

## CHAOS

### Heretic Astartes - Night Lords

## 85 Pts



6++/6++

Once per turn, the first time a saving throw is failed for this unit, the Damage characteristic of that attack is changed to 0.

Biomancy - Pyromancy - Telepathy - Dæmonology (Malefic) - Dark Hereticus - Sinistrum - Heretech - Ectomancy - Geomortis, Tzeentch

