

HELBRUTE

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3

125 PTS

Base 60mm



- Dark Pacts
- Deadly Demise 1

3

BESCHUSS

Combi-bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Helbrute plasma cannon

BLAST

HAZARDOUS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Twin autocannon

TWIN-LINKED

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

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin lascannon

TWIN-LINKED

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

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

► Missile launcher - frag

BLAST

R	A	BS	S	AP	D
48"	D6	3+	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

► Missile launcher - krak

R	A	BS	S	AP	D
48"	1	3+	9	-2	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	5	3+	6	0	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Helbrute fist

R	A	WS	S	AP	D
Melee	5	3+	12	-2	3

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Helbrute hammer

R	A	WS	S	AP	D
Melee	5	4+	14	-3	D6+1

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Power scourge

R	A	WS	S	AP	D
Melee	8	3+	7	-1	2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

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+

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

◆

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

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.

REGELN & KEYWORDS KURZ

- 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.
- 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 (round...
- 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, 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
- 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, Helbrute plasma cannon, Twin heavy bolter or Twin lascannon.