

HELBRUTE

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.

⚙ 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

ABILITIES

RULES - Deadly Demise 1, Nurgle's Gift (Aura)

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.



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

WEAPON RULES

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.