
























CHAOS																	
Heretic Astartes - Night Lords					CHAOS TERMINATOR SQUAD - Fearstorm Company										418 Pts		
6																	
4"				2+	2+	4	5				3	3	4	6+	1	2+	4++/4++
Unit Aptitudes																	
Despoilers			Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.														
Mark of Nurgle			Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.														
Unit Special Rules																	
Night Vision / Fear / Deep Strike / Bulky																	
Weapons														Nb	Pts		
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover			1	7			
Lightning claw					Melee	User	+1	-2	2	Melee - Shred - Specialist			1	13			
Power axe					Melee	User	+2	-2	1	Melee - Unwieldy			1	10			
Power fist					Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy			1	16			
Power maul					Melee	User	+3	-1	1	Melee - Concussive			1	10			
Chainfist					Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy - Armourbane - Anti-Vehicles			2	40			
Combi-melta - Bolt					24"	2	4	0	1	Rapid Fire 1			2				
Combi-melta - Melta					12"	1	9	-4	D6	Assault - Melta			2	22			
Combi-bolter					24"	2	4	0	1	Assault - Rapid Fire 2			3				
Faction Aptitudes															Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault						Infantry		