

# NEMESIS CLAWSKULL FACTION RULE

## ASTARTES

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These genetically modified superhumans are made for one purpose: war.

During each friendly **NEMESIS CLAWSKULL** operative's activation, it can perform either two **Shoot** actions or two **Fight** actions. If it's two **Shoot** actions, a bolt pistol, bolter or scoped bolt pistol must be selected for at least one of them.

Each friendly **NEMESIS CLAWSKULL** operative can counteract regardless of its order.

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## IN MIDNIGHT CLAD

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Night Lords are one with the darkness, employing it as an ally and a weapon.

Whenever an enemy operative is shooting a friendly **NEMESIS CLAWSKULL** operative, that friendly operative is obscured if both of the following are true:

- It's more than 8" from enemy operatives it's visible to.
- It has Heavy terrain within its control range, or any part of its base is underneath Vantage terrain.

# NEMESIS CLAW MARKER/TOKEN GUIDE



Portent token



Terrorchem token



Flay Them Alive token



Disconcerting Mimicry token



Poison Objective token



Grisly Trophy token



Prescience points  
(Values 1 & 2)