CHAOS - CHAOS SPACE MARINES

HAVOCS

Dark Pacts

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

135 PTS
Base 40mm

3 BESCHUSS

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+

5 NAHKAMPF

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+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

KEYWORDS Infantry, Chaos, Havocs · **FRAKTION** Heretic Astartes

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ 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.

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.