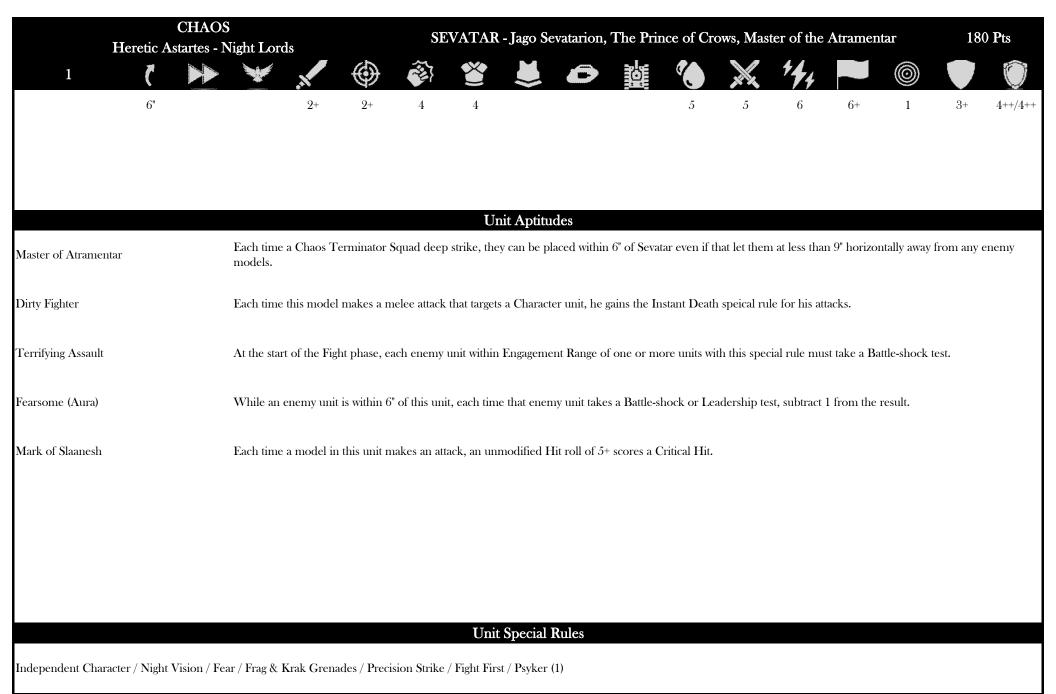
	eretic A	CHAOS startes - N		ds		K	ONRAD	CURZE	- Konrad	Curze, T	The King	of Terro	rs, The N	ight Hun	ter	43	0 Pts
1	ľ				(4)	THE STATE OF THE S			6			X	144		0		
Full HP	8"	\$1000000000000000000000000000000000000		2+	2+	6	9	·		-	10	6	7	5+	4	2+	3++/3++
Mid HP	7"			3+	3+	5	8				7	5	7	6+	3	2+	3++/3++
Low HP	6"			4+	4+	4	7				3	4	7	7+	2	2+	3++/3++
								nit Aptitı									
Sire of the Night Lord The King of Terror	ls		Leadershi This Unit	p value of e	ennemy uni 3 penalty o	its when tes	sting for Fe ership valu	ear. Konrac	els with the l Curze may ny units whe 12" and with	always impen testing fo	pose Night or Fear. In a	Fighting ru	le on the fir nould he be	st turn of a part of an a	ny game. assault whe	re an enne	emy unit is
The Nighmare Mantle	e		Hammer	of Wrath sp	pecial rule i	nflicts +D3	3 attacks ra	ther than tl	ne the usual	+1 addition	nal attack.						
Mark of Khorne					n this unit n ristic of tha		lee attack,	if that mod	els unit ma	de a charge	move, was	charged or	performed	a Heroic I	nterventior	this turn,	add 1 to

Independent Character / Accute Sens / Night Vision / Eternal Warrior / Bulky / Fear / Fleet / Counter-Attack / Adamantium Will / It Will Not Die / Fearless / Lone Operative / Frag Grenades / Furious Charge / Precision Strike / Precision Shot

Weapons	淼	Φ)			()	©	Pts
Mercy & Forgiveness	Melee	User	+1	-4	D 6	Melee - Shred - Murderous Strike - Specialist - Twin - Lethal Hits - Devastating Wounds - Sustained Hit 2 - Master-crafted	
The Widowmakers	12"	3	4	-1	2	Assault - Fatal Precision - Lethal Hits - Sustained Hit 2 - Master-crafted	

