

HELBRUTE

Blessings of Khorne

Deadly Demise 1

M

9"

T

9

SV

2+

W

8

LD

6+

OC

3

120 PTS

Base 60mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Combi-bolter

RAPID FIRE 4

R	A	BS	S	AP	D
24"	2	4+	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Multi-melta

MELTA 2

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Plasma cannon

BLAST

HAZARDOUS

RAPID FIRE D3

R	A	BS	S	AP	D
36"	D3	4+	8	-3	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Twin autocannon

RAPID FIRE 2

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	4+	9	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Twin heavy bolter

RAPID FIRE 2

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Twin lascannon

RAPID FIRE 1

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

► Missile launcher - frag

BLAST

RAPID FIRE 3

R	A	BS	S	AP	D
48"	D6	4+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

► Missile launcher - krak

RAPID FIRE 1

R	A	BS	S	AP	D
48"	1	4+	9	-2	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	6	3+	6	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Helbrute fist

R	A	WS	S	AP	D
Melee	6	3+	12	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Helbrute hammer

R	A	WS	S	AP	D
Melee	6	4+	14	-3	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

Power scourge

R	A	WS	S	AP	D
Melee	10	3+	7	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Frenzy

(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.

VERTEIDIGUNG

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IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+

S18+

3+

S10-17

4+

S9

5+

S5-8

6+

S1-4

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

5+

DS -4

6+

REGELN & KEYWORDS KURZ

Blessings of Khorne If your Army Faction is World Eaters, at the start of the battle round, you can make a Blessings of Khorne roll.

Deadly Demise 1 This ability always takes the form Deadly Demise X.

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 (roun...

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...

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 mod...

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Helbrute

Ausrüstung: Combi-bolter, Heavy flamer, Multi-melta, Plasma cannon, Twin autocannon, Twin heavy bolter, Twin lascannon, ► Missile launcher - frag, ► Missile launcher - krak, Close combat weapon, Helbrute fist, Helbrute hammer, Power scourge

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, Helbrute fist with combi-bolter, Plasma cannon, Twin heavy bolter or Twin lascannon.