


















CHAOS																	
Heretic Astartes - Night Lords										CHAOS TERMINATOR SQUAD - Fearstorm Company					418 Pts		
6																	
	4"			2+	2+	4	5				3	3	4	6+	1	2+	4++/4++
Unit Aptitudes																	
Despoilers		Each time this unit makes a Dark Pact, until the end of the phase, each time a model in this unit makes an attack, you can re-roll the Hit roll.															
Mark of Nurgle		Each time an attack is made against this unit, if the Strength characteristic of that attack is at least double the Toughness characteristic of this unit, subtract 1 from that attack's wound roll.															
Unit Special Rules																	
Night Vision / Fear / Deep Strike / Bulky																	
Psychic Domains																	

[illegible]