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Monster / Jump



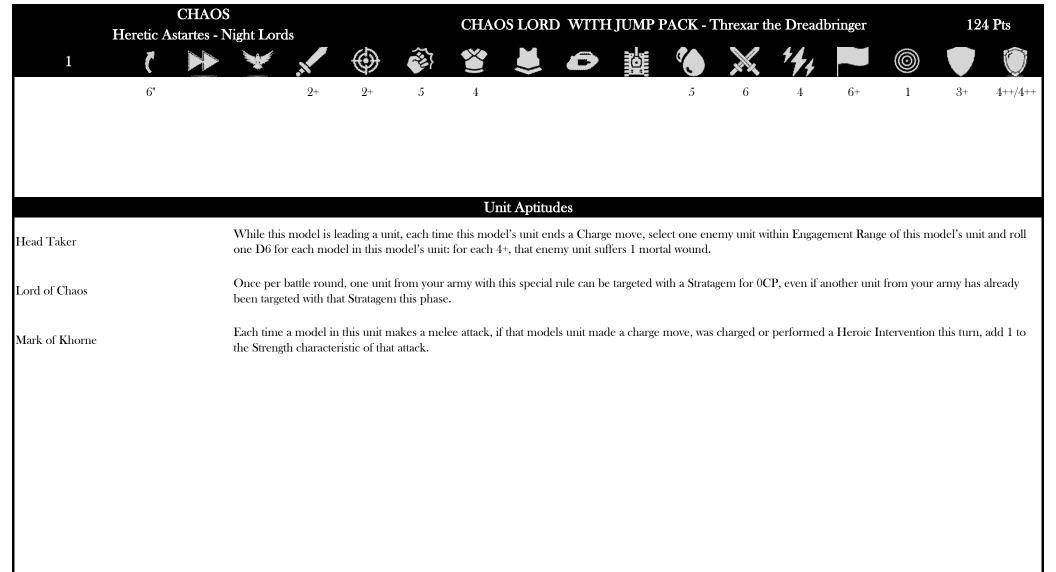
Psychic Domains

Divination

Weapons	*	(U		₫	Pts
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	

Unit type Faction Aptitudes A Talent for Murder Nostraman Blood From the Shadows Terror Assault Infantry

