

CHAOS

Heretic Astartes - Night Lords

5



6"



2+



2+



4



4



3



3



4



6+



1



3+



3+

CHOSEN - Terrorclaw Brotherhood

227 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.
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.
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

Weapons							Nb	Pts
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	4	
Close combat weapon	Melee	User	User	0	1	Melee	4	
Bolt pistol	12"	1	4	0	1	Pistol	5	

Faction Aptitudes

Unit type

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