

WARHAMMER
40,000

DATASLATE



HELBRUTES

**DATASLATE:
HELBRUTES**

INTRODUCTION

DATASLATES & DATASHEETS



Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

Formation Special Rules

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.

**DATASLATE:
HELBRUTES**

BACKGROUND

HELBRUTES



ENDLESS INCARCERATION

Helbrutes are nightmarish mechanical monsters. Twisted amalgams of Warp-wrought metal and writhing flesh, they stand several times the height of a man. They are bipedal, armoured war machines similar to the Dreadnoughts of the Adeptus Astartes. Indeed, the oldest amongst their number were once the venerated ancients of the original Space Marine Legions. However, a skewed resemblance and a shared heritage is where the similarities end. Interment into a Dreadnought sarcophagus is a great honour for a loyalist Space Marine, transforming a mortally wounded hero into a living relic. By comparison, imprisonment within the raw, rancid womb of a Helbrute is nothing short of living hell.

The infernal machineries of a Helbrute sarcophagus are pseudo-parasitic. Their interface subjects the pilot to an agony-wracked waking nightmare that swiftly drives them to the blackest depths of madness. Such is the rage of a Helbrute pilot that – between war zones – they must be chained down and their weapons forcibly removed, lest they vent their homicidal desires upon their creators. Despite the difficulties of maintaining such dangerous war machines, Helbrutes are powerful blunt instruments, effective weapons of indiscriminate destruction. Indeed, they present such a powerful asset to any champion of Chaos that wars have been fought over the facilities to achieve their creation.

'No. No! Not the sarcophagus... Khorne damn you, you disloyal curs, just kill me. JUST KILL ME!'

**- KHALOS THE RAVAGER, LAST WORDS PRIOR TO
HELBRUTE INTERMENT**

The crafting of a single Dreadnought is a major undertaking, an effort of artifice that is as much spiritual as physical. By comparison, Helbrutes are spat from the daemonforges in great numbers, their industrial production overseen by conclaves of Warpsmiths. Malformed and twitching, these foul engines of war possess a crude machine-spirit sentience even before they claim a pilot. Indeed, they give off a sense of dark malevolence even when quiescent. However, it is only when a victim is implanted within it that a Helbrute truly comes to life.

THE WAR ETERNAL

Unlike the armoured reliquaries around which loyalist Dreadnoughts are built, Helbrute sarcophagi are terrifying places to be trapped. Many are closed off boxes of rusted iron, blank and featureless but for the bloodstained nests of wires that pack them tight. Others – especially those of Helbrutes long exposed to the mutating powers of the Warp – are sucking masses of mottled flesh and slithering folds that consume their screaming implantee with apparent relish. Jagged spines and fanged pseudopods bite deep into the new pilot, black, greasy worms burrowing through muscle and bone to bind them into the Helbrute's foul innards. From that moment forward, the nervous system of the interred victim is twinned with the artificial nerve-bundles of the Helbrute. The seething strength that pulses through its bunched muscles, the furnace-hot beat of its reactor heart, the cold implacability of its armoured hide, all become a part of the pilot forevermore. Yet the process of implantation is brutal and highly traumatic, leaving the implantee trapped in a perpetual war that they can never stop fighting. Never again will they know the simple sensations of taste, smell and touch. Never again will they have the chance to strive for glory in the eyes of the gods. Small wonder that all but the strongest willed are driven swiftly and irrevocably insane.

Any Chaos Space Marine can end his days within a Helbrute's shell. Some fail an appointed task, but have the temerity to survive. Some threaten their masters' power, and must be removed. Others are simply unfortunate enough to be too injured to fight back when the Warpsmiths begin their post-battle harvest. Many implantees go mad within days, or even hours, their minds turning inward and tearing themselves apart. Once-proud Chaos

Space Marines, the pilots rail against being reduced to a shackled lump of meat. Limbs truncated, bodies stuffed with pulsing cables, they can do nothing to free themselves as claustrophobia deepens to absolute, mind-numbing horror. Tortured by an awareness of the freedom they once possessed, and the ignominious fate they now suffer, the Chaos Space Marine implantee soon degenerates into a raving lunatic.



TERROR WEAPONS

Once bound within the confines of a Helbrute, a pilot's only meaningful interaction with the world around him comes through violence. Their inherent psychoses – coupled with a desperate need for catharsis through carnage – makes Helbrutes wildly unpredictable. Only the most coherent amongst them can comprehend any form of orders. Even those few are unlikely to follow them once the bullets start flying and the blood starts flowing.

