

CHAOS

Heretic Astartes - Night Lords

POSSESSED - Nightfall Reapers

350 Pts

10



8"



3+



3+



4



4



3



4



5



6+



1



3+



5++/4++

Unit Aptitudes

Unholy Bloodshed

Each time this unit makes a Dark Pact, until the end of the phase, weapons equipped by models in this unit have the Devastating Wounds special rules.

Vessels of Chaos

Each unit locked in combat roll a D3 at the start of the Fight sub-phase:

- D3 Mutation
- 1 Strength of the Damned: re-roll all failed To Wound rolls.
- 2 Vorpals Claws: Melee weapons are AP3.
- 3 Supernatural Speed: +1 Attack and +1 Initiative.

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 / Fearless / Fleet / Daemon / Fight First / Bulky

Weapons



Hideous Mutations

Melee

User

User

-1

2

Melee

Nb

Pts

10

50

Faction Aptitudes

Unit type

A Talent for Murder

Nostraman Blood

From the Shadows

Dark Pact

Terror Assault

Jump / Infantry