

HAVOCS

135 PTS

HAVOC CHAMPION

M	T	Sv	W	LD	OC
5"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	5	-1	1
Flamer <small>IGNORES COVER TORRENT</small>	12"	D6	N/A	4	0	1
Havoc autocannon	48"	2	3+	9	-1	3
Havoc heavy bolter <small>SUSTAINED HITS 1</small>	36"	3	3+	5	-1	2
Havoc lascannon	48"	1	3+	12	-3	D6+1
Havoc reaper chaincannon	24"	8	3+	5	0	1
Meltagun <small>MELTA 2</small>	12"	1	3+	9	-4	D6
➤ Havoc missile launcher - frag <small>BLAST</small>	48"	D6	3+	4	0	1
➤ Havoc missile launcher - krak	48"	1	3+	9	-2	D6
➤ Plasma gun - standard <small>RAPID FIRE 1</small>	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge <small>HAZARDOUS RAPID FIRE 1</small>	24"	1	3+	8	-3	2
➤ Plasma pistol - standard <small>PISTOL</small>	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge <small>HAZARDOUS PISTOL</small>	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2

ABILITIES

- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**
Add 1 to this model's Toughness characteristic.
- Slaanesh**
Add 2" to this model's Move characteristic.
- Stabilisation Talons**
Each time a model in this unit makes an attack with a ranged weapon, you can ignore any or all modifiers to the Hit roll and any or all modifiers to the Ballistic Skill characteristic of that weapon.
- Tzeentch**
Add 3 to the Attacks characteristic of this model's infernal cannon.

WEAPON ABILITIES



AUFSTELLUNG

1x Havoc Champion - Equipped with: Accursed weapon, Power fist, Astartes chainsword, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Boltgun, Meltagun, Flamer, ➤ Plasma gun - standard, ➤ Plasma gun - supercharge (40mm)
4x Havoc w/ autocannon oder Havoc w/ lascannon oder Havoc w/ missile launcher oder Havoc w/ reaper chaincannon oder Havoc w/ heavy bolter (40mm)

- Wargear Options:**
- Each Havoc Champion can replace its Astartes chainsword with Accursed weapon or Power fist.
 - Each Havoc Champion can replace its Plasma gun with Plasma pistol or Flamer.



KEYWORDS: Infantry, Chaos, Havocs
FACTION KEYWORDS: Heretic Astartes

HAVOC CHAMPION

M	T	Sv	W	LD	OC
5"	5	3+	3	6+	1

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).

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.*

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

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.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:
• **[LETHAL HITS]**
• **[SUSTAINED HITS 1]**