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| Mercy & Forgiveness | | Melee | User | +1 | -4 | D6 | Melee - Shred - Murderous Strike - Specialist - Twin - Lethal Hits - Devastating Wounds - Sustained Hit 2 - Master-crafted Assault - Fatal Precision - Lethal Hits - Sustained Hit 2 - Master-crafted | | |
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Divination

| Weapons | |  |  |  |  |  |  | Pts |
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| Bolt pistol | | 12" | 1 | 4 | 0 | 1 | Pistol | |
| Close combat weapon | | Melee | User | User | 0 | 1 | Melee | |
| Nostraman chainglaive | | Melee | User | +1 | 0 | 2 | Melee - Two Handed - Rending - Devastating Wounds | |
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CHAOS

Heretic Astartes - Night Lords

124 Pts

 $4_{++}/4_{++}$

Head Taker

While this model is leading a unit, each time this model's unit ends a Charge move, select one enemy unit within Engagement Range of this model's unit and roll one D6 for each model in this model's unit: for each 4+, that enemy unit suffers 1 mortal wound.

Lord of Chaos

Once per battle round, one unit from your army with this special rule can be targeted with a Stratagem for 0CP, even if another unit from your army has already been targeted with that Stratagem this phase.







Mark of Khorne

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.

Unit Special Rules

Independent Character / Night Vision / Fear / Deep Strike / Fearless / Counter-Attack / Furious Charge / Bulky

Psychic Domains

| Weapons | |  |  |  |  |  |  | Pts |
|-------------------------|-----------------|---|---|---|---|---|---|-----------------|
| Claws of the Black Hunt | | Melee | +3 | +2 | -3 | D3+2 | Melee - Twin - Specialist - Shred - Sustained Hit 2 - Master-crafted | 4 |
| | | | | | | | | |
| Faction Aptitudes | | | | | | | | Unit type |
| A Talent for Murder | Nostraman Blood | From the Shadows | Dark Pact | Terror Assault | | | | Jump / Infantry |

CHAOS

Heretic Astartes - Night Lords

186 Pts

 $4_{++}/4_{++}$

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.

Psychic Domains

CHAOS
Heretic Astartes - Night Lords

126 Pts

1



5"

 2_+  2_+ 

4



5



5



3



4



6+



1

 2_+  $4_{++}/4_{++}$

Unit Aptitudes

Warptime (Psychic)

While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Death Hex (Psychic)

At the start of your Shooting phase, one Psyker with this special rule can use it. If it does, select one enemy unit within 12" of and visible to that Psyker and roll one D6: on a 1, that Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

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

Independent Character / Night Vision / Fear / Deep Strike / Psyker (2)

Psychic Domains

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

| Weapons | |  |  |  |  |  |  | Pts |
|-----------------------------------|-----------------|---|---|---|---|---|---|-----------|
| Combi-melta - Bolt | | 24" | 2 | 4 | 0 | 1 | Rapid Fire 1 | |
| Combi-melta - Melta | | 12" | 1 | 9 | -4 | D6 | Assault - Melta | 11 |
| Force stave | | Melee | User | +3 | -1 | 3 | Melee - Psychic - Concussive | 15 |
| Infernal Gaze - Witchfire | | 24" | D6 | 5 | -1 | D3 | Psychic | |
| Infernal Gaze - Focused Witchfire | | 24" | D6 | 6 | -2 | D3 | Psychic - Hazardous - Devastating Wounds | |
| Faction Aptitudes | | | | | | | | Unit type |
| A Talent for Murder | Nostraman Blood | From the Shadows | Dark Pact | Terror Assault | | | | Infantry |

CHAOS
Heretic Astartes - Night Lords

1



6"

 3_+  3_+ 

4



4



4



3



4



6+



1



3+

 $6++/6++$

SORCERER - Kyrax the Soulreaper

85 Pts

Unit Aptitudes

Warptime (Psychic)

While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Death Hex (Psychic)

At the start of your Shooting phase, one Psyker with this special rule can use it. If it does, select one enemy unit within 12" of and visible to that Psyker and roll one D6: on a 1, that Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

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

Independent Character / Night Vision / Fear / Frag & Krak Grenades / Psyker (1)

Psychic Domains

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

CHAOS

Heretic Astartes - Night Lords

4"

 2_+  2_+ 

4



5



3



3



4



6+



1







 2_+  $4_{++}/4_{++}$

418 Pts

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.