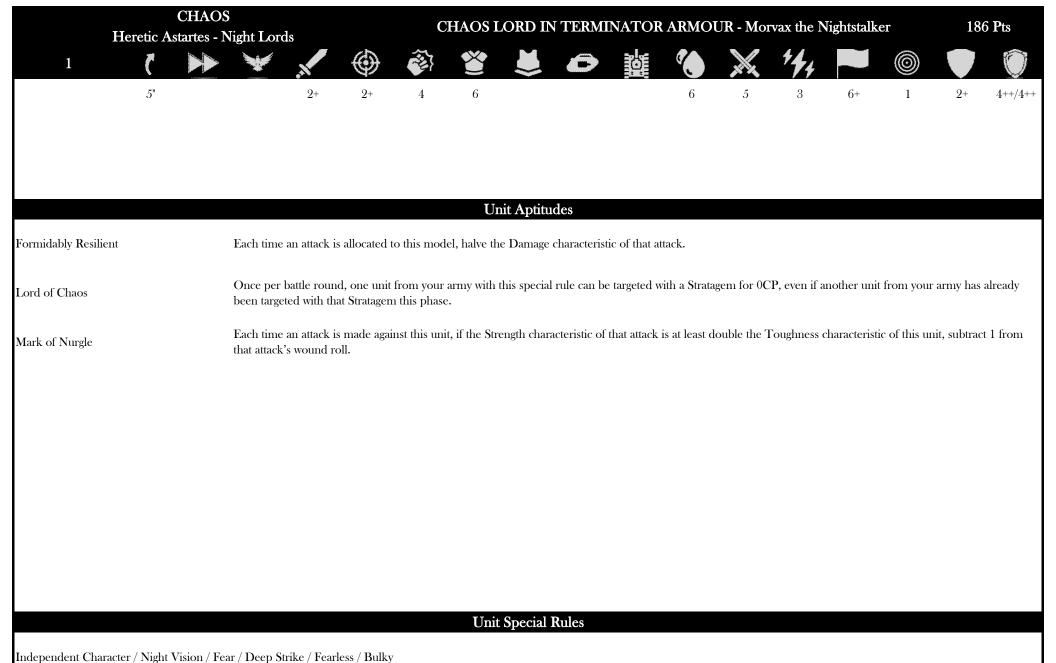
Dark Pact



Psychic Domains

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

Weapons	禁	Φ		0		Ø,	Pts
Claws of the Black Hunt	Melee	+3	+2	-3	D3+2	Melee - Twin - Specialist - Shred - Sustained Hit 2 - Master- crafted	4
	Faction	n Aptitudes				Unit type	
A Talent for Murder Nostraman Blood From	n the Shadows	Dark Pa	act	Terror A	Assault	Jump / Infanti	



	.W.				20	•••	
Weapons	*	(3	U		₫	Pt
æmon blade	Melee	+1	+3	-3	D 3	Melee - Devastating Wounds - Hazardous	20
calted weapon	Melee	+2	+1	-2	2	Melee	16

Faction Aptitudes							
A Talent for Murder	Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Infantry		



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

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)

Death Hex (Psychic)

Psychic Domains

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

Weapons	数	(*	₫	Pts
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1	
Combi-melta - Melta	12"	1	9	-4	D 6	Assault - Melta	11
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Infernal Gaze - Witchfire	24"	D 6	5	-1	D 3	Psychic	
Infernal Gaze - Focused Witchfire	24"	D 6	6	-2	D 3	Psychic - Hazardous - Devastating Wounds	

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Infantry



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

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)

Death Hex (Psychic)

Psychic Domains

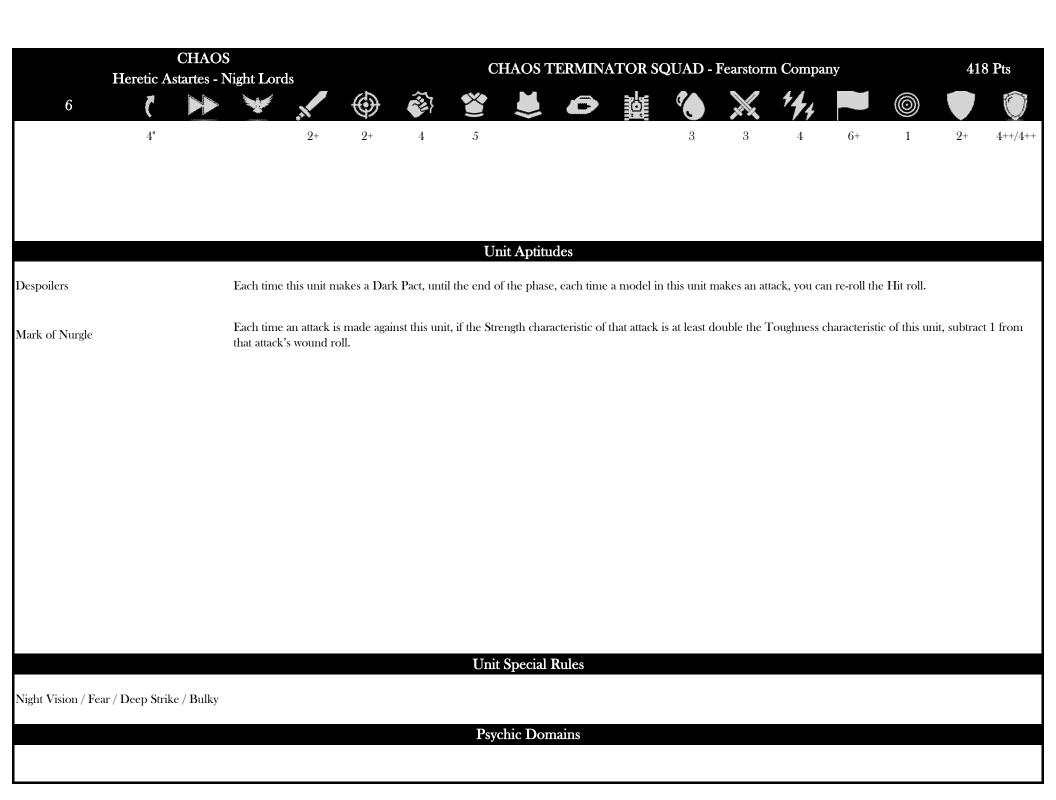
Biomancy - Pyromancy - Telepathy - Dæmonology (Malefic) - Dark Hereticus - Sinistrum - Heretech - Ectomancy - Geomortis, Tzeentch

