



## NIGHT LORD VISIONARY



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥15

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Nostraman chainblade	5	3+	4/5	Rending
Power fist	5	4+	5/7	Brutal
Power maul	5	3+	4/6	Shock
Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ►

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, PSYKER, LEADER, VISIONARY

(32)

## NIGHT LORD VISIONARY



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥15

**Prescience: PSYCHIC.** In the Ready step of each Strategy phase, you gain D3 Prescience points. At the end of each turning point, discard your Prescience points. You can spend your Prescience points in the Firefight phase as follows (you cannot use each of the following rules more than once per turning point):

- **Foreboding: PSYCHIC.** Whenever it's your turn to activate a friendly operative, you can spend 1 of your Prescience points to skip that activation.
- **Portent: PSYCHIC.** Whenever an attack dice inflicts Normal Dmg on this operative, you can spend 1 of your Prescience points to ignore that inflicted damage.

You cannot gain or spend your Prescience points if this operative is incapacitated.

### PREMONITION

1AP

► **PSYCHIC.** Spend 1 of your Prescience points to gain 1CP.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

## NIGHT LORD FARMONGER



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Scoped bolt pistol (short range)	4	3+	3/4	Range 8", Lethal 5+
Scoped bolt pistol (long range)	4	3+	3/4	-
Terrorchem vial	5	3+	2/0	Range 6", Blast 2", Devastating 3, Limited 1, Saturate, Terrorchem*
Tainted blade	5	3+	3/5	Terrorchem*

\*Terrorchem: In the Resolve Attack Dice step, if you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Terrorchem tokens (if it doesn't already have one).

Terrorchem Poison: Whenever an operative that has one of your Terrorchem tokens is activated, inflict D3 damage on it.

RULES CONTINUE ON OTHER SIDE ►

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, FARMONGER

(32)

## NIGHT LORD FARMONGER



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

### POISON OBJECTIVE

1AP

► Select one objective marker this operative controls to gain one of your Terrorchem tokens. It cannot be an objective marker within control range of an enemy operative, or one that already has one of your Terrorchem tokens. The first time that objective marker is within control range of an enemy operative that doesn't have one of your Terrorchem tokens, that operative gains that Terrorchem token, then inflict 2D3 damage on it (if it's during an action, at the end of that action).

◆ This operative cannot perform this action while within control range of an enemy operative.



## NIGHT LORD GUNNER



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
Plasma gun (standard)	4	3+	4/6	Piercing 1
Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
Fists	4	3+	3/4	-

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, GUNNER

(32)

## NIGHT LORD HEAVY GUNNER



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Heavy bolter (focused)	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1
Heavy bolter (sweeping)	4	3+	4/5	Heavy (Reposition only), Piercing Crits 1, Torrent 1"
Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy (Reposition only)
Missile launcher (krak)	4	3+	5/7	Heavy (Reposition only), Piercing 1
Fists	4	3+	3/4	-

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, HEAVY GUNNER

(32)

## NIGHT LORD SCREECHER



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Lightning claws	5	3+	4/5	Ceaseless, Lethal 5+

Screecher: Whenever an enemy operative within 3" of this operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.

Appetite for Cruelty: Whenever this operative is fighting against a wounded enemy operative, this operative's lightning claws have the Lethal 4+ weapon rule.

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, SCREECHER

(32)

## NIGHT LORD SKINTHIEF



APL ▼3 MOVE ➡6" SAVE ⚡3+ WOUNDS 🔥14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Nostraman chainglaive	5	3+	4/6	Rending

Flay Them Alive: Once per turning point, when this operative incapacitates an enemy operative within its control range, you can select one other enemy operative visible to and within 6" of either this operative or the incapacitated enemy operative. Until the start of the next turning point, that other enemy operative cannot control markers or perform the Pick Up Marker or mission actions.

Tyrant of the Skinning Pits: Whenever this operative is fighting or retaliating, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it.

