
























CHAOS				SEVATAR - Jago Sevatarion, The Prince of Crows, Master of the Atramentar														180 Pts	
Heretic Astartes - Night Lords																			
1																			
	6"			2+	2+	4	4				5	5	6	6+	1	3+	4++/4++		
Unit Aptitudes																			
Master of Atramentar				Each time a Chaos Terminator Squad deep strike, they can be placed within 6" of Sevatar even if that let them at less than 9" horizontally away from any enemy models.															
Dirty Fighter				Each time this model makes a melee attack that targets a Character unit, he gains the Instant Death speical rule for his attacks.															
Terrifying Assault				At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Moral test.															
Fearsome (Aura)				While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.															
Mark of Slaanesh				Each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.															
Unit Special Rules																			
Independent Character / Night Vision / Fear / Frag & Krak Grenades / Precision Strike / Fight First / Psyker (1)																			
Weapons																Nb	Pts		
Bolt pistol					12"	1	4	0	1	Pistol						1			
Close combat weapon					Melee	User	User	0	1	Melee						1			
Nostraman chainglaive					Melee	User	+1	0	2	Melee - Two Handed - Rending - Devastating Wounds						1			
Faction Aptitudes																Unit type			
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault			Infantry							