

CODEX NIGHT LORDS



NIGHT LORDS



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CONTENTS

The Sons of the Night Hunter	4	Wargear and other rules	22
Legion Claw	5	Psychic Powers	23
Harbringer Claw	6	Night Lords Army List	24
Possessed	6	HQ	24
Specialist Claw	7	Elites	28
Dreadnought	7	Troops	30
Raptor Cult	8	Dedicated Transports	31
Biker Strike Claw	8	Summoned Daemons	31
Havoc Claw	9	Fast Attack	32
Desecrator	9	Heavy Support	34
Lesser Daemons	10	Credits	35
Furies	10		
Greater Daemon	11		
Obliterator	11		
Dreadclaw	12		
Terror Pod	12		
Rhino	13		
Predator	13		
Vindicator	14		
Land Raider	14		
Sorcerer	15		
The Atramentar	15		
Warleader	16		
Daemon Prince	16		
Malcharion, The War Sage	17		
Zso Sahaal	18		
Krieg Acerbus	19		
Talos	20		
First Claw	21		

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THE SONS OF THE NIGHT HAUNTER

The Sons of the Night Hunter section is sub-divided into two parts. The first part describes all of the troops and vehicles fielded by Night Lords warbands/companies, including the special characters, while the second section, known as the wargear, details their weapons and equipment.

EQUIPMENT

The army list at the last page of the codex shows all the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the relevant entry for its owner, and where an item is not unique, it is detailed in the wargear section.

One example of this is the ancient power sword Aurum, carried by Talos. As such, its rules are detailed in Talos' entry. He is also equipped with a conversion field, and since several other Night Lords have access to this portable shield device, its rules are found in the wargear section.

NIGHT LORDS SPECIAL RULES

Fear Incarnate

Time flows differently in the Warp, and for many of the Night Lords the Heresy happened mere decades or centuries ago. They are the true sons of the Night Hunter and were the first to turn their back to the Emperor of Mankind. Their resolve in destroying the corrupt Imperium is absolute and having taken the burden of evil upon themselves, they shall not fear it; for they are fear incarnate.

If the number of Night Lord* models are greater than the number of enemy models (Walkers and Monstrous Creatures counts as five models each) involved in the same combat at the time of calculating combat results, Night Lords* gains the Fearless Universal Special Rule.

If the number of Night Lord* models does not exceed the number of enemy models, and a Night Lord-unit loses combat and fails its Morale Check, the unit is assumed to automatically succeed in escaping from any enemy Sweeping Advances.

All Night Lords* units may attempt to regroup, even if the unit has been reduced to less than half strength by casualties, though all other criteria apply.

Preysight

Originally from the eternally dark planet of Nostramo, the Night Lords' eyes have evolved to pierce even the most compact darkness. Aided additionally by enhanced sensors in their helmets to see both infra-red and several other spectra, few are those able to hide from the Night Lords.

All Night Lords* have the Night Vision USR.

***Units that do not have the "Night Lord" special rule can not claim the army special rules for "Night Lords units".**

Lords of the Night

Unleashing their strike in the middle of the night, when most foes are oft lacking, this tactic is one of the many that define their preferred method of war. They are, after all, the Night Lords.

In all normal rulebook missions, roll a die before either side deploys; on a roll of 3+, the first turn uses the "Night Fight" rules. At the start of the second turn, roll another d6; on a 6, the Night Fight rules are still in effect. On turn three (at the latest), dawn breaks and Night Fight ends.

If the mission is Dawn of War, the roll for Night Fight during the second round is modified to succeed on 5+.

Faith is for the Weak

Few are the Night Lords that lower themselves to become dependent on one of the Ruinous Powers and fewer still are those who would openly claim any such allegiances within the ranks of the Legion.

When Codex: Chaos Space Marines is used, no unit with the "Night Lord" special rule may take any Marks or Icons of Chaos. Vehicles with this rule may not take Daemonic Possession.

The Long War

The Night Lords were one of the original Space Marine Legions, and were as such one of the most well equipped forces in the galaxy. In the many years since the Great Betrayal however, their weapon stores have atrophied without continuous supply from either the Adeptus Mechanicus or the Dark Mechanicus.

Any squad with this rule, that takes more than two of the same special and/or heavy weapon, must pay an additional 5 points for the third weapon and an additional 10 points for the fourth.

