



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 '25

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**.

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.).~~

PREVIOUS ERRATAS

FACTION RULES, IN MIDNIGHT CLAD

First bullet point changed to read:

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

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, 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).**'

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.

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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

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NEMESIS CLAW « KILL TEAM SELECTION



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

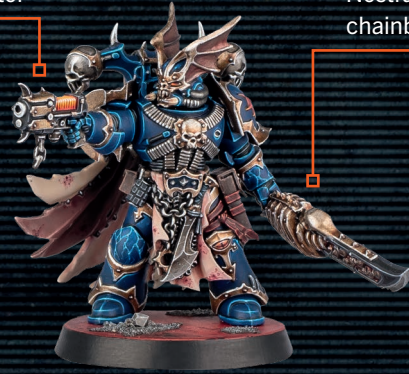


Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

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.'

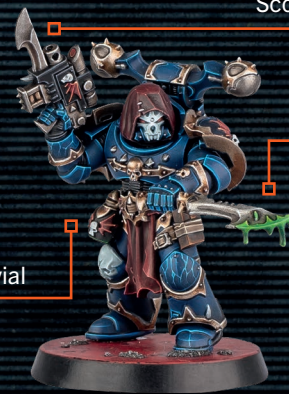
- Tzann the Ghoul, Skinthief

FEARMONGER

Scoped bolt pistol

Tainted blade

Terrorchem vial



VENTRILOKAR



Chainsword

Bolt pistol

SKINTHIEF

Nostraman chainglaive



GUNNER

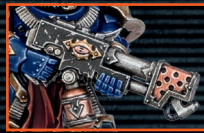
Plasma gun



Meltagun



Flamer

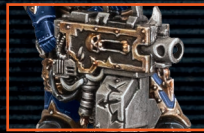


HEAVY GUNNER

Missile launcher



Heavy bolter



SCREECHER

Lightning claws



WARRIOR

Boltgun

Chainsword



Bolt pistol