


NEMESIS CLAW

FACTION RULE

ASTARTES

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

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


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

NEMESIS CLAW

FACTION RULE

IN MIDNIGHT CLAD

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

Whenever an enemy operative is shooting a friendly **NEMESIS CLAW ** 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)