
























CHAOS					HELBRUTE - Nightstalker Ravager										236 Pts		
Heretic Astartes - Night Lords																	
1																	
Full HP	6"	9"		3+	3+	8		15	15	13	8	5	4	6+	3	2+	5++/4++
Mid HP	4"	6"		4+	4+	8		14	14	12	5	4	4	7+	2	2+	5++/4++
Low HP	2"	3"		5+	5+	8		13	13	11	3	3	4	8+	1	2+	5++/4++
Unit Aptitudes																	
Dark Ascension (Aura)			While a friendly Heretic Astartes Night Lords unit is within 6" of this model, each time that unit makes a Dark Pact, until the end of the phase, its weapons gain both abilities conferred by that pact (instead of only one).														
Crazed			If this unit suffer a glancing or penetrating hit in the previous turn, roll a D3 at the start of its Movement phase.														
			D3			Crazed Result											
			1 Fire Frenzy: Immobilised this turn. If unengaged, it must fire all of its weapons twice. If possible, the target must be a unit that caused one or more glancing and penetrating hits on it in the previous turn. If not, the target must be the nearest visible enemy.														
			2 Rising Fury: Has the Rage special rule this turn.														
Dæmonforge			3 Blood Rage: Has the Fleet and Rage special rule this turn. Must Run if not in maximum charge range of an enemy. If this is not possible, it may fire its weapons.														
Dæmonic Possession			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.														
Lethal Demise			Reduce by 1 the Damage characteristic of weapon targetting this unit on a roll of a 3+ for each Wound inflicted.														
Glory to Chaos			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.														
			Add 1 to the Leadership of all models in a unit that has the Glory to Chaos special rule.														
Unit Special Rules																	
Night Vision / Fear / Daemon / Walker																	
Weapons															Nb	Pts	
Heavy flamer					Template	1	5	-1	1	Assault - Ignores Cover					1	7	
Helbrute fist					Melee	User	x2	-2	3	Melee					1	16	
Multi-melta					18"	2	9	-4	D6	Heavy - Melta					1	23	
Faction Aptitudes																	Unit type
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault							Vehicle	