HELBRUTE - CHAOS - DEATH GUARD

105 PTS

M	T	Sv	W	LD	OC
7"	9	2+	8	6+	3

AUFSTELLUNG

1x Helbrute (60mm)

Equipped with: 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

Wargear Options:

- This model can replace its Helbrute fist with combi-bolter with Helbrute fist with heavy flamer, Power scourge, Missile launcher or Helbrute hammer.
- 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, Twin lascannon, Power scourge, Helbrute hammer or Missile launcher.

KEYWORDS: Vehicle, Walker, Chaos, Nurgle, Helbrute

FACTION KEYWORDS: Death Guard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter LETHAL HITS, RAPID FIRE 2	24"	2	3+	5	-1	1
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Multi-melta LETHAL HITS, MELTA 2	18"	2	3+	9	-4	D6
Plasma cannon BLAST, HAZARDOUS, LETHAL HITS	36"	D3	3+	8	-3	3
Twin autocannon TWIN-LINKED, LETHAL HITS	48"	2	3+	10	-1	3
Twin heavy bolter LETHAL HITS, 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	4	3+	14	-3	D6+1
Power scourge	Melee	8	3+	7	-1	2

ABILITIES

Diseased Malice
Each time this model makes an attack that targets an Afflicted unit, add 1 to the Wound roll.

Froth-spattered Frenzy
If this model is equipped with two melee weapons in addition to its close combat weapon, add 2 to the Attacks characteristic of those two weapons.

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WEAPON ABILITIES

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).

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

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FACTION RULES

Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.

- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 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.