Weapons	数	@		O		©	Pts
Bolt pistol	12"	1	4	0	1	Pistol	
Force stave	Melee	User	+3	-1	3	Melee - Psychic - Concussive	15
Infernal Gaze - Witchfire	24"	D 6	5	-1	D 3	Psychic	
Infernal Gaze - Focused Witchfire	24"	D 6	6	-2	D 3	Psychic - Hazardous - Devastating Wounds	

Faction Aptitudes

Unit type

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Infantry



Weapons	*	(U		© 7	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	D 6	Assault - Melta	22
Combi-bolter	24"	2	4	0	1	Assault - Rapid Fire 2	

	Faction Aptitudes							
A Talent for Murder	Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Infantry			



Unit Aputudes	
unit with a melee attack, re-roll a Wound roll of 1. If that enemy	unit is withi

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.

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.

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 / Frag & Krak Grenades

Veterans of the Long War

Chosen Marauders

Weapons	☆	(©	Pts
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	x 2	-2	2	Melee - Specialist - Unwieldy	16
Boltgun	24"	2	4	0	1	Rapid Fire 1	
Close combat weapon	Melee	User	User	0	1	Melee	
Bolt pistol	12"	1	4	0	1	Pistol	

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Infantry

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.

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.

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

Mark of Khorne

Icon of Wrath

Weapons	数	(U		₫	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1	
Combi-melta - Melta	12"	1	9	-4	D 6	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 axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Power maul	Melee	User	+3	-1	1	Melee - Concussive	10
Power sword	Melee	User	+1	-3	1	Melee	10
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist	13
Boltgun	24"	2	4	0	1	Rapid Fire 1	
Bolt pistol	12"	1	4	0	1	Pistol	

			Unit type		
A 770 1 C . NA . 1	N	D 1 01 1	D 1 D		T.C.
A Talent for Murder	Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Infantry

TT .

F	CHAOS Heretic Astartes - Night Lords					CONTEMPTOR DREADNOUGHT - Shadowclaw Decimator									294 Pts		
1	7			N.	(4)	The state of the s			(5)			X	+4+		0		0
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++
Dark Ascension (Aud Even In Death, I Ser Lethal Demise Glory to Chaos			both abilit The first t this mode remaining When this	ies conferr ime this me l back-up o s model is e	ed by that p odel is destr on the battle destroyed, t	oact (instead royed, rem field as clo hrow one l	rds unit is val of only or ove it from se as possil	ne). play witho ple to when units with	f this model	its Deadly troyed and 6, the unit	Demise sp not within suffers D3	oecial rule. ⁷ Engagemei	Then, at the nt Range of	e end of the	e phase, rol	l one D6:	on a 2+, set

Night Vision / Fear / Fleet / Adamantium Will / Searchlight / Smoke Launcher / Walker

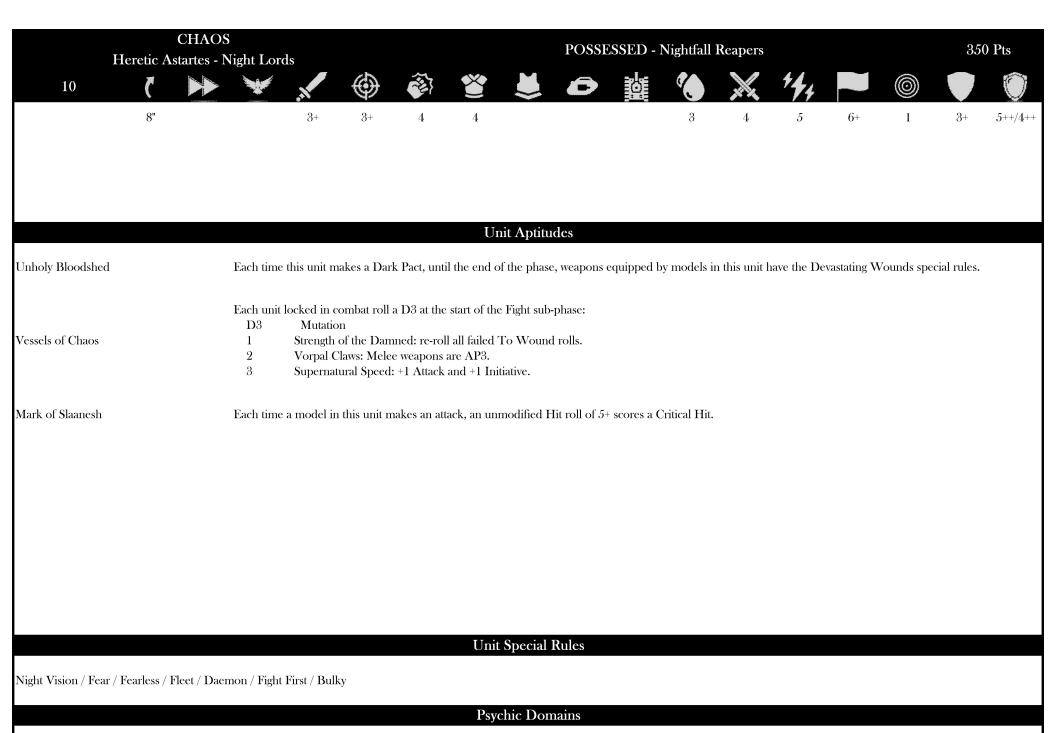
Weapons	数	(U		©	Pts
Dreadnought chainfist	Melee	-1	x2	-2	3	Melee - Armourbane - Anti-Vehicles	24
Dreadnought combat weapon	Melee	User	x2	-2	3	Melee	16
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	7
Soulburner	24"	2	5	-2	1	Assault - Blast - Rending	7
							,