Most commanders will therefore loose Helbrutes upon their foes almost as though they were heavily armoured Chaos Spawn. They rely upon the bellowing machines only to cause terror, and to spread indiscriminate destruction. If nothing else, a Helbrute is an excellent linebreaker – their physical appearance and maddened howls alone are enough to send lesser foes fleeing in fear for their lives. Furthermore, their thick armour plating renders them completely immune to small arms fire. Horrified enemy infantry are left clutching impotent weapons as the Helbrute storms into their midst. The sheer scale of the damage an enraged Helbrute can cause is a psychological weapon in itself. Many mount tank-busting heavy weapons that can flatten a bunker or hammer swathes of infantry into red mist. Others tear their enemies apart with massive powered fists, or crush them to paste with piston-driven hammers. The more damage a Helbrute sustains, the more enraged and erratic its behaviour will become. Some will plant their feet and howl their fury as their weapons blaze, losing the ability to distinguish between friend and foe. Others will charge with frightening speed into the teeth of the enemy guns, heedless of the odds they face or the distance between themselves and the victim they wish to tear limb from limb.

'There is no greater weapon in this whole miserable galaxy than pure, unalloyed hate. That is why we will defeat the Imperium in the end; we hate as they never could.'

- GHARALOX IRONBREED, WARPSMITH OF THE SHADOWSTAR FORGE

Such unpredictability makes Helbrutes a terrible danger to their foes. Yet it also necessitates clever usage by their own commander. A Chaos Lord who relies upon a Helbrute to complete a specific task – or indeed to survive the battle into which it is sent – is liable to see their plans reduced to tatters. The most canny renegades will factor their Helbrutes into their plans in only the loosest sense. Such commanders exploit the devastation they cause and treat their Helbrutes as expendable fodder for the enemy guns.

Indeed, there are those traitor war leaders who have gone even further, developing specialised tactics to turn the unstoppable fury of Helbrutes to their advantage. Some traitor factions, such as the Night Lords or Alpha Legion, make significant use of stealth or terror tactics. Amongst these legions it has become common practice to

deploy whole packs of Helbrutes via the teleportariums of low-orbiting battle cruisers. These formations, commonly known as Mayhem Packs, are goaded to a killing fury and then hurled into the very midst of the foe. Few Helbrutes will long survive appearing in the midst of the enemy guns. However, the panic the war machines' sudden arrival sows – not to mention the mindblowing levels of destruction they cause – is more than adequate compensation for their loss.

A different approach is often seen amongst the more zealous Chaos warbands, such as the Word Bearers and their ilk. These traitor legions will use their Helbrutes as mobile armoured idols, encouraging great masses of Cultists to clamour around the armoured walkers and follow them into battle. Such an approach adds a hard edge to the Cultists' onset, complimenting their prodigious numbers with the armoured might of the Helbrute in their midst. Furthermore, following a roaring, striding embodiment of Chaos into battle is a rapturous experience for the Cultists. Their faith in the ruinous powers waxes strong, bolstering their fervour to manic extremes. Of course, surrounding a Helbrute with a jostling mass of noisy Cultists is a calculated risk. The occasional slaughter occurs when an adoring flock find their idol turning upon them with guns blazing. However, the loss of such menial warriors is of little matter to the Lords of Chaos, many of whom view even these deaths as a suitable offering to the Gods.

A MENAGERIE OF MONSTERS

Thanks to their omnipresent madness, it is possible to generalise about the battlefield roles of Helbrutes. However, no two of these roaring metal beasts are ever exactly the same in appearance. The influence of the Chaos Gods – coupled with the pilot's own dark dreams of glory – will twist each Helbrute's physical form within the Warp. Meanwhile, the warband to which a Helbrute owes allegiance will decorate the beast's armoured hide to their taste. Many emblazon their warband's iconography upon their Helbrutes, and bedeck them in the trappings of their twisted faith. Others leave the maddened machines to mutate however they will, believing it against the will of the gods to interfere in the Helbrute's apotheosis. Thus a Helbrute of the Death Guard may degenerate into a bloated hulk of rusting metal and suppurative, weeping flesh. Conversely, one fighting amid the zealous ranks of the Word Bearers will become a crimson-armoured shrine to war, hung with devotional scrolls and wreathed in daemonic flame. Whatever their outward appearance, every Helbrute is the same at its core: a screaming whirlwind of madness and hate that seeks to crush the life from everything in its path. These weapons must be used with caution, for their insanity and self-loathing may turn them upon their own. Yet none who has witnessed the trail of bodies and blazing wrecks left in a Helbrute's wake can deny their overwhelming potential for destruction.

