

CHAOS

Heretic Astartes - Night Lords

CHOSEN - Void Stalkers

265 Pts

5

6"

2+

2+

4

4

3

3

4

6+

1







3+

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.
Mark of Khorne	Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.
Icon of Wrath	All model in a unit equipped with an Icon of Wrath can re-roll charge range and improve the Armour Penetration characteristic of Melee attacks by 1.

Unit Special Rules

Night Vision / Fear / Frag & Krak Grenades / Rage / Counter-Attack / Furious Charge

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	1	
Combi-melta - Bolt	24"	2	4	0	1	Rapid Fire 1	1	
Combi-melta - Melta	12"	1	9	-4	D6	Assault - Melta	1	11
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 axe	Melee	User	+2	-2	1	Melee - Unwieldy	1	10
Power maul	Melee	User	+3	-1	1	Melee - Concussive	1	10
Power sword	Melee	User	+1	-3	1	Melee	1	10
Twin lightning claw	Melee	User	+1	-2	2	Melee - Twin - Shred - Specialist	1	13
Boltgun	24"	2	4	0	1	Rapid Fire 1	2	
Bolt pistol	12"	1	4	0	1	Pistol	4	

Faction Aptitudes

Unit type

A Talent for Murder

Nostraman Blood

From the Shadows

Dark Pact

Terror Assault

Infantry