

CHAOS

Heretic Astartes - Night Lords

WARP TALONS - Dreadblade Phantoms

200 Pts

5



6"

3+

3+

5

4

3

4

4

6+

1

3+

5++/4++

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.
Warpflame Strike	When Warp Talons arrive by Deep Strike, all enemy units within 6" count as having been hit by a weapon with Blind special rule.
Warpflames	Each time an enemy unit within Engagement Range of this unit is selected to Fall Back, if that enemy unit is not Battle-shocked, your opponent must take Desperate Escape tests for each model in that unit before any are moved. If that enemy unit is Battle-shocked, until the end of the phase, each time a Desperate Escape test is taken for a model in that unit, subtract 1 from the result.
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 / Daemon / Bulky

Weapons



Nb

Pts

Warp claws

Melee

+1

+1

-2

1

Melee - Twin - Shred - Specialist

5

50

Faction Aptitudes

Unit type

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