Night Vision / Fear / Deep Strike / Bulky

Psychic Domains

| Weapons | |  |  |  |  |  |  | Pts |
|---------------------|----------|---|---|---|---|---|---|-----|
| Heavy flamer | Template | 1 | 5 | -1 | 1 | Assault - Ignores Cover | | 7 |
| Lightning claw | Melee | User | +1 | -2 | 2 | Melee - Shred - Specialist | | 13 |
| Power axe | Melee | User | +2 | -2 | 1 | Melee - Unwieldy | | 10 |
| Power fist | Melee | -1 | x2 | -2 | 2 | Melee - Specialist - Unwieldy | | 16 |
| Power maul | Melee | User | +3 | -1 | 1 | Melee - Concussive | | 10 |
| Chainfist | Melee | -1 | x2 | -2 | 2 | Melee - Specialist - Unwieldy - Armourbane - Anti-Vehicles | | 40 |
| Combi-melta - Bolt | 24" | 2 | 4 | 0 | 1 | Rapid Fire 1 | | |
| Combi-melta - Melta | 12" | 1 | 9 | -4 | D6 | Assault - Melta | | 22 |
| Combi-bolter | 24" | 2 | 4 | 0 | 1 | Assault - Rapid Fire 2 | | |
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Heretic Astartes - Night Lords

227 Pts



3+

All model in a unit equipped with an icon of vengeance have the Fearless special rule.

Psychic Domains

Heretic Astartes - Night Lords

5



6"

 2_+  2_+ 

4



4



3



3



4



6+



1



3+



265 Pts

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.

Chosen Marauders

This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Chaos Icon

Each time the bearer's unit takes a Leadership test for the Dark Pacts special rule, you can re-roll that test.

Mark of Khorne

Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.


















Icon of Wrath


















All model in a unit equipped with an Icon of Wrath can re-roll charge range and improve the Armour Penetration characteristic of Melee attacks by 1.

Unit Special Rules

Night Vision / Fear / Frag & Krak Grenades / Rage / Counter-Attack / Furious Charge

