NIGHT LORD VISIONARY



APL	MOVE	SAVE	WOUNDS
3	6"	3+	15

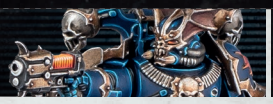
NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Nostraman chainblade	5	3+	4/5	Rending
Power fist	5	4+	5/7	Brutal
Power maul	5	3+	4/6	Shock
Power weapon	5	3+	4/6	Lethal 5+

RULES CONTINUE ON OTHER SIDE ▶

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

32

NIGHT LORD VISIONARY



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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.

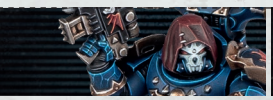
You cannot gain or spend your Prescience points if this operative is incapacitated.

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 FEARMONGER



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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 (including as a result of the Devastating weapon rule), the operative this weapon is being used against gains one of your Terrorchem tokens (if it doesn't already have one).

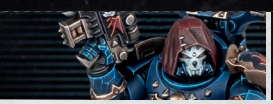
Terrorchem Poison: Whenever an operative that has one of your Terrorchem tokens is activated, inflict D3 damage on it.

RULES CONTINUE ON OTHER SIDE ▶

NEMESIS CLAW, CHAOS, HERETIC ASTARTES, FEARMONGER

32

NIGHT LORD FEARMONGER



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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 an enemy operative that doesn't have one of your Terrorchem tokens contests that objective marker, 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

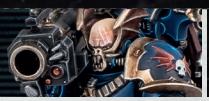


APL	MOVE	SAVE	WOUNDS
3	6"	3+	14

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

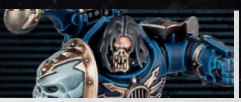


APL	MOVE	SAVE	WOUNDS
3	6"	3+	14

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	MOVE	SAVE	WOUNDS
3	6"	3+	14

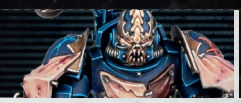
NAME	ATK	HIT	DMG	WR
Lightning claws	5	3+	4/5	Ceaseless, Lethal 5+

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	MOVE	SAVE	WOUNDS
3	6"	3+	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	MOVE	SAVE	WOUNDS
3	6"	3+	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

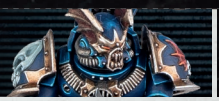
PSYCHIC. Select one enemy operative within 6" of this operative, then select one of the following for that enemy operative (you can only select each option once per battle):

- 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 32

NIGHT LORD WARRIOR



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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 Tormenter: 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 32

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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's within 1" of Heavy terrain that's not lower than it, 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 an enemy operative who was wounded at the start of the action, 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 a friendly **NEMESIS CLAW** operative performs the **Shoot** action, you can use this rule. If you do, until the end of that action, that friendly operative's ranged weapons have the Range 6" and Seek Light weapon rules.

NEMESIS CLAW

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** 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: Tomb World, ignore Wall terrain when determining this).

NEMESIS CLAW

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 that's visible to a friendly **NEMESIS CLAW** operative. Roll one D6; if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation; if the result is less than or equal to that enemy operative's APL stat, this ploy isn't used, the CP spent on it is refunded and you cannot use this ploy again during this turning point. If there are no other enemy operatives eligible to be activated, this ploy has no effect.

NEMESIS CLAW

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** 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

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** 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), and you cannot use this rule again during this turning point.

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.

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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 — OCTOBER '26

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.

STRATEGY PLOYS, THE BLACK HUNT

Relevant part changed to read:
'Whenever a friendly **NEMESIS CLAW** operative is shooting against, fighting against or retaliating against an enemy operative that was wounded at the start of the action, […]'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *When a* **VENTRILOKAR** *operative's Disconcerting Mimicry causes an enemy operative to perform a* **Dash** *action, can I apply any of my opponent's rules to that action (e.g.* **VESPID STINGWING FLY***)?*

A: No.

FACTION RULES, IN MIDNIGHT CLAD

First bullet point changed to read:
'It's more than 8" from enemy operatives it's visible to.'

Second bullet point changed to read:
'It's within 1" of Heavy terrain that's not lower than it, or any part of its base is underneath Vantage terrain.'

FACTION EQUIPMENT, CHAIN SNARE

Last sentence changed to read:
'If any result is a 4+, that enemy operative cannot perform that action during that activation/counteraction (no AP are spent on it), and you cannot use this rule again during this turning point.'

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.'

STRATEGY PLOYS, PREYSIGHT

Changed to read:
'Whenever a friendly **NEMESIS CLAW** operative performs the **Shoot** action, you can use this rule. If you do, until the end of that action, that friendly operative's ranged weapons have the Range 6" and Seek Light weapon rules.'

STRATEGY PLOYS, RETURN TO DARKNESS

Last 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 (in a killzone that uses the close quarters rules, e.g. Killzone: Gallowdark, ignore Wall terrain when determining this).'

FIREFIGHT PLOYS, VOX SCREAM

Changed to read:
'Use this firefight ploy when your opponent would activate an enemy operative that's visible to a friendly **NEMESIS CLAW** operative. Roll one D6; if the result is higher than that enemy operative's APL stat, your opponent cannot activate it during this activation; if the result is less than or equal to that enemy operative's APL stat, this ploy isn't used, the CP spent on it is refunded and you cannot use this ploy again during this turning point. 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.).~~'

FEARMONGER OPERATIVE, POISON OBJECTIVE ACTION

Relevant part of third sentence of effect changed to read:
'The first time an enemy operative that doesn't have one of your Terrorchem tokens contests that objective marker, that operative […]'

FEARMONGER OPERATIVE, *TERRORCHEM WEAPON RULE

Relevant part changed to read:
'[…] if you inflict damage with any critical successes (including as a result of the Devastating weapon rule), […]'

FEARMONGER OPERATIVE, TERRORCHEM POISON

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

VISIONARY OPERATIVE, PRESCIENCE RULE

Additional text added between second and third sentence:
'At the end of each turning point, discard your Prescience points.'

NEMESIS CLAW OPERATIVES

Savage and sadistic in the extreme, the Night Lords use fear itself as their most potent weapon. The cruellest 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.



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

INFILTRATION

SEEK & DESTROY

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

VISIONARY



'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

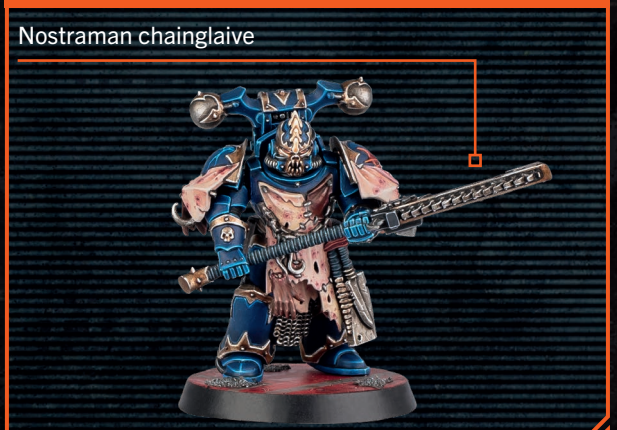
FEARMONGER



VENTRILOKAR



SKINTHIEF



GUNNER



HEAVY GUNNER



SCREECHER



WARRIOR

