

HELBRUTE

Deadly Demise 1

M

8

T

9

SV

2+

W

8

LD

6+

OC

3

RW

5+

110 PTS

Base 60mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Heavy flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-2	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Helbrute plasma cannon

BLAST

HAZARDOUS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Inferno combi-bolter

RAPID FIRE 2

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

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Multi-melta

MELTA 2

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Twin autocannon

TWIN-LINKED

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

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	5	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	5	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	5	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	8	3+	7	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

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.

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.

GEGEN DIESE EINHEIT

W9 · RW 2+ · 5++ · 8 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10-17	S9	S5-8	S1-4
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	5++

REGELN & KEYWORDS KURZ

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: 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
• 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 inferno heavy bolter or Twin lascannon.