Psychic Domains

| CHAOS | | | | | CONTEMPTOR DREADNOUGHT - Shadowclaw Decimator | | | | | | | | | | 294 Pts | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Heretic Astartes - Night Lords | | | | | | | | | | | | | | | | | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Full HP | 6" | 9" | | 3+ | 3+ | 8 | | 16 | 15 | 13 | 10 | 5 | 4 | 6+ | 3 | 2+ | 5++/5++ |
| Mid HP | 4" | 6" | | 4+ | 4+ | 8 | | 15 | 14 | 12 | 7 | 4 | 4 | 7+ | 2 | 2+ | 5++/5++ |
| Low HP | 2" | 3" | | 5+ | 5+ | 8 | | 14 | 13 | 11 | 3 | 3 | 4 | 8+ | 1 | 2+ | 5++/5++ |
| Unit Aptitudes | | | | | | | | | | | | | | | | | |
| Dark Ascension (Aura) | | | While a friendly Heretic Astartes Night Lords unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one). | | | | | | | | | | | | | | |
| Even In Death, I Serve | | | The first time this model is destroyed, remove it from play without resolving its Deadly Demise special rule. Then, at the end of the phase, roll one D6: on a 2+, set this model back-up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining. | | | | | | | | | | | | | | |
| Lethal Demise | | | When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds. | | | | | | | | | | | | | | |
| Glory to Chaos | | | Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule. | | | | | | | | | | | | | | |
| Unit Special Rules | | | | | | | | | | | | | | | | | |
| Night Vision / Fear / Fleet / Adamantium Will / Searchlight / Smoke Launcher / Walker | | | | | | | | | | | | | | | | | |
| Psychic Domains | | | | | | | | | | | | | | | | | |
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| CHAOS | | | | | HELBRUTE - Nightstalker Ravager | | | | | | | | | | | | 236 Pts | |
|---------------------------------------|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
| Heretic Astartes - Night Lords | | | | | | | | | | | | | | | | | | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |
| Full HP | 6" | 9" | | 3+ | 3+ | 8 | | 15 | 15 | 13 | 8 | 5 | 4 | 6+ | 3 | 2+ | 5++/4++ | |
| Mid HP | 4" | 6" | | 4+ | 4+ | 8 | | 14 | 14 | 12 | 5 | 4 | 4 | 7+ | 2 | 2+ | 5++/4++ | |
| Low HP | 2" | 3" | | 5+ | 5+ | 8 | | 13 | 13 | 11 | 3 | 3 | 4 | 8+ | 1 | 2+ | 5++/4++ | |
| Unit Aptitudes | | | | | | | | | | | | | | | | | | |
| Dark Ascension (Aura) | | | While a friendly Heretic Astartes Night Lords unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one). | | | | | | | | | | | | | | | |
| Crazed | | | If this unit suffer a glancing or penetrating hit in the previous turn, roll a D3 at the start of its Movement phase. D3 Crazed Result 1 Fire Frenzy: Immobilised this turn. If unengaged, it must fire all of its weapons twice. If possible, the target must be a unit that caused one or more glancing and penetrating hits on it in the previous turn. If not, the target must be the nearest visible enemy. 2 Rising Fury: Has the Rage special rule this turn. 3 Blood Rage: Has the Fleet and Rage special rule this turn. Must Run if not in maximum charge range of an enemy. If this is not possible, it may fire its weapons. | | | | | | | | | | | | | | | |
| Daemonforge | | | For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1. | | | | | | | | | | | | | | | |
| Daemonic Possession | | | Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+. | | | | | | | | | | | | | | | |
| Lethal Demise | | | When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds. | | | | | | | | | | | | | | | |
| Glory to Chaos | | | Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule. | | | | | | | | | | | | | | | |
| Unit Special Rules | | | | | | | | | | | | | | | | | | |
| Night Vision / Fear / Daemon / Walker | | | | | | | | | | | | | | | | | | |
| Psychic Domains | | | | | | | | | | | | | | | | | | |

CHAOS







Heretic Astartes - Night Lords

350 Pts

 $5_{++}/4_{++}$

Each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Psychic Domains

| Weapons | |  |  |  |  |  |  | Pts |
|---------------------|-----------------|---|---|---|---|---|---|-----------------|
| Hideous Mutations | | Melee | User | User | -1 | 2 | Melee | 50 |
| | | | | | | | | |
| Faction Aptitudes | | | | | | | | Unit type |
| A Talent for Murder | Nostraman Blood | From the Shadows | Dark Pact | Terror Assault | | | | Jump / Infantry |

CHAOS

Heretic Astartes - Night Lords

LEGIONARIES - Shadow Hunters

250 Pts

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

| Weapons | |  |  |  |  |  |  | Pts |
|-----------------------------|-----------------|---|---|---|---|---|---|-----------|
| Heavy bolter | | 36" | 3 | 5 | -1 | 2 | Heavy - Sustained Hit 1 | 12 |
| Meltagun | | 12" | 1 | 9 | -4 | D6 | Assault - Melta | 11 |
| Plasma pistol - Standard | | 12" | 1 | 7 | -2 | 1 | Pistol | 5 |
| Plasma pistol - Supercharge | | 12" | 1 | 8 | -3 | 2 | Pistol - Gets Hot | 6 |
| Power fist | | Melee | -1 | x2 | -2 | 2 | Melee - Specialist - Unwieldy | 16 |
| Boltgun | | 24" | 2 | 4 | 0 | 1 | Rapid Fire 1 | |
| Bolt pistol | | 12" | 1 | 4 | 0 | 1 | Pistol | |
| Close combat weapon | | Melee | User | User | 0 | 1 | Melee | |
| Faction Aptitudes | | | | | | | | Unit type |
| A Talent for Murder | Nostraman Blood | From the Shadows | Dark Pact | Terror Assault | | | | Infantry |

