


# NEMESIS CLAW

## FACTION EQUIPMENT

### FLAYED SKIN

Bedecked with the bloody hides of butchered victims, the Night Lords inspire abject terror and revulsion in their enemies.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly **NEMESIS CLAW**  operative within 2" of it, your opponent cannot re-roll their attack dice results of 1.

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### CHAIN SNARE

Composed of hooked blades attached to a length of chain, this weapon bites into the flesh or armour of the wielder's target, preventing them from fleeing.



Whenever an enemy operative would perform the **Fall Back** action while within control range of a friendly **NEMESIS CLAW👹** operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

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### GRISLY TROPHY

Severed hands and limbs, eyeballs plucked from the skulls of screaming victims – these macabre trophies and more cause the Night Lords' foes to waver.

Once per battle, when a friendly **NEMESIS CLAW**  operative incapacitates an enemy operative within 2" of it, you can use this rule. If you do, that friendly operative gains one of your Grisly Trophy tokens (if it doesn't already have one). Whenever a friendly **NEMESIS CLAW**  operative that has one of your Grisly Trophy tokens is visible to and within 2" of an enemy operative, subtract 1 from the Atk stat of that enemy operative's weapons.

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### COMMS JAMMERS

The Night Lords use jamming devices to sow chaos and confusion by preventing their panicked foes from communicating.

Whenever an enemy operative is within 3" of a friendly **NEMESIS CLAW👹** operative, that enemy operative's APL stat cannot be added to. Note that this doesn't affect APL stats that have already been changed.