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, SKINTHIEF

(32)



## NIGHT LORD VENTRILOKAR



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Chainsword	5	3+	4/5	-

**Icon Bearer:** Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

### DISCONCERTING MIMICRY

1AP

► **PSYCHIC.** Select one enemy operative within 6" of this operative, then select one of the following for that enemy operative (you can only select each option once per battle):

- Until the end of its next activation, subtract 1 from its APL stat.
- Change its order.
- Perform a free **Dash** action with it (specify the location for your opponent to move it to).

◆ This operative cannot perform this action while within control range of an enemy operative.

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, PSYKER, VENTRILOKAR

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## NIGHT LORD WARRIOR



APL ▼3 MOVE 6" SAVE 3+ WOUNDS 14

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Boltgun	4	3+	3/4	-
Chainsword	5	3+	4/5	-
Fists	4	3+	3/4	-

**Cruel Torturer:** Whenever this operative is shooting against, fighting against or retaliating against an injured enemy operative, or an enemy operative that has a Wounds stat of 7 or less, this operative's weapons have the Lethal 5+ weapon rule.

NEMESIS CLAW®, CHAOS, HERETIC ASTARTES, WARRIOR

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### NOTES:

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### NOTES:

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## NEMESIS CLAW KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

### OPERATIVES

↳ 1 NEMESIS CLAW VISIONARY operative with one of the following options:

- Bolt pistol; power fist
- Bolt pistol; power maul
- Bolt pistol; power weapon
- Plasma pistol; Nostraman chainblade

↳ 5 NEMESIS CLAW operatives selected from the following list:

- FEARMONGER
- GUNNER with one of the following options:
  - Bolt pistol; flamer; fists
  - Bolt pistol; meltagun; fists
  - Bolt pistol; plasma gun; fists
- HEAVY GUNNER with one of the following options:
  - Bolt pistol; heavy bolter; fists
  - Bolt pistol; missile launcher; fists

CONTINUES ON OTHER SIDE ►

- SCREECHER
- SKINTHIEF
- VENTRILOKAR
- WARRIOR with one of the following options:
  - Bolt pistol; chainsword
  - Boltgun; fists

Other than WARRIOR operatives, your kill team can only include each operative on this list once.

## NEMESIS CLAW FACTION RULE

### ASTARTES

These genetically modified superhumans are made for one purpose: war.

During each friendly NEMESIS CLAW operative's activation, it can perform either two Shoot actions or two Fight actions. If it's two Shoot actions, a bolt pistol, boltgun or scoped bolt pistol must be selected for at least one of them.

Each friendly NEMESIS CLAW operative can counteract regardless of its order.

## NEMESIS CLAW FACTION RULE

### IN MIDNIGHT CLAD

Night Lords are one with the darkness, employing it as an ally and a weapon.

Whenever an enemy operative is shooting a friendly NEMESIS CLAW operative, that friendly operative is obscured if both of the following are true:

- It's more than 8" from enemy operatives it's visible to.
- It has Heavy terrain within its control range, or any part of its base is underneath Vantage terrain.



## NEMESIS CLAW MARKER/TOKEN GUIDE



Portent token



Terrorchem token



Flay Them Alive token



Disconcerting Mimicry token



Poison Objective token



Grisly Trophy token



Prescience points  
(Values 1 & 2)

## NEMESIS CLAW STRATEGY PLOY

### WE HAVE COME FOR YOU

The Night Lords strike their foes swiftly, utilising shock, awe and terror to brutalise the enemy before they can lift a blade in response.

Whenever a friendly NEMESIS CLAW operative is activated, if the first action it performs during that activation is the Charge action, when it ends its move during that action, you can inflict D3 damage on one enemy operative within its control range.

## NEMESIS CLAW STRATEGY PLOY

### THE BLACK HUNT

A terrible malice burns within the twin hearts of each Night Lord, and they enjoy nothing more than toying with their wounded prey.

Whenever a friendly NEMESIS CLAW operative is shooting against, fighting against or retaliating against a wounded enemy operative, you can re-roll one of your attack dice.