A stuttering progression of images, flashes of infernal light and abyssal darkness, frozen moments of time driven like shards of glass through a writhing patchwork of screams. Days like years, an endless sequence of disconnected razorblade agony, crawling like insects around him, across him, through him. And always the one thing he must never think about, the one thing that chewed its way through his mind like maggots every day and every night. The past, and his part in it, whole and glorious and sane.

Another barrage of sights and sounds, more coherent now, coalescing into something almost familiar. The rattle and clank of chains being released. The high-pitched whine of servo-motors amid the flash of sparks and the chant of cult-slaves. Amber lights strobing in time to the thunderous beat of his furnace heart. Gunmetal armour, black and yellow hazard stripes, blank iron face masks and a silvered steel skull. For a moment something stirred beneath the scarred surface of his soul, something he once knew... a name...

Then, out of nowhere, the sounds of war were all around him. He blinked slick black eyes, roaring through a forest of jagged metal fangs as the crawling lightning of a teleport flare died around him. Reeling, he tried desperately to process where he was, what was happening. Shapes moved around him, half-remembered things in yellow armour that stirred the embers of his anger. The figures were running, pointing at him, raising weapons. Every instinct was screaming at him to kill, kill, KILL. A spray of shots rattled from his armoured chest, and suddenly his anger was surging to the fore, consuming his fragile grasp on reality, burning it away. It didn't matter where he was, who these little things around him were. All that mattered was the rage.



Giving vent to a maddened howl, he strode toward his foes, piston claws cracking rockcrete and crushing bolt-blasted bodies as he went. More shots whined from his armour – he responded with a surge of pure fury that spat from his lascannons and reduced his nearest tormentor to a pair of smouldering legs. Now more figures were charging in to meet him, massive and hunched with their yellow armour and heavy shields, yet still no match for him. His cannons flashed again, searing through the nearest shield and the bulky warrior that stood behind it, then they were upon him. He lashed out with his clawed fist, the thunderous uppercut sending one figure tumbling away in a welter of blood. Crackling hammers were crashing into him, smashing chunks from his body with every swing. What was pain to him? If they killed him it might finally end. Yet they wouldn't. He knew this, even as he backhanded another figure to its knees, leaving it cowering behind its dented shield. They wouldn't. They couldn't. No-one could end his torment, and for that he would kill them all...

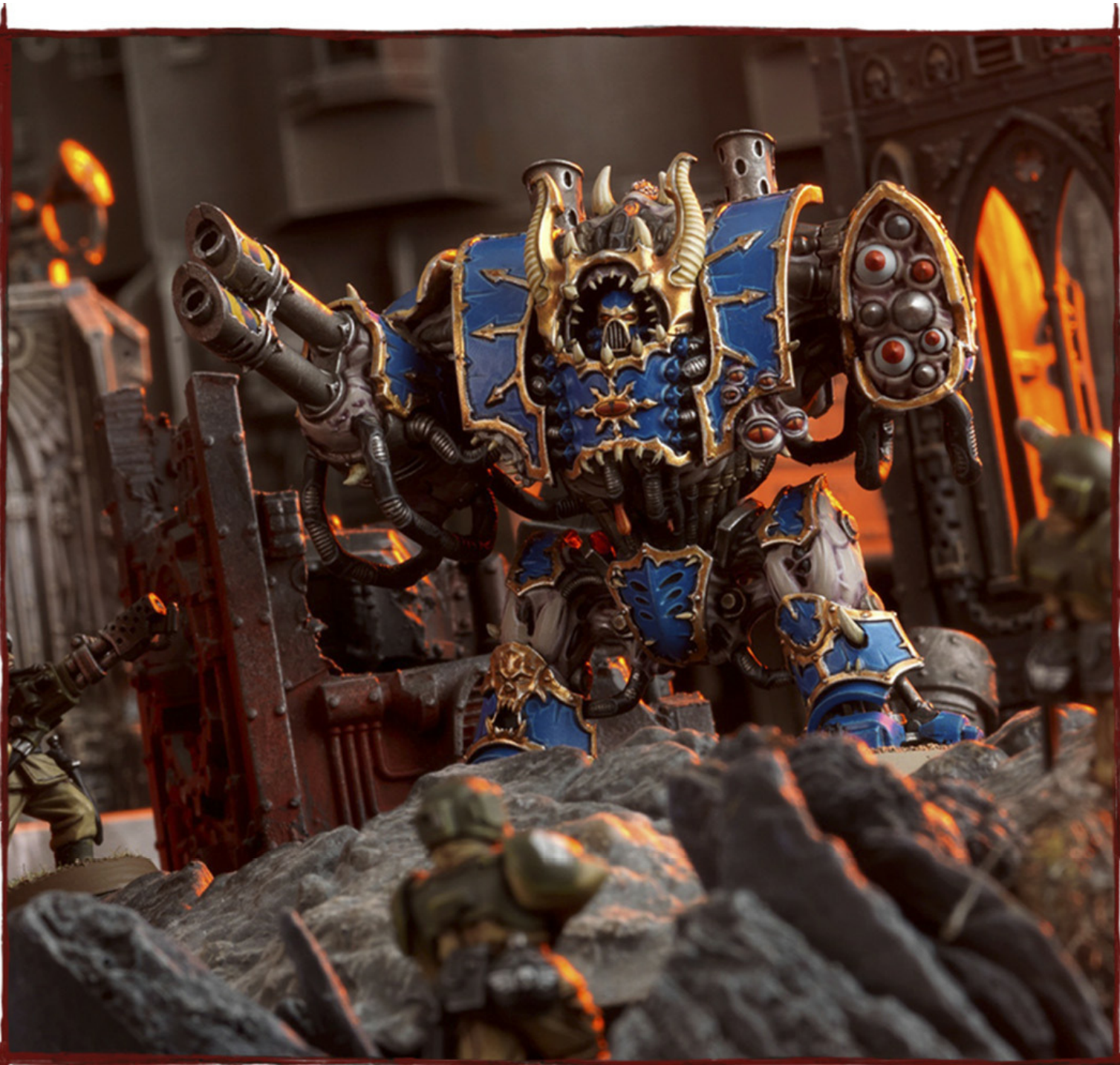
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FORMATIONS

