









CHAOS																	
Heretic Astartes - Night Lords										RAPTORS - Nightshade Hunters					198 Pts		
5																	
6"				3+	3+	5	4					2	3	4	6+	1	3+
Unit Aptitudes																	
Fearsome (Aura)				While an enemy unit is within 6" of this unit, each time that enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.													
Terrifying Assault				At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Moral test.													
Mark of Khorne				Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.													
Unit Special Rules																	
Night Vision / Fear / Frag & Krak Grenades / Deep strike / Counter-Attack / Furious Charge / Bulky																	
Weapons														Nb	Pts		
Close combat weapon				Melee	User	User	0	1	Melee					1			
Meltagun				12"	1	9	-4	D6	Assault - Melta					1	11		
Plasma pistol - Standard				12"	1	7	-2	1	Pistol					1	5		
Plasma pistol - Supercharge				12"	1	8	-3	2	Pistol - Gets Hot					1	6		
Power axe				Melee	User	+2	-2	1	Melee - Unwieldy					1	10		
Power fist				Melee	-1	x2	-2	2	Melee - Specialist - Unwieldy					1	16		
Bolt pistol				12"	1	4	0	1	Pistol					2			
Astartes chainsword				Melee	User	User	0	2	Melee					3			
Faction Aptitudes															Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault					Jump / Infantry			