Havoc Brothers • 2500pts

Cultists [10] - 120pts

	Quality	5+	Defense	5+

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A1	-	-
10x Rifles	24"	A1	-	-

Havoc Champion [1] - 135pts

🔗 Joined to Havoc Brothers

Quality	3+	Defense	3+	Tough	3

Hero, Tough(3), Havoc Lord(Dark Tactics)

Weapon	RNG	ATK	AP	SPE
Energy Axe	-	A1	2	Deadly(3)
Storm Rifle	24"	A3	1	-

Havoc Brothers [10] - 560pts

	Quality	3+	Defense	3+

Weapon	RNG	ATK	AP	SPE
7x CCWs	-	A1	-	-
6x Heavy Rifles	24"	A1	1	-
2x Autocannons	36"	A3	2	-
Heavy Pistol	12"	A1	1	-
2x CCWS	-	A2	-	-
Energy Fist	-	A2	4	-
Storm Rifle	24"	A3	1	-

Havoc Support [5] - 415pts

	Quality	3+	Defense	3+

Relentless

Weapon	RNG	ATK	AP	SPE
5x CCWs	-	A1	-	-
5x Laser Cannons	36"	A1	3	Deadly(3)

Havoc APC [1] - 245pts

Quality	3+	Defense	2+	Tough	6

Fast, Impact(6), Tough(6), Transport(11), Dozer Blade(Strider)

Weapon	RNG	ATK	AP	SPE
Storm Rifle	24"	A3	1	-

Infernal Brute [1] - 450pts

Quality	3+	Defense	2+	Tough	12

Fear, Tough(12)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Missile Array	30"	A4	2	Lock-On
Twin Laser Cannon	36"	A2	3	Deadly(3)

Infernal Brute [1] - 390pts

Quality	3+	Defense	2+	Tough	12

Fear, Tough(12)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
Heavy Reaper Cannon	24"	A6	2	-
Brute Fist	-	A4	4	-
Storm Rifle	24"	A3	1	-

Havoc Dragon [1] - 320pts

Quality	3+	Defense	2+	Tough	6

Aircraft, Regeneration, Tough(6)

Weapon	RNG	ATK	AP	SPE
Forge Cannon	30"	A8	3	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Aircraft: This model doesn't physically interact with other models and terrain, can't seize objectives, and can't be moved into contact with. Units targeting aircraft get -12" range and -1 to hit rolls. When activated, this model must always move 18"-36" in a straight line (without turning), and if it goes off-table, then its activation ends, and it must be placed on any table edge again.

Dark Tactics: Once per activation, before attacking, pick one friendly unit within 12" of this model, which may move by up to 6".

Deadly: Assign each wound to one model, and multiply it by X. Note that these wounds don't carry over to other models if the target is killed.

Fast: Moves +2" when using Advance and +4" when using Rush/Charge.

Fear: Always counts as having dealt +D3 wounds when checking who won melee.

Hero: May be deployed as part of one friendly unit, which may use its Quality value for morale tests. When taking hits, you must use the unit's Defense value, until all non-hero models are killed.

Impact: Deals X melee hits when charging (must be in striking range).

Lock-On: Ignores all negative modifiers to hit rolls and range.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Relentless: For each unmodified roll of 6 to hit when shooting, this model may roll 1 extra attack. This rule doesn't apply to newly generated attacks.

Strider: This model may ignore the effects of difficult terrain.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport: May transport up to X other models. Units embark by moving into contact, and may use any action to disembark, but only move by up to 6". Units may also be deployed inside of a transport. If a unit is inside a transport when it is destroyed, then it takes a dangerous terrain test, is immediately Pinned, and surviving models must be placed within 6" of the transport before it is removed.