MAYHEM PACK



When Chaos Space Marine warbands gather in force, they will often pool their resources in order to maximise the damage they can cause. Helbrute 'Mayhem Packs' are one such an example of this, a concentration of armoured ferocity that is harrowing to behold. Mayhem Packs are cast into battle using teleport technology, materialising in the very midst of the enemy with little or no warning. Before deployment, the Helbrutes of a Mayhem Pack are goaded to heightened states of madness, tortured and tormented until their rage towers even above their normal apoplectica. The sudden appearance of these furiously homicidal Daemon Engines spreads utter panic amongst the foe – at worst this will provide an excellent distraction until the Helbrutes are destroyed, while at best the rampaging engines may tear the heart from the enemy army.



Faction: Chaos Space Marines

Formation

A Mayhem Pack consists of the following units:

- 3 Helbrutes

Restrictions

None.

Special Rules

It Will Not Die

Mayhem from the Maelstrom: All of the units in this Formation must begin the game in Reserve. When making Reserve Rolls, make a single roll for the entire Formation. On a successful Reserves Roll, the all of the units in this Formation arrives from Reserve by Deep Strike.

Tormented Terrors: At the start of each of your Movement phases, make a single roll on the Crazy Table (found in the Glossary). All of the Helbrutes in this Formation are affected by the result, even if they have not suffered glancing or penetrating hit.



HEL CULT



Helcults consist of a single Helbrute, surrounded by a mass of frothing Chaos Cultists. The Cultists follow the Helbrute into battle screaming the praises of the gods, for they worship the war machine as a divine idol of the Ruinous Powers. The Helbrute, for its part, pays little attention to the scurrying flesh-things for it is too busy slaughtering the foe. Should it turn its mind to them, the Cultists too may feel the Helbrute's wrath. However, the risk is considered more than worthwhile – the combination of numbers and armoured might this formation presents can overwhelm most enemy battle-lines. Meanwhile, even should the Helbrute slaughter its hangers on, the bloodshed to follow is just another tribute to the Ruinous Powers. After all, the galaxy does not lack for petty heretics...



Faction: Chaos Space Marines

Formation

A Helcult consists of the following units:

- 1 Helbrute
- 2 units of Chaos Cultists

Restrictions

None.

Special Rules

Apocalyptic Fury: This Formation's Helbrute has the Rage special rule. Furthermore, when rolling To Hit with the Helbrute's Melee attacks, any unmodified rolls of a 1 are not discarded. Instead, they automatically hit a friendly model (but not the Helbrute) nearby. Randomly determine (for each roll of a 1) which model is hit, from those within 6" of the Helbrute, even if they are not involved in the same combat. If there are no viable targets in range, these Attacks are discarded.

Living Idol of Chaos: As long as the Helbrute is alive, both of the Formation's units of Chaos Cultists have the Fearless special rule. If the Helbrute is completely destroyed, the Formation's units of Chaos Cultists lose the Fearless special rule, but gain the Zealot special rule.

Human Shields: If the Helbrute is partially obscured from the firer's line of sight by models from one or more of this Formation's units of Chaos Cultists, it receives a 3+ cover save. However, for each successful cover save the controlling player makes as a result of this special rule, the nearest intervening Cultist model is removed as a casualty with no saves allowed.



