

HAVOCS

Dark Pacts

M5"

T5

SV3+

W3

LD6+

OC1

135 PTS
Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Boltgun

R	A	BS	S	AP	D
24"	2	3+	5	-1	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3	T4	T5-7	T8+	

Havoc autocannon

R	A	BS	S	AP	D
48"	2	3+	9	-1	3
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-8	T9	T10-17	T18+	

Havoc heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Havoc lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-6	T7-11	T12	T13-23	T24+	

Havoc reaper chaincannon

R	A	BS	S	AP	D
24"	8	3+	5	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-8	T9	T10-17	T18+	

Havoc missile launcher - frag

BLAST

R	A	BS	S	AP	D
48"	D6	3+	4	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3	T4	T5-7	T8+	

Havoc missile launcher - krak

R	A	BS	S	AP	D
48"	1	3+	9	-2	D6
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-8	T9	T10-17	T18+	

Plasma gun - standard

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

Plasma gun - supercharge

HAZARDOUS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	8	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

Plasma pistol - standard

PISTOL

R	A	BS	S	AP	D
12"	1	3+	7	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-3	T4-6	T7	T8-13	T14+	

Plasma pistol - supercharge

HAZARDOUS

PISTOL

R	A	BS	S	AP	D
12"	1	3+	8	-3	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

4ANGRIFF

5NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Astartes chainsword

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	0	1
VERWUNDET					
2+	3+	4+	5+	6+	
T1-2	T3-4	T5	T6-9	T10+	

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

REGELN & KEYWORDS KURZ

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.

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 (roun...

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...

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 mod...

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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
4x Havoc w/ autocannon oder Havoc w/ lascannon oder Havoc w/ missile launcher oder Havoc w/ reaper chaincannon oder Havoc w/ heavy bolter
• Each Havoc Champion can replace its Astartes chainsword with Accursed weapon or Power fist.
• Each Havoc Champion can replace its Flamer with Plasma gun, Plasma pistol, Accursed weapon, Power fist, Boltgun or Meltagun.

KEYWORDS Infantry, Chaos, Havocs · FRAKTION Heretic Astartes