
























CHAOS					CONTEMPTOR DREADNOUGHT - Shadowclaw Decimator												294 Pts	
Heretic Astartes - Night Lords																		
1																		
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++	
Unit Aptitudes																		
Dark Ascension (Aura)			While a friendly Heretic Astartes Night Lords unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).															
Even In Death, I Serve			The first time this model is destroyed, remove it from play without resolving its Deadly Demise special rule. Then, at the end of the phase, roll one D6: on a 2+, set this model back-up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
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 / Fleet / Adamantium Will / Searchlight / Smoke Launcher / Walker																		
Weapons															Nb	Pts		
Dreadnought chainfist					Melee	-1	x2	-2	3	Melee - Armourbane - Anti-Vehicles					1	24		
Dreadnought combat weapon					Melee	User	x2	-2	3	Melee					1	16		
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover					1	7		
Soulburner					24"	2	5	-2	1	Assault - Blast - Rending					1	7		
Faction Aptitudes																Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault						Vehicle			