HELFIIST MURDERPACK



When several legions go to battle alongside one another, they may choose to form their Helbrutes into a single pack of murderous machines. In such cases a strange phenomenon sometimes occurs, the Helbrutes rallying around the most ancient and powerful of their number. Such an 'alpha' Helbrute will normally contain the remnants of an especially mighty Chaos Champion. These individuals often retain ghostly memories of their old power and authority, curdled dreams of glory that rise to the surface when surrounded by more of their kind. Even through their madness, such a Helbrute may quickly come to dominate its fellow machines. The remaining machines in the pack find their madness abating a little, held at bay by the simple act of following rudimentary commands once again. At times these Helbrutes may behave in a coherent fashion, even exhibiting an ability to follow simple orders relayed via their newfound master. Of course, should an 'alpha' Helbrute fall in battle, the remainder of the Helfist pack will embark on an immediate rampage, their madness reaching new heights as it breaks its shackles once again.



Faction: Chaos Space Marines

Formation

A Helfist Murderpack consists of the following units:

- 5 Helbrutes

Restrictions

One Helbrute must be nominated to be the Helbrute Champion.

Special Rules

Murderpack: All of the Helbrutes in this Formation count as a single vehicle squadron.

Pack Leader: The Helbrute Champion has the Vehicle (character) unit type, and the Aura of Dark Glory special rule (see the Glossary). Other Helbrutes in the same vehicle squadron can make Look Out, Sir attempts to protect the Helbrute Champion as long as they are within 6". Furthermore, if any of the Formation's Helbrutes have crazed markers, do not roll on the Crazed Table (found in the Glossary) if the Helbrute Champion is still alive; instead, the controlling player can choose which result affects them each turn, though the nominated result applies to all the Helbrutes in the Formation with crazed markers.

Death of a Leader: If the Helbrute Champion is completely destroyed, all other Helbrutes in the Formation gain the Rage special rule.



ELITE



HELBRUTE - 100 Points

	┌ Armour ─								
	WS	BS	S	F	S	R	I	A	HP
Helbrute	4	4	6	12	12	10	4	2	3

Unit Type:

Vehicle (Walker)

Unit Composition:

1 Helbrute

Wargear:

- Multi-melta
- Power fist

Special Rules:

- Crazy

Options:

- May replace its multi-melta with one of the following:
 - Additional power fist - *free*
 - Twin-linked heavy bolter - *5 pts*
 - Reaper autocannon - *5 pts*
 - Plasma cannon - *10 pts*
 - Twin-linked lascannon - *25 pts*
- May upgrade up to two power fists to incorporate a single:
 - Combi-bolter - *5 pts each*
 - Heavy flamer - *15 pts each*
- May replace any power fist with one of the following:
 - Thunder hammer - *5 pts each*
 - Power scourge - *10 pts each*
- May replace one power fist with a missile launcher (with frag and krak missiles) - *10 pts*

TROOPS



CULTISTS - 50 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	3	3	3	3	1	3	1	7	6+
Cultist Champion	3	3	3	3	1	3	2	8	6+

Unit Type:

Chaos Cultist - Infantry

Cultist Champion - Infantry (Character)

Unit Composition:

9 Chaos Cultists

1 Cultist Champion

Wargear:

- Improvised armour
- Autopistol
- Close combat weapon

Special Rules:

- Champion of Chaos (Champion only)

Options:

- May add up to twenty-five Chaos Cultists - *4 pts/model*
- Any Chaos Cultist may exchange his autopistol for an autogun - *1 pt/model*
- For every ten models in the unit, one Chaos Cultist may replace his autopistol with one of the following:
 - Heavy stubber - *5 pts*
 - Flamer - *5 pts*
- The Cultist Champion may take a shotgun - *2 pts*
- The unit may purchase one of the following Marks of Chaos:
 - Mark of Khorne - *2 pts/model*
 - Mark of Tzeentch - *1 pt/model*
 - Mark of Nurgle - *2 pts/model*
 - Mark of Slaanesh - *1 pt/model*

