

CHAOS

Heretic Astartes - Night Lords

CULTIST MOB - Dreadskull Legion

213 Pts

20



5"

5+

5+

3

4

1

1

2

8+

1

6+

Unit Aptitudes

For the Dark Gods

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

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

Frag Grenades

Weapons



Nb

Pts

Close combat weapon

Melee

User

User

0

1

Melee

18

Cultist firearm

12"

1

3

0

1

Pistol

18

Flamer

Template

1

4

0

1

Assault - Ignores Cover

1

7

Heavy stubber

36"

4

4

0

1

Rapid Fire 3

1

6

Faction Aptitudes

Unit type

A Talent for Murder

Nostraman Blood

From the Shadows

Dark Pact

Terror Assault

Infantry