
























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					