HELBRUTE

125 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Helbrute plasma cannon BLAST HAZARDOUS	36"	D3	3+	8	-3	3
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
➤ Missile launcher - frag BLAST	48"	D6	3+	4	0	1
➤ Missile launcher - krak	48"	1	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	6	0	1
Helbrute fist	Melee	5	3+	12	-2	3
Helbrute hammer	Melee	5	4+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

ABILITIES

Dark Ascension (Aura)
While a friendly HERETIC ASTARTES unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).

Devoted to Destruction
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristics of those 2 weapons.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: Combi-bolter, Heavy flamer, Helbrute plasma cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, ➤ Missile launcher - frag, ➤ Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

Wargear Options:
- This model can replace its Missile launcher with Helbrute fist with combi-bolter, Helbrute fist with heavy flamer, Helbrute hammer or Power scourge.
- This model can replace its Multi-melta with Twin autocannon, Helbrute fist with heavy flamer, [illegible]rute fist with combi-bol[illegible] [illegible]plasma canno[illegible] [illegible]r Tw[illegible]

KEYWORDS: Vehicle, Walker, Chaos, Helbrute
FACTION KEYWORDS: Heretic Astartes

HELBRUTE

125 PTS

M	T	Sv	W	LD	OC
6"	9	2+	8	6+	3

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [**SUSTAINED HITS** 1]

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Chaos, Helbrute
FACTION KEYWORDS: Heretic Astartes