**DATASLATE:
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SHOWCASE



Night Lords Helbrute



Alpha Legion Helbrute



Thousand Sons Helbrute



Death Guard Helbrute



Black Legion Helbrute



Chaos Cultist with heavy stubber



Alpha Legion Chaos Cultist



Chaos Cultist with autogun



Chaos Cultist with autogun



Flawless Host Chaos Cultist



**Converted Death Guard
Chaos Cultist**



Word Bearers Chaos Cultist



Chaos Cultist with autopistol



Chaos Cultist with autopistol



Cultist Champion



Iron Warriors Cultist Champion



Cultist Champion with shotgun

DATASLATE: HELBRUTES

GLOSSARY

GLOSSARY



APOCALYPTIC FURY

This Formation's Helbrute has the Rage special rule. Furthermore, when rolling To Hit with the Helbrute's Melee attacks, any unmodified rolls of a 1 are not discarded. Instead, they automatically hit a friendly model (but not the Helbrute) nearby. Randomly determine (for each roll of a 1) which model is hit, from those within 6" of the Helbrute, even if they are not involved in the same combat. If there are no viable targets in range, these Attacks are discarded.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

AURA OF DARK GLORY

A model with an Aura of Dark Glory has a 5+ invulnerable save.

AUTOGUN

Range: 24"

S: 3

AP: -

Type: Rapid Fire

AUTOPISTOL

Range: 12"

S: 3

AP: -

Type: Pistol

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit

suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must reroll both the scatter dice and the 2D6.

Blast weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

CHAMPION OF CHAOS

A model with the Champion of Chaos special rule must always issue and accept a challenge whenever possible. If there is more than one model in a combat with this special rule, you may select which model issues or accepts the challenge. Whenever a character with the Champion of Chaos special rule kills an enemy character, you must immediately check to see if the Dark Gods reward him.

To do this, roll a D66 on the Chaos Boon table below – by this we mean roll two D6, one after the other, counting the first dice as 'tens' and the second dice as 'units'. Then refer to the table below to see what boon (if any) your champion has gained. So, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 roll of 35 – your champion would now benefit from the Mechanoid Chaos Boon. This boon lasts for the rest of the game; make a note of it on your army roster next to that character's entry.

If a boon is rolled that the character already has, the roll has no effect. If an enemy character dies as a result of multiple Wounds being allocated to it simultaneously, and one or more of those Wounds were caused by the champion, that champion still rolls on the Chaos Boon table. Note that destroying models in a Sweeping Advance does not confer a roll on the Chaos Boon table.

CHAOS BOON TABLE

D66 Chaos Boon

11-16 Unworthy Offering: *The champion receives no reward. Better luck next time!*

21-22 Spawnhood: *The champion is transformed into a Chaos Spawn. Place a spare Chaos Spawn model (see *Codex: Chaos Space Marines*), on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" from enemy models. Then, remove the champion model from play.*

If the Chaos Spawn cannot be placed, just remove the champion. The champion only counts as killed once this Chaos Spawn is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules, Chaos Boons or wargear. It does, however, retain the same Mark of Chaos (if it had one). If the champion was your Warlord, this Chaos Spawn remains your Warlord but loses his Warlord Trait.

23 Warp Frenzy: *The champion is consumed with anger. The champion has +1 Attack.*

24 Fragment of Immortality: *The champion cheats death. The champion has the Eternal Warrior special rule.*

25 Strength of the Berzerker: *Power flows into the champion. The champion has +1 Strength.*

26 Arcane Occulum: *A blood-shot eye pushes through the flesh. The champion has +1 Ballistic Skill.*

- 31 Cerebral Cogitator:** *The champion's mind races with stimuli.* The champion has +1 Initiative.
- 32 Bloated:** *The champion's flesh bulges out in clammy rolls.* The champion is returned to full Wounds. If he is already at full Wounds, he now has +1 Wound.
- 33 Crystalline Body:** *The champion's flesh changes to diamond.* The champion has +1 Toughness.
- 34 Shield of Force:** *The champion is obscured by Warp energy.* The champion has the Shrouded special rule.
- 35 Mechanoid:** *The champion's flesh bonds with his armour.* The champion's Armour Save improves by 1.
- 36 Blade of Chaos:** *The champion's favoured weapon is infused with the raw power of the Warp.* If he has one, choose one of the champion's Melee weapons – it now has the Fleshbane special rule.
- 41 Witch-eater:** *Warp-spawned powers and their practitioners have no dominion over this champion.* When the champion or his unit pass a Deny the Witch roll, the enemy Psyker immediately takes a S 6, AP 2 hit.
- 42 Cosmic Fate:** *The champion has a touch of destiny upon him.* The champion may re-roll failed armour saves.
- 43 Venomous:** *The champion's very touch is toxic.* The champion's Melee attacks have the Poisoned special rule.
- 44 Unholy Crusader:** *For this champion, to rest is to die.* The champion has the Crusader special rule.
- 45 Meteoric Charge:** *The champion charges like a steel bull.* The champion has the Hammer of Wrath special rule.
- 46 Icy Aura:** *The champion's body exudes a deathly chill.* Enemy models in base contact with the champion at the end of Initiative Step 1 take a S 4, AP 5 hit.
- 51 Mind of Metal:** *The champion's resolve is absolute.* The champion has the Adamantium Will special rule.
- 52 Gun Morph:** *The champion's arm forms a fleshmetal gun.* If he has one, choose one of the champion's ranged weapons – it now has +1 Strength (this applies to both weapons on a combi-weapon).
- 53 All-consuming Hatred:** *The champion's ire seethes within.* The champion has the Hatred special rule.
- 54 Warp Claws:** *The champion's claws can cut through reality.* The champion has the Shred special rule.
- 55 Lifetaker:** *The champion's aura ages his foes.* The champion's Melee attacks have the Instant Death special rule.
- 56 Blademaster:** *The champion's blade is an extension of his arm.* The champion has +1 Weapon Skill.
- 61 Voice of Horus:** *The champion's voice is heavy with authority.* The champion has the Stubborn special rule.
- 62 Temporal Distortion:** *Time is altered around the champion.* The champion has the Fleet special rule.
- 63 Masochism:** *The champion has acquired a taste for agony.* The champion has the Feel No Pain special rule.
- 64 Multiple Boons:** Roll another D3+1 times on this table, re-rolling Spawnhood and Dark Apotheosis results.
- 65-66 Dark Apotheosis:** The champion is transformed into a Daemon Prince equipped with power