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Vehicle

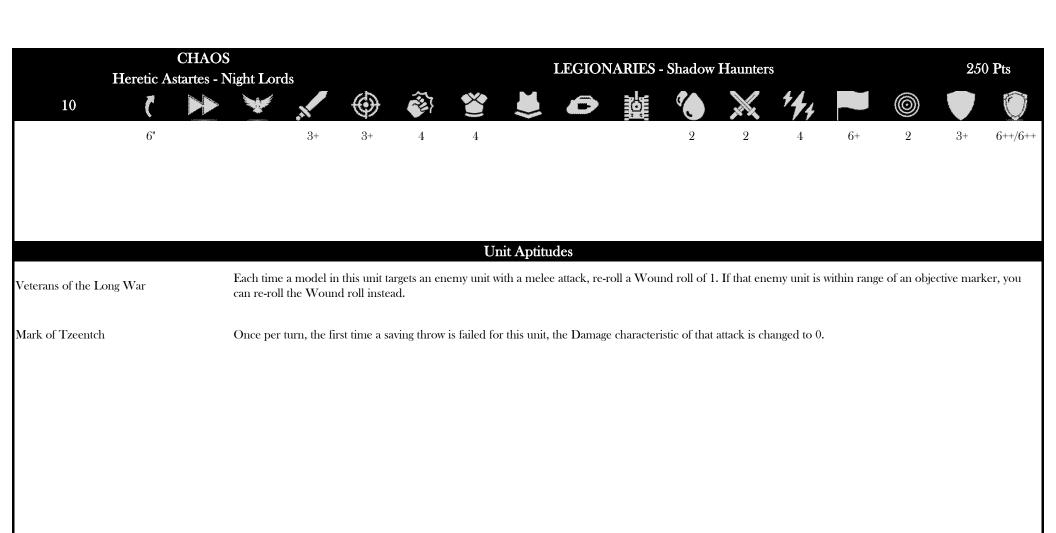
		CHAOS tartes - Ni	OS - Night Lords HELBRUTE - Nightstalker Ravager 28												6 Pts		
1	7		W	N.		TEST TEST			6			X	144		0		
Full HP	6"	9"	. 000/de/manuses/0000.00	3+	3+	8		15	15	13	8	5	4	6+	3	2+	5++/4
Mid HP	4"	6"		4+	4+	8		14	14	12	5	4	4	7+	2	2+	5++/4
Low HP	2"	3"		5+	5+	8		13	13	11	3	3	4	8+	1	2+	5++/4-
							Uı	nit A ptitu	des								
Oark Ascension (Aura	a)		While a friend both abilities						this model,	, each time	that unit m	akes a Dar	k Pact, unti	l the end c	f the phase	, its weapo	ons gain
Crazed		٤	glancing and 2	Crazed Fire Fred penetrat Rising F	l Result nzy: Immo ting hits on Tury: Has th	bilised this it in the pr e Rage spe	turn. If und evious turn cial rule th	engaged, it . If not, the is turn.	must fire al	l of its weap t be the ne	pons twice. arest visible	If possible enemy.	e., the target i				
Dæmonforge			For one Sho D6 lose a H					lel may re-ı	oll all failed	l To Wour	nd roll and	all failed ar	mor penetr	ation rolls.	At the end	l of that pl	nase, roll
Dæmonic Possession		1	Reduce by 1	l the Dan	nage charac	teristic of v	veapon targ	getting this	unit on a ro	ll of a 3+.							
ethal Demise		,	When this n	model is o	destroyed, t	hrow one l	D6 for each	units with	in 6". On a	6, the unit	suffers D3	mortal wou	nds.				
Glory to Chaos		1	Add 1 to the	e Leaders	ship of all n	nodels in a	unit that ha	as the Glor	y to Chaos s	special rule	·.						
							Unit	Special 1	Rules								

