


















CHAOS										LEGIONARIES - Shadow Hunters										250 Pts	
Heretic Astartes - Night Lords																					
10																					
	6"			3+	3+	4	4				2	2	4	6+	2	3+	6++/6++				
Unit Aptitudes																					
Veterans of the Long War				Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.																	
Mark of Tzeentch				Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.																	
Unit Special Rules																					
Night Vision / Fear / Frag & Krak Grenades																					
Psychic Domains																					