armour (see *Codex: Chaos Space Marines*). Place a spare Daemon Prince model, on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" from enemy models. Then, remove the champion model from play.

If the Daemon Prince cannot be placed, just remove the champion. The champion only counts as killed once this Daemon Prince is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules, Chaos Boons or wargear. However, if the champion had a Mark of Chaos, he does not retain it but the Daemon Prince is instead a Daemon of the same Chaos god. If the champion was your Warlord, he retains his Warlord Trait.

CHARACTER

The rules for characters can be found in the *Warhammer 40,000* rulebook.

CLOSE COMBAT WEAPON

Range: -

S: User

AP: -

Type: Melee

COMBI-BOLTER

Range: 24"

S: 4

AP: 5

Type: Rapid Fire, Twin-linked

CONCUSSIVE

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

COUNTER-ATTACK

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

CRAZED

Each time a Helbrute takes a glancing or penetrating hit but isn't destroyed, place a crazed marker by the model. At the start of each of your Movement phases, roll a D3 on the table below if the Helbrute has one or more crazed markers next to it. After rolling, remove all crazed markers from the Helbrute.

D3 Crazed Result

1 Fire Frenzy: The Helbrute is Immobilised until the end of your turn. If unengaged, it must fire all of its weapons twice this Shooting phase. If possible, the target must be a unit that caused one or more glancing or penetrating hits on the Helbrute in the previous turn; if not, the target must be the nearest visible enemy. A Helbrute that is already Immobilised does not lose a Hull Point due to rolling this result.

2 Rising Fury: The Helbrute immediately recovers from Crew Stunned and Crew Shaken results. It has the Rage special rule until the end of the turn.

3 Blood Rage: The Helbrute immediately recovers from any Crew Stunned and Crew Shaken results. It has the Fleet and Rage special rules until the end of the turn. If, during this turn's Shooting phase, the Helbrute is

not within maximum charge range of any enemy units, it must Run as far as possible towards an enemy unit. If this is not possible for any reason, it may fire its weapons as normal.

DEATH OF A LEADER

If the Helbrute Champion is completely destroyed, all other Helbrutes in the Formation gain the Rage special rule.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the Warhammer 40,000 rulebook).

FLAMER

Range: Template

S: 4

AP: 5

Type: Assault 1

GETS HOT

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

HATRED

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

HEAVY BOLTER

Range: 36"

S: 5

AP: 4

Type: Heavy 3

HEAVY FLAMER

Range: Template

S: 5

AP: 4

Type: Assault 1

HEAVY STUBBER

Range: 36"

S: 4

AP: -

Type: Heavy 3

HUMAN SHIELDS

If the Helbrute is partially obscured from the firer's line of sight by models from one or more of this Formation's units of Chaos Cultists, it receives a 3+ cover save. However, for each successful cover save the controlling player makes as a result of this special rule, the nearest intervening Cultist model is removed as a casualty with no saves allowed.

IMPROVISED ARMOUR

Improvised armour confers a 6+ Armour Save.

INFANTRY

Infantry units are described on page 44 of the *Warhammer 40,000* rulebook.