Weapons	禁	(U	49	©	Pts
Heavy flamer	Template	1	5	-1	1	Assault - Ignores Cover	7
Helbrute fist	Melee	User	x 2	-2	3	Melee	16
Multi-melta	18"	2	9	-4	D 6	Heavy - Melta	23

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Vehicle



Weapons	*	ф 8		Ø,	Pts
Hideous Mutations	Melee	User User	-1 2 Melee		50
A Talent for Murder Nostraman Blood	Faction From the Shadows	Aptitudes Dark Pact	Terror Assault	J	Unit type Tump / Infantry



Night Vision / Fear / Frag & Krak Grenades

Weapons	数	(© 7	Pts
Heavy bolter	36"	3	5	-1	2	Heavy - Sustained Hit 1	12
Meltagun	12"	1	9	-4	D 6	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	

	Omit type			
A Talent for Murder Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Infantry



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.

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

Unit Special Rules

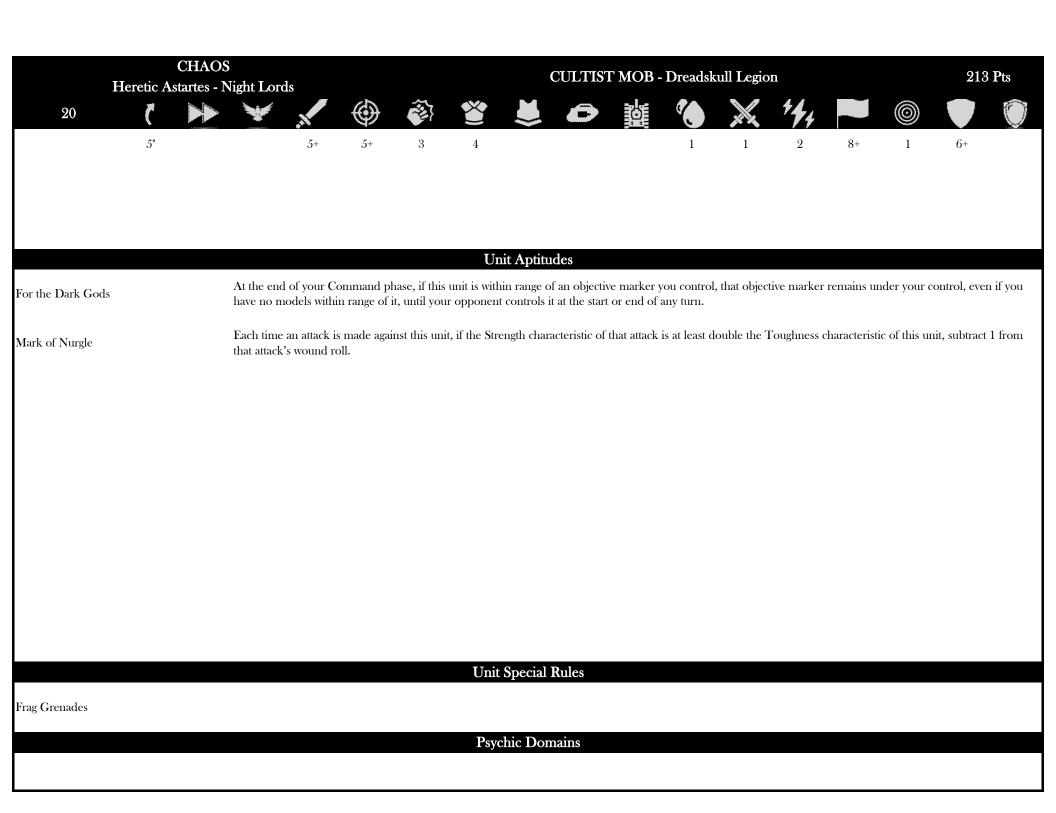
Night Vision / Fear / Frag & Krak Grenades

