
























CHAOS					RAPTORS - Dreadwing Assassins												170 Pts	
Heretic Astartes - Night Lords																		
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 Battle-shock 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						