CHAOS

Heretic Astartes - Night Lords

LEGIONARIES - Shadow Wrath

186 Pts

5



7"



3+



3+



4



4



2



2



5



6+



2



3+



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 Slaanesh

Each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Unit Special Rules

Night Vision / Fear / Frag & Krak Grenades

Psychic Domains

| Weapons | |  |  |  |  |  |  | Pts |
|-----------------------------|-----------------|---|---|---|---|---|---|-----------|
| Plasma gun - Standard | 24" | 1 | 7 | -2 | 1 | Rapid Fire 1 | | 5 |
| Plasma gun - Supercharge | 24" | 1 | 8 | -3 | 2 | Rapid Fire 1 - Gets Hot | | 10 |
| Plasma pistol - Standard | 12" | 1 | 7 | -2 | 1 | Pistol | | 5 |
| Plasma pistol - Supercharge | 12" | 1 | 8 | -3 | 2 | Pistol - Gets Hot | | 6 |
| Power sword | Melee | User | +1 | -3 | 1 | Melee | | 10 |
| Bolt pistol | 12" | 1 | 4 | 0 | 1 | Pistol | | |
| Boltgun | 24" | 2 | 4 | 0 | 1 | Rapid Fire 1 | | |
| Close combat weapon | Melee | User | User | 0 | 1 | Melee | | |
| Faction Aptitudes | | | | | | | | Unit type |
| A Talent for Murder | Nostraman Blood | From the Shadows | Dark Pact | Terror Assault | | | | Infantry |

CHAOS

Heretic Astartes - Night Lords

213 Pts



6+

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.

Psychic Domains

CHAOS

Heretic Astartes - Night Lords


















148 Pts



3+

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.

Psychic Domains

| CHAOS | | | | | | | | | | | | | | | | | |
|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Heretic Astartes - Night Lords | | | | | | | | | | CHAOS RHINO - Nightbringer | | | | | | 60 Pts | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Full HP | 12" | 18" | | 3+ | 3+ | 6 | | 14 | 14 | 13 | 10 | 3 | 4 | 5+ | 2 | 3+ | |
| Mid HP | 8" | 12" | | 4+ | 4+ | 6 | | 13 | 13 | 12 | 7 | 2 | 4 | 6+ | 1 | 3+ | |
| Low HP | 4" | 6" | | 5+ | 5+ | 6 | | 12 | 12 | 11 | 3 | 1 | 4 | 7+ | | 3+ | |
| Unit Aptitudes | | | | | | | | | | | | | | | | | |
| Self Repair | | | At the end of your Command phase, this model regains 1 lost wound. If a Rhino is Immobilised, then in subsequent turns, it may attempt to repair itself instead of shooting. To make the attempt, roll a D6 in the Shooting phase; on the roll of a 6+, the vehicle is no longer Immobilised. | | | | | | | | | | | | | | |
| Lethal Demise | | | When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds. | | | | | | | | | | | | | | |
| Transport Capacity (12) | | | This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules. | | | | | | | | | | | | | | |
| Firing Deck (2) | | | Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well. | | | | | | | | | | | | | | |
| Glory to Chaos | | | Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule. | | | | | | | | | | | | | | |
| Unit Special Rules | | | | | | | | | | | | | | | | | |
| Night Vision / Fear / Searchlight / Smoke launchers / Tank / Transport | | | | | | | | | | | | | | | | | |
| Psychic Domains | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |

CHAOS

Heretic Astartes - Night Lords

170 Pts



3+

| | |
|--------------------|---|
| 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. |
| 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 Battle-shock test. |
| Mark of Khorne | Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack. |

Night Vision / Fear / Frag & Krak Grenades / Deep strike / Fight First / Bulky

Psychic Domains

CHAOS

Heretic Astartes - Night Lords

198 Pts

3+

| | |
|--------------------|---|
| 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. |
| 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 Battle-shock test. |
| Mark of Khorne | Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack. |

Night Vision / Fear / Frag & Krak Grenades / Deep strike / Counter-Attack / Furious Charge / Bulky

Psychic Domains

CHAOS

Heretic Astartes - Night Lords

170 Pts

3+

| | |
|--------------------|--|
| 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. |
| 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 Battle-shock test. |
| Mark of Slaanesh | Each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit . |

Night Vision / Fear / Frag & Krak Grenades / Deep strike / Fight First / Bulky

Psychic Domains

CHAOS
Heretic Astartes - Night Lords

200 Pts

 $5_{++}/4_{++}$


















| | |
|------------------|---|
| 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. |
| Warpflame Strike | When Warp Talons arrive by Deep Strike , all enemy units within 6" count as having been hit by a weapon with Blind special rule. |
| Warpflames | Each time an enemy unit within Engagement Range of this unit is selected to Fall Back , if that enemy unit is not Battle-shocked , your opponent must take Desperate Escape tests for each model in that unit before any are moved. If that enemy unit is Battle-shocked , until the end of the phase, each time a Desperate Escape test is taken for a model in that unit, subtract 1 from the result. |
| Mark of Khorne | Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack. |

Night Vision / Fear / Frag & Krak Grenades / Deep strike / Counter-Attack / Furious Charge / Daemon / Bulky

Psychic Domains

| Weapons | | | | | | |
|------------|--|----|----|----|---|-----------------------------------|
| Warp claws | | +1 | +1 | -2 | 1 | Melee - Twin - Shred - Specialist |

| Faction Aptitudes | Unit type |
|---|-----------------|
| A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault | Jump / Infantry |

| CHAOS | | | | | DEFILER - Dreadshadow Behemoth | | | | | | | | | | | | 347 Pts | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
| Heretic Astartes - Night Lords | | | | | | | | | | | | | | | | | | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | |
| Full HP | 8" | 12" | | 3+ | 3+ | 8 | | 15 | 14 | 13 | 14 | 6 | 4 | 5+ | 5 | 3+ | 5++/4++ | |
| Mid HP | 5" | 7" | | 4+ | 4+ | 8 | | 14 | 13 | 12 | 9 | 5 | 4 | 6+ | 4 | 3+ | 5++/4++ | |
| Low HP | 3" | 4" | | 5+ | 5+ | 8 | | 13 | 12 | 11 | 5 | 4 | 4 | 7+ | 3 | 3+ | 5++/4++ | |
| Unit Aptitudes | | | | | | | | | | | | | | | | | | |
| Scuttling Walker | | | Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there. | | | | | | | | | | | | | | | |
| Dæmonforge | | | For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll D6 lose a Hull Point (no saves) if you roll a 1. | | | | | | | | | | | | | | | |
| Dæmonic Possession | | | Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+. | | | | | | | | | | | | | | | |
| Explosive Lethal Demise | | | When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds. | | | | | | | | | | | | | | | |
| Glory to Chaos | | | Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule. | | | | | | | | | | | | | | | |
| Icon of Vengeance | | | All model in a unit equipped with an icon of vengeance have the Fearless special rule. | | | | | | | | | | | | | | | |
| Unit Special Rules | | | | | | | | | | | | | | | | | | |
| Night Vision / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker | | | | | | | | | | | | | | | | | | |
| Psychic Domains | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | |

