























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																
Weapons														Nb	Pts	
Combi-bolter					24"	2	4	0	1	Assault - Rapid Fire 2				1		
Vehicles close combat					Melee	User	User	0	1	Melee				1		
Faction Aptitudes															Unit type	
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault			Vehicle				