Mark of Slaanesh

Weapons	森	P				₫	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	

	raction		Unit type	
A Talent for Murder Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Infantry

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Weapons	数	(9	⇔	Pts	l
Close combat weapon	Melee	User	User	0	1	Melee		l
Cultist firearm	12"	1	3	0	1	Pistol		l
Flamer	Template	1	4	0	1	Assault - Ignores Cover	7	l
Heavy stubber	36"	4	4	0	1	Rapid Fire 3	6	l
								ı

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Infantry



Outmanoeuvre

At the end of your opponent's turn, if this unit is wholly within 6" of one or more battlefield edge and not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Ongoing Reserves.

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

Night Vision / Fear / Frag & Krak Grenades

Mark of Nurgle

Weapons	数	(9	₫	Pts
Flamer	Template	1	4	0	1	Assault - Ignores Cover	7
Meltagun	12"	1	9	-4	D 6	Assault - Melta	11
Power sword	Melee	User	+1	-3	1	Melee	10
Bolt pistol	12"	1	4	0	1	Pistol	
Close combat weapon	Melee	User	User	0	1	Melee	
Combi-bolter	24"	2	4	0	1	Assault - Rapid Fire 2	

Faction Aptitudes

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Infantry

	Heretic A	CHAOS startes - N	S Night Lore	ds					CHAC	S RHIN	O - Nigh	tbringer				60	Pts
1	7		*			The state of the s						X	144		0		T
Full HP	12"	18"		3+	3+	6		14	14	13	10	3	4	5+	2	3+	\$.000a
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+	
							TT	nit Aptitu	1								
Self Repair			shooting.	To make th	ommand pl	roll a D 6 ii	nodel regai n the Shoot	ns 1 lost wo	ound. If a R	of a 6+, the	vehicle is 1	10 longer I	mmobilised		attempt to r	epair itself	instead
ethal Demise			When this	s model is o	destroyed, t	hrow one l	D6 for eacl	n units with	in 6". On a	6, the unit	suffers D3	mortal wou	ınds.				
Fransport Capacity (12)		This mod	el has a trai	nsport capa	city of X Iı	nfantry moo	dels. It cam	not carry m	odels with t	the Bulky, Y	Very Bulky	or Extreme	ely Bulky s	pecial rules		
Firing Deck (2)			Each time	this Trans	port shoots	select one	e weapon fr	rom up to X	K models er	nbarked wi	ithin it; this	Transport	counts as b	eing equip	ped with th	ose weapoi	ns as w
Glory to Chaos			Add 1 to t	the Leaders	ship of all n	odels in a	unit that h	as the Glor	y to Chaos	special rule	·.						

Night Vision / Fear / Searchlight / Smoke launchers / Tank / Transport

Weapons	☆	\$		(*)		₫	Pts
Combi-bolter	24"	2 4	0	1 A	Assault - Rapid Fire 2		
ehicles close combat	Melee	User User	r 0	1 N	Melee		
	Faction	n Aptitudes				Ţ	Init type
Talent for Murder Nostraman Blood	From the Shadows	Dark Pact	Terror A	\ ssault			Vehicle



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.

Unit Special Rules

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

Weapons	*	(©	Pts
Nostraman chainglaive	Melee	User	+1	0	2	Melee - Two Handed - Rending - Devastating Wounds	
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Power sword	Melee	User	+1	-3	1	Melee	10
Astartes chainsword	Melee	User	User	0	2	Melee	
Bolt pistol	12"	1	4	0	1	Pistol	

Faction Aptitudes Unit type

A Talent for Murder Nostraman Blood From the Shadows

Dark Pact

Terror Assault



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.

Unit Special Rules

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

Weapons	森	(9	₫	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Meltagun	12"	1	9	-4	D 6	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 axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	16
Bolt pistol	12"	1	4	0	1	Pistol	
Astartes chainsword	Melee	User	User	0	2	Melee	

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Jump / Infantry



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.