IT WILL NOT DIE

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

LASCANNON

Range: 48"

S: 9

AP: 2

Type: Heavy 1

LIVING IDOL OF CHAOS

As long as the Helbrute is alive, both of the Formation's units of Chaos Cultists have the Fearless special rule. If the Helbrute is completely destroyed, the Formation's units of Chaos Cultists lose the Fearless special rule, but gain the Zealot special rule.

MARK OF KHORNE

Models with the Mark of Khorne have the Rage and Counter-attack special rules.

MARK OF NURGLE

Models with the Mark of Nurgle have +1 Toughness. Additionally, a Psyker with the Mark of Nurgle must generate at least one of his powers from the Discipline of Nurgle (see *Codex: Chaos Space Marines*).

MARK OF SLAANESH

Models with the Mark of Slaanesh have +1 Initiative. Additionally, a Psyker with the Mark of Slaanesh must generate at least one of his powers from the Discipline of Slaanesh (see *Codex: Chaos Space Marines*).

MARK OF TZEENTCH

Models with the Mark of Tzeentch have +1 to their invulnerable save (to a maximum of 3+). If given to a model that does not already have an invulnerable save, this mark confers an invulnerable save of 6+. Additionally, a Psyker with the Mark of Tzeentch must generate at least one of his powers from the Discipline of Tzeentch (see *Codex: Chaos Space Marines*).

For example, Thousand Sons have an aura of dark glory (5+ invulnerable save) and the Mark of Tzeentch, so have a total invulnerable save of 4+.

MARKS OF CHAOS

A model or unit may only purchase one Mark of Chaos. An Independent Character with a Mark of Chaos may not join a unit with a different Mark of Chaos. When a Mark of Chaos is listed in a unit's special rules, its effects will have already been taken into account in its profile, where applicable.

MAYHEM FROM THE MAELSTROM

All of the units in this Formation must begin the game in Reserve. When making Reserve Rolls, make a single roll for the entire Formation. On a successful Reserve Roll, all of the units in this Formation arrive from Reserve by Deep Strike.

MELEE

Weapons with the Melee type can only be used in close combat.

MELTA

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of the *Warhammer 40,000* rulebook) for more details on armour penetration.

MISSILE LAUNCHER

Frag Missile

Range: 48"

S: 4

AP: 6

Type: Heavy 1, Blast

Krak Missile

Range: 48"

S: 8

AP: 3

Type: Heavy 1

MULTI-MELTA

Range: 24"

S: 8

AP: 1

Type: Heavy 1, Melta

MURDER PACK

All of the Helbrutes in this Formation count as a single vehicle squadron.

PACK LEADER

The Helbrute Champion has the Vehicle (character) unit type, and the Aura of Dark Glory Chaos reward (see *Codex: Chaos Space Marines*). Other Helbrutes in the same vehicle squadron can make Look Out, Sir attempts to protect the Helbrute Champion as long as they are within 6". Furthermore, if any of the Formation's Helbrutes have crazed makers, do not roll on the Crazed Table (see *Codex: Chaos Space Marines*) if the Helbrute Champion is still alive; instead, the controlling player can choose which result affects them each turn, though the nominated result applies to all the Helbrutes in the Formation with crazed markers.

PISTOL

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of the *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

PLASMA CANNON

Range: 36"

S: 7

AP: 2

Type: Heavy 1, Blast, Gets Hot

POWER FIST

Range: -

S: x2

AP: 2

Type: Melee, Specialist Weapon, Unwieldy

POWER SCOURGE

Range: -

S: 8

AP: 2

Type: Melee, Flail

Flail

If one or more enemy models are in base contact with a model with a Flail weapon at the beginning of the Fight sub-phase, roll a D3 and subtract the result from the Weapon Skill of those models (to a minimum of 1) for the duration of that phase. This applies even if the model with the Flail weapon is attacking using a different Melee weapon.

RAGE

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

RAPID-FIRE

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range

away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

REAPER AUTOCANNON

Range: 36"

S: 7

AP: 4

Type: Heavy 2, Twin-linked

SHOTGUN

Range: 12"

S: 3

AP: -

Type: Assault 2

SPECIALIST WEAPON

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

THUNDER HAMMER

Range: -

S: x2

AP: 2

Type: Melee, Concussive, Specialist Weapon, Unwieldy

TORMENTED TERRORS

At the start of each of your Movement phases, make a single roll on the Crazy Table (see *Codex: Chaos Space Marines*). All of the Helbrutes in this Formation are affected by the result, even if they have not suffered glancing or penetrating hit.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker.

VEHICLE

Vehicles are described on page 44 of the *Warhammer 40,000* rulebook.

WALKER

Walkers are described on page 84 of the *Warhammer 40,000* rulebook.

ZEALOT

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

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