

WARHAMMER  
40,000

# DATASLATE



# KRANON'S HELGUARD



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The warriors of Kranon the Relentless' Helguard advance toward the foe wreathed in howling phantasms. Hordes of Cultists sprint through no-man's land, striving to keep pace with the bounding, airborne figures of the Raptors that fight at the tip of the spear. A towering Helbrute lumbers in their wake, its multi-melta hissing fury. Hulking Chaos Terminators march in its shadow, filling the vox with their cruel laughter as they gun down all who oppose them. Looming from the smoke like a death omen comes a twisted Chaos Land Raider, the ground shaking as it looses punishing salvos into the foe. Finally, at the warband's heart, Kranon the Relentless pounds through the mud and fire of the battlefield, his cloak billowing and his Chosen charging alongside him as he blazes away at the luckless foe.

The Helguard is Kranon's personal warband and has accompanied him into battle ever since the desperate conflict of Bane's Landing. The realisation that he and his followers had been manipulated by Daemons during that conflict was a bitter one. Worse, Kranon himself had come dangerously close to being slain at the hands of the Dark Angels, and the voices whispered that a Librarian by the name of Turmiel would eventually strike Kranon down.

The master of the Crimson Slaughter cursed the fates that had seen prophecies tying his hands at every turn. He thus resolved to surround himself with a bodyguard fanatical enough to sell their lives for his, and mighty enough to enforce his will on fate itself. The Helguard have proved their worth in a string of battles since. In the midst of the Syltethi Raid, Kranon's Terminators and Chosen fought at his side against several murderous bands of Harlequins. Despite horrific casualties, Kranon and his elite slaughtered the acrobatic Eldar wholesale, before shattering the Soulstone of Ages and damning an entire world to a slow demise. Furthermore, amid the madness of the Eye of Terror, it was the Helguard who staged the killing thrust through the daemoniac hosts of Tzax'lan-tar, Kranon and Draznicht's Ravagers at their fore.

Wherever the Helguard fight, the daemoniac phantasms that haunt the Crimson Slaughter swarm thick to overwhelm the foe. For whatever dark reason, the poltergeist presences scream around the Helguard's enemies, hampering their aim and leaving many catatonic with terror. None can know for sure why this should be, but the results are undeniable – Kranon's Helguard smash all who stand before them, and have rampaged to one bloody victory after another.

## FORMATION

- 1 Chaos Lord
- 1 unit of Chosen
- 1 unit of Chaos Terminators

- 2 units of Chaos Cultists
- 1 unit of Raptors
- 1 Chaos Land Raider
- 1 Helbrute

## RESTRICTIONS

All units in this Formation must have the Chaos Space Marines Faction.

## SPECIAL RULES

**Fear, Stubborn.**

**Swarm of Phantasms:** Enemy units that are within 12" of at least one unit from this Formation subtract 1 from their Leadership. Enemy units that are within 12" of at least two units from this Formation also subtract 1 from their Ballistic Skill, to a minimum of 1.









*Kranon the Relentless, Chaos Lord*



*Chosen with power fist*



*Chosen with lightning claws*





*Chaos Terminator with heavy flamer and chainfist*





*Chaos Terminator*



*Chaos Terminator*





*Chaos Cultist*



*Chaos Cultist*





*Raptor*



*Raptor*





*Raptor with power sword and plasma pistol*



*Raptor with meltagun*





*Raptor*



*Chaos Land Raider*





*Mortis Metalikus, Helbrute*

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