

HELBRUTE

110 PTS

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

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Helbrute (60mm)

**Equipped with:** Heavy flamer, Helbrute plasma cannon, Inferno combi-bolter, Multi-melta, Twin autocannon, Twin inferno 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 Power scourge

RANGED WEAPONS

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

- Devoted to Destruction**  
If this model is equipped with 2 melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.
- Mortal Sorcery (Aura)**  
While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.
- Terrifying Assault**  
In your Shooting phase and the Fight phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That unit must take a Battle-shock test, subtracting 1 if that unit is within 9" of one or more Thousand Sons Psyker units from your army.

WEAPON ABILITIES



**KEYWORDS:** Vehicle, Walker, Chaos, Tzeentch, Helbrute  
**FACTION KEYWORDS:** Thousand Sons

## 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.

## 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.*

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