S BOONS THROUGH DEEDS OF SPECTACULAR BUTCHERY

DETACHMENT RULES

WRATH OF KHORNE

Every Khornate champion treads a personal Path to Glory. Through carnage and bloodshed, they earn empowering boons of martial might.

When a friendly **WORLD EATERS CHARACTER** unit (excluding **EPIC HERO** units) is **selected to fight**, that unit's **CHARACTER** models' melee attacks can have:

- **[CLEAVE 1]**.
- Or: +1 **AP**.

ENHANCEMENTS

ARCHSLAUGHTERER

This gifted killer channels the fullness of his rage into every weapon swing – doubly so in that fleeting moment when he believes the Blood God's gaze has fallen upon him.

WORLD EATERS model only. (Once per battle, per army) In your Command phase, you can use this ability. If you do, every **Blessing of Khorne** is active for this unit until the start of your next turn.

GATEWAYS TO GLORY

With but a stroke of its infernal weapons, this favoured entity can hack paths through the meat of realspace itself to reach the foe all the quicker.

WORLD EATERS DAEMON PRINCE model only. This model has:

- **MOBILE**.
- +1 to **charge rolls**.

SCORN THE WITCH

1CP

VESSELS OF WRATH STRATAGEM

Those who feel Khorne's blessings burning through their bodies and minds can shrug off hostile witchery with the force of their hate-fuelled contempt.

WHEN: Any phase, when a friendly **WORLD EATERS CHARACTER** unit (excluding **EPIC HERO** units) suffers a **mortal wound**.

TARGET: That **WORLD EATERS CHARACTER** unit.

EFFECT: Your unit has **Feel No Pain 4+** against **mortal wounds**.



ASPIRE TO INFAMY

1CP

VESSELS OF WRATH STRATAGEM

Feeling that the Blood God's eye must surely be sweeping the field of war, his champions strive with wild ferocity to prove themselves.

WHEN: Fight phase, when a friendly **WORLD EATERS CHARACTER** unit (excluding **EPIC HERO** units) is **selected to fight**.

TARGET: That **WORLD EATERS CHARACTER** unit.

EFFECT: Your unit's **CHARACTER** models' melee attacks have:

- +1 **A**.
- +2 **S**.



PUNISH THE CRAVEN

1CP

VESSELS OF WRATH STRATAGEM

The Blood God is said to detest cowards. Meting out punishment to such degenerates is believed to be a sure way to win his favour.

WHEN: Your opponent's Movement phase, when a unit is selected to make a **fall-back move**, if that unit is **engaged** with a friendly **WORLD EATERS CHARACTER** unit.

TARGET: That **WORLD EATERS CHARACTER** unit.

EFFECT: When an enemy unit **engaged** with your unit is selected to make a **fall-back move**, that enemy unit must use the **desperate escape** mode. If that enemy unit is **battle-shocked**, -1 from those **hazard rolls**.



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	48"	4	4+	9	-1	3
[DEVASTATING WOUNDS, RAPID FIRE 2, SUSTAINED HITS 1]						
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. This unit must end that **charge move engaged** with the enemy unit you selected (note that even if this charge is successful, this unit 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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Blessings of Khorne, Unbridled Bloodlust

Change to:

'This unit has +1 to **charge rolls**.'

BERZERKER WARBAND DETACHMENT

Berzerker's Wrath Stratagem, Target and Effect Sections

Change to:

TARGET: One **KHORNE BERZERKERS** unit from your army that can make a **surge move** as a result of those attacks.

EFFECT: Do not roll a D6 to determine how far models in your unit can move when they make a **surge move**. Instead, when making a **surge move**, those models can move up to 8".'

GORETRACK ONSLAUGHT DETACHMENT

Fury Unleashed Stratagem, Effect Section

Change to:

'One **KHORNE BERZERKERS** unit embarked within your model can make a **disembark move** and then make a **surge move** of up to D6+2".'

KHORNE DAEMONKIN DETACHMENT

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.

POSSESSED SLAUGHTERBOUND DETACHMENT

Warp Stalkers Stratagem, Effect section

Change to:

'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.'

Rapid Manifestation Stratagem

Change 3" to 6".'

Brazen Fury Detachment Rule

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6". That **surge move** is a **Brazen Fury move**.'

DATASHEETS

Heldrake

- **Profile:** Change **M** to 12" and **OC** to '-'
- **Keywords:** Remove '**AIRCRAFT**'.

Chaos Rhino, Meet Any Challenge Ability

Change 9" to 8".'

Chaos Terminators, Blood Fury Ability

Change to:

- 'This unit's ranged attacks that target the closest eligible target can re-roll **hit rolls**.
- When this unit **declares a charge**, you can use this part of this ability. If you do:
 - This unit can re-roll that **charge roll**.
 - This unit must end that **charge move engaged** with the closest **charge target**.'

Exalted Eightbound, Rend and Tear Ability

Change to:

'Each time a model in this unit makes a melee attack that targets a **MONSTER** or **VEHICLE** unit, until the end of the phase, improve the Damage characteristic of that attack by 1.'

Goremongers, Loping Speed Ability

Change to:

'In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".'

Khorne Berzerkers, Jakhals – Icon of Khorne Wargear Ability

Change to:

'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.'

Khorne Berzerkers, Blood Surge Ability

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6+2".'

Helbrute, Frenzy Ability

Change to:

'(Once per turn, per unit) In the Fight phase, when an enemy unit targets this unit, after that unit has resolved its attacks, you can use this ability. If you do, this unit is **eligible to fight** (even if it has already fought this phase) and must be **selected to fight** next.'

Maulerfiend, Scent Of Blood Ability

Change to:'In the Charge phase, when this unit **declares a charge**:

- If an enemy unit **below starting strength** is within 9" of this unit, this unit has +1 to **charge rolls**.
- Or: If an enemy unit **below half strength** is within 9" of this unit, this unit has +2 to **charge rolls**.'

Slaughterbound, Melee Weapons,Lacerator and Daemonic Claw

Change **S** to '10'.

Chaos Land Raider, Chaos Predator Annihilator, Chaos Predator Destructor, Chaos Rhino, Khorne Lord of Skulls – Keywords Section

Add '**FRAME**'.

FAQS

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: *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.

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.