
























CHAOS					HELDRAKE - Dreadshade Inferno												179 Pts	
Heretic Astartes - Night Lords																		
1																		
Full HP	20-30"	30-45"	18"	3+	3+	8		15	13	13	12	5	4	5+		3+	5++/4++	
Mid HP	13-20"	19-30"	12"	4+	4+	8		14	12	12	8	4	4	6+		3+	5++/4++	
Low HP	7-10"	10-15"	6"	5+	5+	8		13	11	11	4	3	4	7+		3+	5++/4++	
Unit Aptitudes																		
Dæmonforge			For one Shooting or Assault phase per game, the model may re-roll all failed To Wound roll and all failed armor penetration rolls. At the end of that phase, roll a D6 and lose a Hull Point (no saves) if you roll a 1.															
Dæmonic Possession			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+ for each Wound inflicted.															
Airborne Predator			Each time this model makes an attack that targets a unit that can Fly, add 1 to the Hit roll.															
Glory to Chaos			Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule.															
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
Night Vision / Fear / Daemon / It Will Not Die / Flyer																		
Weapons																Nb	Pts	
Baleflamer					Template	2	6	-1	D3	Assault - Ignores Cover						1	9	
Vehicles close combat					Melee	User	User	0	1	Melee						1		
Faction Aptitudes																Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault						Vehicle			