

Havoc Brothers [5] - 220pts

Quality	Defense
3+	3+

Weapon	RNG	ATK	AP	SPE
4x CCWs	-	A1	-	-
3x Heavy Rifles	24"	A1	1	-
Missile Launcher	30"	A1	2	<u>Deadly(3), Lock-On</u>
Storm Rifle	24"	A3	1	-
Energy Sword	-	A2	1	<u>Rending</u>

Havoc Champion - 210pts

Quality	Defense	Tough
3+	3+	6

Weapon	RNG	ATK	AP	SPE
Storm Rifle	24"	A3	1	-
Energy Fist	-	A2	4	-

Equipment	SPE
Destroyer Armor	<u>Ambush, Tough(+3)</u>
Havoc Lord	<u>Dark Tactics</u>

Ambush, Dark Tactics, Hero, Tough(6)

Havoc Destroyers [3] - 355pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
3x Storm Rifles	24"	A3	1	-
3x Energy Fists	-	A3	4	-

Ambush, Tough(3)

Havoc Destroyers [3] - 355pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
3x Storm Rifles	24"	A3	1	-
3x Energy Fists	-	A3	4	-

Ambush, Tough(3)

Mutated Destroyer - 180pts

Quality	Defense	Tough
3+	3+	6

Weapon	RNG	ATK	AP	SPE
Mutated Gun	24"	A6	-	<u>Rending</u>
Mutated Claw	-	A3	1	-

Ambush, Mutations, Tough(6)

Mutated Destroyer - 180pts

Quality	Defense	Tough
3+	3+	6

Weapon	RNG	ATK	AP	SPE
Mutated Gun	24"	A6	-	<u>Rending</u>
Mutated Claw	-	A3	1	-

Ambush, Mutations, Tough(6)

3x Daemon Spawn - 110pts

Quality	Defense	Tough
4+	4+	6

Weapon	RNG	ATK	AP	SPE
Dual Mutated Claw	-	A6	1	-

Fear, Mutations, Strider, Tough(6)

Havoc Tank - 595pts

Quality	Defense	Tough
3+	2+	12

Weapon	RNG	ATK	AP	SPE
Twin Storm Cannon	30"	A6	2	<u>Lock-On</u>
Twin Laser Cannon	36"	A2	3	<u>Deadly(3)</u>
Storm Rifle	24"	A3	1	-
Havoc Missile	24"	A1	2	<u>Deadly(3), Lock-On</u>

Fast, Impact(6), Tough(12)

Havoc Champion - 75pts

Quality	Defense	Tough
3+	3+	3

Weapon	RNG	ATK	AP	SPE
CCW	-	A1	-	-
Heavy Rifle	24"	A1	1	-

Equipment	SPE
Dark Smith	<u>Repair</u>

Hero, Repair, Tough(3)

Special Rules

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

Ambush - This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both player have Ambush, they roll-off to see who deploys first, and then alternate in placing them.

Blast - Ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

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 - Move 9" when using Advance, and 18" 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).

Indirect - May target enemies that are not in line of sight, and ignores cover from sight obstructions, but gets -1 to hit rolls when shooting after moving.

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

Mutations - When this model fights in melee, roll one die and apply one bonus: * 1-3: Attacks get Rending * 4-6: Attacks get AP(+1)

Rending - Unmodified results of 6 to hit count as having AP(4), and ignore the regeneration rule.

Repair - Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

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).