Unit Special Rules

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

Weapons	*	(©	Pts
Nostraman chainglaive	Melee	User	+1	0	2	Melee - Two Handed - Rending - Devastating Wounds	
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	10
Power sword	Melee	User	+1	-3	1	Melee	10
Astartes chainsword	Melee	User	User	0	2	Melee	
Bolt pistol	12"	1	4	0	1	Pistol	

Faction Aptitudes Unit type

A Talent for Murder Nostraman Blood From the Shadows

Dark Pact

Terror Assault



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.
Moult of Khama	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

Unit Special Rules

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

the Strength characteristic of that attack.

Mark of Khorne

Weapons	*	Φ 🕏	() ()	₫	Pts
Warp claws	Melee	+1 +1	-2 1 Melee	- Twin - Shred - Specialist	50
	Faction A	Aptitudes			Unit type
A Talent for Murder Nostraman Blood	From the Shadows	Dark Pact	Terror Assault		Jump / Infantry

	Heretic As	CHAOS tartes - N		ls					HIDODR	AKE - D	readshad	e Inferno)			17	9 Pts
1	7		*		(4)				6			X	+4+		0		
Full HP	20-30"	30-45"	18"	3+	3+	8		15	13	13	12	5	4	5+		3+	5++/4+
Mid HP	13-20"	19-30"	12"	4+	4+	8		14	12	12	8	4	4	6+		3+	5++/4+
Low HP	7-10"	10-15"	6"	5+	5+	8		13	11	11	4	3	4	7+		3+	5++/4+
							Hr	it Aptitud	les								
æmonforge æmonic Possession	n		D6 lose a l	Hull Point	(no saves) i	f you roll a	1.	el may re-ro			nd roll and	all failed ar	mor peneti	ration rolls.	At the end	of that ph	ase, roll
irborne Predator			Each time	this model	makes an a	attack that t	targets a un	it that can I	lly, add 1 to	o the H it ro	oll.						
irborne Predator								it that can I									
	ise		$\operatorname{Add} 1$ to the	he Leaders	hip of all n	nodels in a	unit that ha		to Chaos s	special rule		S mortal we	ounds.				
lory to Chaos	ise		$\operatorname{Add} 1$ to the	he Leaders	hip of all n	nodels in a	unit that ha	s the Glory	to Chaos s	special rule		5 mortal we	ounds.				

Night Vision / Fear / Daemon / It Will Not Die / Flyer

Weapons		ф §	U	(3)		Q,	Pts
Baleflamer	Template	2 6	-1	D 3	Assault - Ignores Cover		9
Vehicles close combat	Melee	User User	0	1	Melee		
	Faction	Aptitudes					Unit type
A Talent for Murder Nostraman Blood	From the Shadows	Dark Pact	Terror	Assault			Vehicle

	Heretic A	CHAOS startes - N	S Night Lord	ds					DEFILE	R - Dreac	lshadow	Behemot	h			34	7 Pts
1	7				(4)	THE STATE OF THE S						X	144		0		O
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++
							Uı	nit Aptitu	des								
Scuttling Walker					makes a Natures that a						y Monster a	and Vehicle	e models as	if they were	e not there.	This mod	lel can
Dæmonforge					Assault pha (no saves) i			lel may re-r	oll all failed	l To Woui	nd roll and	all failed ar	mor penetr	ration rolls.	At the end	of that ph	ase, roll
Dæmonic Possession	n		Reduce by	1 the D an	nage charac	teristic of v	veapon targ	getting this u	ınit on a ro	ll of a 3+.							
Explosive Lethal De	mise		When this	s model is o	lestroyed, t	hrow one l	D6 for each	units withi	n 6". On a	4+, the uni	t suffers D a	3 mortal wo	ounds.				
Glory to Chaos			Add 1 to t	he Leaders	ship of all n	nodels in a	unit that h	as the Glory	y to Chaos	special rule	· .						
Icon of Vengeance			All model	in a unit e	quipped wit	h an icon	of vengean	ce have the	Fearless sp	ecial rule.							

Night Vision / Fear / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker

Weapons	森	P	3	U		©	Pts
Defiler cannon	72"	1	10	- 3	D 6+3	Ordnance - Large Blast	26
Defiler scourge	Melee	+2	+4	-1	2	Melee - Extra Attacks	21
Reaper autocannon	36"	4	7	-1	1	Heavy - Twin - Devastating Wounds - Sustained Hit 1	16
Defiler claw	Melee	User	x 2	-2	D 3+3	Melee	44

A Talent for Murder Nostraman Blood From the Shadows Dark Pact Terror Assault Vehicle