## NEMESIS CLAW STRATEGY PLOY

### PREYSIGHT

The Night Lords seem able to sense the fear of cowering prey, hunting down the craven with unerring precision.

Whenever you're selecting a valid target for a friendly NEMESIS CLAW operative, enemy operatives within 6" of it cannot use Light terrain for cover. While this can allow such operatives to be targeted (assuming they're visible), it doesn't remove their cover save (if any).



## NEMESIS CLAW<sup>®</sup> STRATEGY PLOY

### RETURN TO DARKNESS

The Night Lords move from shadow to shadow with an agility and speed belied by their transhuman bulk.

One friendly NEMESIS CLAW<sup>®</sup> operative can immediately perform a free Fall Back or Reposition action, but it must end that move with Heavy terrain within its control range, or any part of its base underneath Vantage terrain. In addition, it cannot move more than 4" during that action and it cannot end that move closer to enemy operatives (in a killzone that uses the close quarters rules, e.g. Killzone: Gallowdark, ignore Wall terrain when determining this).

## NEMESIS CLAW<sup>®</sup> FIREFIGHT PLOY

### VOX SCREAM

By modulating the frequency of their helm-mounted vox-units, Night Lord operatives can unleash a terrifying scream with the ability to stun an opponent.

Use this firefight ploy when your opponent would activate an enemy operative. Your opponent cannot activate that operative during this activation. If there are no other enemy operatives eligible to be activated, this ploy has no effect. This ploy costs you 1 additional CP for each previous time you've used it during the battle (e.g. 1CP the first time you would use it, 2CP the second time, etc.).

## NEMESIS CLAW<sup>®</sup> FIREFIGHT PLOY

### DEATH TO THE FALSE EMPEROR

The Night Lords, like all Heretic Astartes, bear a particular hatred for the corpse-worshipping soldiers of the Imperium.

Use this firefight ploy after rolling your attack dice for a friendly NEMESIS CLAW<sup>®</sup> operative, if it's shooting against, fighting against or retaliating against an enemy operative that has the IMPERIUM keyword. That friendly operative's weapons have the Ceaseless weapon rule until the end of that sequence; if that enemy operative also has the ADEPTUS ASTARTES keyword, that friendly operative's weapons have the Relentless weapon rule until the end of that sequence instead.

## NEMESIS CLAW<sup>®</sup> FIREFIGHT PLOY

### PROCLIVITY FOR MURDER

Each brutal kill a Night Lord performs serves to feed their bloodlust and drives them to further acts of terrible violence.

Use this firefight ploy after a friendly NEMESIS CLAW<sup>®</sup> operative incapacitates an enemy operative within its control range. That friendly operative can immediately perform a free Charge or Dash action (for the former, it cannot move more than 3"), even if it's performed an action that prevents it from performing those actions.



## NEMESIS CLAW® FIREFIGHT PLOY

### DIRTY FIGHTER

The Night Lords have no respect for the concept of honour and will use whatever underhanded tactics they deem necessary.

Use this firefight ploy when a friendly NEMESIS CLAW® operative is retaliating, at the start of the Resolve Attack Dice step. You can resolve one of your successes before the normal order. If you do, you cannot resolve any other successes during that sequence.

## NEMESIS CLAW® FACTION EQUIPMENT

### FLAYED SKIN

Bedecked with the bloody hides of butchered victims, the Night Lords inspire abject terror and revulsion in their enemies.

Whenever an enemy operative is shooting against, fighting against or retaliating against a friendly NEMESIS CLAW® operative within 2" of it, your opponent cannot re-roll their attack dice results of 1.

## NEMESIS CLAW® FACTION EQUIPMENT

### CHAIN SNARE

Composed of hooked blades attached to a length of chain, this weapon bites into the flesh or armour of the wielder's target, preventing them from fleeing.

Whenever an enemy operative would perform the Fall Back action while within control range of a friendly NEMESIS CLAW® operative, if no other enemy operatives are within that friendly operative's control range, you can use this rule. If you do, roll two D6, or one D6 if that enemy operative has a higher Wounds stat than that friendly operative. If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it).

## NEMESIS CLAW® FACTION EQUIPMENT

### GRISLY TROPHY

Severed hands and limbs, eyeballs plucked from the skulls of screaming victims – these macabre trophies and more cause the Night Lords' foes to waver.

Once per battle, when a friendly NEMESIS CLAW® operative incapacitates an enemy operative within 2" of it, you can use this rule. If you do, that friendly operative gains one of your Grisly Trophy tokens (if it doesn't already have one). Whenever a friendly NEMESIS CLAW® operative that has one of your Grisly Trophy tokens is visible to and within 2" of an enemy operative, subtract 1 from the Atk stat of that enemy operative's weapons.



## NEMESIS CLAW® FACTION EQUIPMENT

### COMMS JAMMERS

The Night Lords use jamming devices to sow chaos and confusion by preventing their panicked foes from communicating.

Whenever an enemy operative is within 3" of a friendly **NEMESIS CLAW®** operative, that enemy operative's APL stat cannot be added to. Note that this doesn't affect APL stats that have already been changed.

## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.



## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
_frag grenade	4	4+	2/4

#### WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
_krak grenade	4	4+	4/5

#### WR

Range 6", Piercing 1, Saturate

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

#### MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYNN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

**SMOKE GRENADE****1AP**

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

**NOTES:****NOTES:****NOTES:**



# NEMESIS CLAW: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

### FACTION RULES, IN MIDNIGHT CLAD

First bullet point changed to read:

'It's more than 8" from enemy operatives it's visible to.'

### STRATEGY PLOYS, RETURN TO DARKNESS

Relevant part of second sentence changed to read:

'In addition, it cannot move more than 4" during that action and it cannot end that move closer to enemy operatives [...]'

### FACTION EQUIPMENT, COMMS JAMMERS

Relevant part of first sentence changed to read:

'Whenever an enemy operative is within 3" of a friendly NEMESIS CLAW® operative, [...]'

### FIREFIGHT PLOYS, DEATH TO THE FALSE EMPEROR

First sentence changed to read:

'Use this firefight ploy after rolling your attack dice for a friendly NEMESIS CLAW® operative, if it's shooting against, fighting against or retaliating against an enemy operative that has the IMPERIUM keyword.'

JULY '25

### VISIONARY OPERATIVE, PRESCIENCE RULE

Additional text added between first and second sentence:

'At the end of each turning point, discard your Prescience points.'

## PREVIOUS ERRATAS

### STRATEGY PLOYS, RETURN TO DARKNESS

Additional text added to end of last sentence:

'In addition, it cannot end that move closer to enemy operatives (in a killzone that uses the close quarters rules, e.g. Killzone: Gallowdark, ignore Wall terrain when determining this).'

### FEARMONGER OPERATIVE, TERRORCHEM POISON

Changed to read:

'Whenever an operative that has one of your Terrorchem tokens is activated, inflict D3 damage on it.'

# NEMESIS CLAW OPERATIVES

Savage and sadistic in the extreme, the Night Lords use fear itself as their most potent weapon. The cruelist of these inveterate murderers form kill teams known as Nemesis Claws, achieving their mission objectives through acts of obscene violence and the spreading of abject terror.

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## NIGHT LORD VISIONARY

It takes a singularly terrifying being to lead such a band of monsters to battle, yet the Visionary is equal to the task. Gifted with instinctual flickers of prescience, they foresee threats from within their Nemesis Claw and without, meeting them with shocking violence.

## NIGHT LORD FEARMONGER

The Fearmonger is not only a master of toxins and poisons, he also relishes the slow cruelties of their effects. Whether dispensing his vile concoctions in battle or infiltrating enemy encampments to taint rations, he spreads horror, suffering and death wherever he goes.

'IT IS MANY YEARS SINCE I TOOK PLEASURE IN ANYTHING BUT THE TORMENT OF OTHERS. YET IN THAT ONE REMAINING DIVERSION THERE ARE TO BE FOUND SUCH DELIGHTS...'

