


















CHAOS						HELDRAKE - Dreadshade Inferno										179 Pts	
Heretic Astartes - Night Lords																	
1																	
Full HP	20-30"	30-45"	18"	3+	3+	8		15	13	13	12	5	4	5+		3+	5++/4++
Mid HP	13-20"	19-30"	12"	4+	4+	8		14	12	12	8	4	4	6+		3+	5++/4++
Low HP	7-10"	10-15"	6"	5+	5+	8		13	11	11	4	3	4	7+		3+	5++/4++
Unit Aptitudes																	
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1.														
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+.														
Airborne Predator			Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.														
Glory to Chaos			rien														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Unit Special Rules																	
Night Vision / Fear / Daemon / It Will Not Die / Flyer																	
Psychic Domains																	

[illegible]