

CHAOS

Heretic Astartes - Night Lords

RAPTORS - Dreadwing Assassins

170 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 / Fight First / Bulky

Weapons							Nb	Pts
Nostraman chainglaive	Melee	User	+1	0	2	Melee - Two Handed - Rending - Devastating Wounds	1	
Power axe	Melee	User	+2	-2	1	Melee - Unwieldy	1	10
Power sword	Melee	User	+1	-3	1	Melee	1	10
Astartes chainsword	Melee	User	User	0	2	Melee	2	
Bolt pistol	12"	1	4	0	1	Pistol	5	

Faction Aptitudes

Unit type

A Talent for Murder	Nostraman Blood	From the Shadows	Dark Pact	Terror Assault	Jump / Infantry
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