
























CHAOS																		
Heretic Astartes - Night Lords										DEFILER - Dreadshadow Behemoth						347 Pts		
1																		
Full HP	8"	12"		3+	3+	8		15	14	13	14	6	4	5+	5	3+	5++/4++	
Mid HP	5"	7"		4+	4+	8		14	13	12	9	5	4	6+	4	3+	5++/4++	
Low HP	3"	4"		5+	5+	8		13	12	11	5	4	4	7+	3	3+	5++/4++	
Unit Aptitudes																		
Scuttling Walker			Each time this model makes a Normal or Advance move, it can be moved over friendly Monster and Vehicle models as if they were not there. This model can move over terrain features that are 4" or less in height as if they were not there.															
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 D6 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+.															
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, 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.															
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 / Daemon / It Will Not Die / Fleet / Searchlight / Smoke launchers / Walker																		
Weapons																	Nb	Pts
Defiler cannon					72"	1	10	-3	D6+3	Ordnance - Large Blast							1	26
Defiler scourge					Melee	+2	+4	-1	2	Melee - Extra Attacks							1	21
Reaper autocannon					36"	4	7	-1	1	Heavy - Twin - Devastating Wounds - Sustained Hit 1							1	16
Defiler claw					Melee	User	x2	-2	D3+3	Melee							2	44
Faction Aptitudes																		
Unit type																		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault			Vehicle						