

CHAOS

Heretic Astartes - Night Lords

CHAOS BIKERS - Nightshriek Outriders

148 Pts







4																	
11"				3+	3+	4	6				4	2	3	6+	2	3+	

Unit Aptitudes

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.
Mark of Nurgle	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

Weapons							Nb	Pts
Flamer	Template	1	4	0	1	Assault - Ignores Cover	1	7
Meltagun	12"	1	9	-4	D6	Assault - Melta	1	11
Power sword	Melee	User	+1	-3	1	Melee	1	10
Bolt pistol	12"	1	4	0	1	Pistol	2	
Close combat weapon	Melee	User	User	0	1	Melee	3	
Combi-bolter	24"	2	4	0	1	Assault - Rapid Fire 2	4	

Faction Aptitudes

Unit type

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