

CHAOS

Heretic Astartes - Night Lords

10



6"



3+



3+



4



4



2



2



4



6+



2



3+



6++/6++

LEGIONARIES - Shadow Hunters

250 Pts

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

Weapons



Nb

Pts

Heavy bolter	36"	3	5	-1	2	Heavy - Sustained Hit 1	1	12
Meltagun	12"	1	9	-4	D6	Assault - Melta	1	11
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	1	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	1	6
Power fist	Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy	1	16
Boltgun	24"	2	4	0	1	Rapid Fire 1	7	
Bolt pistol	12"	1	4	0	1	Pistol	8	
Close combat weapon	Melee	User	User	0	1	Melee	8	

Faction Aptitudes

Unit type

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