

NEMESIS CLAWSKULL FIREFIGHT PLOY

VOX SCREAM

By modulating the frequency of their helm-mounted vox-units, Night Lord operatives can unleash a terrifying scream with the ability to stun an opponent.

Use this firefight ploy when your opponent would activate an enemy operative that's visible to a friendly **NEMESIS CLAWSKULL** operative. Roll one D6; if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation; if the result is less than or equal to that enemy operative's APL stat, this ploy isn't used, the CP spent on it is refunded and you cannot use this ploy again during this turning point. If there are no other enemy operatives eligible to be activated, this ploy has no effect.

NEMESIS CLAW

FIREFIGHT PLOY

DEATH TO THE FALSE EMPEROR

The Night Lords, like all Heretic Astartes, bear a particular hatred for the corpse-worshipping soldiers of the Imperium.

Use this firefight ploy after rolling your attack dice for a friendly **NEMESIS CLAW** operative, if it's shooting against, fighting against or retaliating against an enemy operative that has the **IMPERIUM** keyword. That friendly operative's weapons have the Ceaseless weapon rule until the end of that sequence; if that enemy operative also has the **ADEPTUS ASTARTES** keyword, that friendly operative's weapons have the Relentless weapon rule until the end of that sequence instead.

NEMESIS CLAW^{SKULL} FIREFIGHT PLOY

PROCLIVITY FOR MURDER

Each brutal kill a Night Lord performs serves to feed their bloodlust and drives them to further acts of terrible violence.

Use this firefight ploy after a friendly **NEMESIS CLAW^{SKULL}** operative incapacitates an enemy operative within its control range. That friendly operative can immediately perform a free **Charge** or **Dash** action (for the former, it cannot move more than 3"), even if it's performed an action that prevents it from performing those actions.

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DIRTY FIGHTER

The Night Lords have no respect for the concept of honour and will use whatever underhanded tactics they deem necessary.

Use this firefight ploy when a friendly **NEMESIS CLAWSKULL** operative is retaliating, at the start of the Resolve Attack Dice step. You can resolve one of your successes before the normal order. If you do, you cannot resolve any other successes during that sequence.