

Heretic Astartes - Night Lords

126 Pts

1



5"

 2_+  2_+ 

4



5



5



3



4



6+



1

 2_+  $4_{++}/4_{++}$

Unit Aptitudes

Warptime (Psychic)

While this model is leading a unit, you can re-roll Advance and Charge rolls made for that unit.

Death Hex (Psychic)

At the start of your Shooting phase, one **Psyker** with this special rule can use it. If it does, select one enemy unit within 12" of and visible to that **Psyker** and roll one D6: on a 1, that **Psyker's** unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, each time an attack targets that enemy unit, improve the **Armour Penetration** characteristic of that attack by 1.

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

Independent Character / Night Vision / Fear / Deep Strike / Psyker (2)

Psychic Domains

Biomancy - Pyromancy - Telepathy - Dæmonology (Malefic) - Dark Hereticus - Sinistrum - Heretech - Ectomancy - Geomortis - Tzeentch

[illegible]