- Vaal K'Shand, Fearmonger



## NIGHT LORD GUNNER

The effects of blazing promethium, hissing melta beams and searing bolts of plasma upon living beings are horrific in the extreme. Gunners embrace the power of these terror weapons and employ them to wreak maximum havoc among the foe.

## NIGHT LORD HEAVY GUNNER

During every hunt there is a time for subterfuge, but there is also a time to hurl such subtlety aside in favour of mowing down screaming prey. Heavy Gunners do so with pummelling hails of bolt shells, or by blasting the foe to bloody tatters with tank-busting missiles.

## NIGHT LORD SCREECHER

Having long preyed on those weaker than themselves, Screechers have degenerated into vicious and bestial beings. Amplified by the malevolent technologies of the Vox Noctis, Screechers' screams paralyse their victims with terror, an effect their fellow Night Lords are quick to exploit.

## NIGHT LORD SKINTHIEF

Brutal overseers of the Night Lords' hideous skinning pits, these callous killers employ their authority to act as enforcers and lieutenants to the Visionaries. Woe betide any foe that lingers too long within range of their howling Nostraman chainglaives.

## NIGHT LORD VENTRILOKAR

The voice eater carried by the Ventrilokar is fashioned from the carrion remains of a slain Space Marine, whose omophagea has been tainted by dark sorcery. This dead-alive puppet can mimic the voices of those whose flesh it consumes, as well as stealing – and muttering aloud – their deepest secrets.

## NIGHT LORD WARRIOR

Those Night Lords who fight as part of the Nemesis Claws are amongst the most psychotic and savage of all their twisted kind. Whether picking their victims off from range or eviscerating and flensing them at close quarters, they are diabolical foes.

# NEMESIS CLAW KILL TEAM



Below you will find a list of the operatives that make up a **NEMESIS CLAW** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

- ✓ 1 **NEMESIS CLAW** **VISIONARY** operative with one of the following options:
  - Bolt pistol; power fist
  - Bolt pistol; power maul
  - Bolt pistol; power weapon
  - Plasma pistol; Nostraman chainblade
  
- ✓ 5 **NEMESIS CLAW** operatives selected from the following list:
  - **FEARMONGER**
  - **GUNNER** with one of the following options:
    - Bolt pistol; flamer; fists
    - Bolt pistol; meltagun; fists
    - Bolt pistol; plasma gun; fists
  - **HEAVY GUNNER** with one of the following options:
    - Bolt pistol; heavy bolter; fists
    - Bolt pistol; missile launcher; fists
  - **SCREECHER**
  - **SKINTHIEF**
  - **VENTRILOKAR**
  - **WARRIOR** with one of the following options:
    - Bolt pistol; chainsword
    - Boltgun; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

## ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## VISIONARY

Plasma pistol



Nostraman chainblade

**'RUN AND HIDE YOU GUTLESS LITTLE WORMS. RUN AND HIDE! IT DOESN'T MATTER HOW FAR OR HOW FAST YOU FLEE, WE WILL STILL CATCH YOU, AND WHEN WE DO WE WILL PEEL THE SKIN FROM YOUR FLIMSY BODIES AND PLUCK THE EYES FROM YOUR SCREAMING HEADS. SO RUN IF YOU WANT TO, VERMIN. THE CHASE ONLY MAKES IT MORE FUN.'**

- Tzann the Ghoul, Skinthief

## FEARMONGER

Scoped bolt pistol



Tainted blade

Terrorchem vial

The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



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## NEMESIS CLAW ➤ KILL TEAM SELECTION

### VENTRILOKAR



Chainsword

Bolt pistol

### SKINTHIEF

Nostraman chainglave



### GUNNER

Plasma gun



Meltagun



Flamer



### HEAVY GUNNER

Missile launcher



Heavy bolter



### SCREECHER

Lightning claws



### WARRIOR

Boltgun



Chainsword



Bolt pistol