

Unit	Count	Points
Heretic Astartes - Night Lords	5	170
7"	7	
3+	3	
3+	3	
4	4	
4	4	
2	2	
2	2	
5	5	
6+	6	
1	1	
3+	3	

Heretic Astartes - Night Lords

 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.
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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

Pts

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

Jump / Infantry