























CHAOS					RAPTORS - Nightterror Ravagers												170 Pts	
Heretic Astartes - Night Lords																		
5																		
	7"			3+	3+	4	4				2	2	5	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 Slaanesh		Each time a model in this unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.																
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						