NIGHT LORDS LEGION CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Legioneer	4	4	4	4	1	4	1	9	3+
Claw Champion	4	4	4	4	1	4	2	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord

</fluff>

NIGHT LORDS HARBRINGER CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Harbringer	4	4	4	4	1	4	2	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord

Master of the Hunt

Exceptionally skilled, a model with this skill may re-roll failed dangerous terrain tests as long as it is moving as Jump Infantry.

This skill cannot be used on dangerous terrain tests in the turn when the model/unit arrive by Deep Strike.

</fluff>

POSSESSED

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Possessed	4	4	5	4	1	4	2	10	3+
Poss. Champion	4	4	5	4	1	4	3	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, single close combat weapon

SPECIAL RULES:

Fearless, 5+ Invulnerable save

Daemonkin

Roll before deployment to determine their random abilities. However, the ability roll of 1 (Scouts) is replaced with "Daemonic Might".

Daemonic Might: The bodies of the possessed twist and reform in anticipation of the upcoming fight. Roll an additional d3; the unit will gain the following mutation:

1) +1 Attack **2)** +1 Strength **3)** +1 Initiative

</fluff>

NIGHT LORDS SPECIALIST CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Specialist	4	4	4	4	1	4	1	10	3+
Wraith	4	4	4	4	1	4	2	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, Infiltrate

</fluff>

NIGHT LORDS DREADNOUGHT

<fluff>

	WS	BS	S	[Armour]				I	A
				FA	SA	RA			
Dreadnought	4	4	6	12	12	10	4	3	

UNIT TYPE:

Vehicle (Walker)

WARGEAR:

Dreadnought close combat weapon with built-in twin-linked bolter, smoke launchers

SPECIAL RULES:

Preysight, Night Lord

Sane

Unlike the more chaotic brethren, a Dreadnought in a Night Lords force does not use the "Crazed" special rule. Because of this, the cost is increased by 5 points.

</fluff>

NIGHT LORDS RAPTOR CULT

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	4	4	4	4	1	4	2	10	3+

UNIT TYPE:

Jump Infantry

WARGEAR:

Power armour, jump pack, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, Master of the Hunt, Hit & Run, The Long War

</fluff>

NIGHT LORDS BIKER STRIKE CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Biker	4	4	4	4(5)	1	4	1	9	3+
Claw Champion	4	4	4	4(5)	1	4	2	10	3+

UNIT TYPE:

Bikes

WARGEAR:

Power armour, bike with twin-linked bolter, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, Hit & Run

</fluff>

NIGHT LORDS HAVOC CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Havoc	4	4	4	4	1	4	1	9	3+
Claw Champion	4	4	4	4	1	4	2	9	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, The Long War

</fluff>

DESECRATOR

<fluff>

	WS	BS	S	Armour			I	A
				FA	SA	RA		
Desecrator	4	3	6	12	12	10	4	3

UNIT TYPE:

Vehicle (Walker)

WARGEAR:

Two dreadnought close combat weapons (extra attacks already included in the profile), daemonic possession, smoke launchers, screaming sculptures

SPECIAL RULES:

Fleet, Move Through Cover, Rage

Frenzied Charge

The Desecrator can cover all manner of terrain at great speed - it may roll 2d6 when running and select the highest result.

</fluff>

LESSER DAEMONS

As the Night Lords go to war, darkness falls around them. In that midnights gloom creatures haunt, stalkers with glowing red eyes, long, sharp claws and gaping maws filled with vicious fangs. Any enemy of the Traitor Astartes that stray too far from the light is pounced upon by these daemons of the night, and torn apart, both body and soul. The Night Lords themselves does not seem to control or befriend these nightmarish apparitions, rather the daemons naturally follow in slaughters wake, hiding in deep shadows during daylight, and growing stronger and more violent as night falls.

Amongst the citizens of the Imperium of Man, tales are told of these ghastly daemons. Children are kept house-bound during the night by whispers of the shadows that will otherwise swallow them, and even armed men fears the midnight hours, lest they finds themselves prey for the most haunting of creatures.

	WS	BS	S	T	W	I	A	Ld	Sv
Lesser Daemon	4	0	4	4	1	4	2	10	-

UNIT TYPE:

Infantry

WARGEAR:

Single close combat weapon

SPECIAL RULES:

Fearless, 5+ Invulnerable save

SUMMONING LESSER DAEMONS:

A unit of Lesser Daemons enter play as specified in the Codex: Chaos Space Marines (page 61), but with "Icon of Chaos" replaced by "Personal Icon or Warp Icon".

FURIES

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Furie	4	0	4	4	1	4	2	10	-

UNIT TYPE:

Jump Infantry

WARGEAR:

Wings, single close combat weapon

SPECIAL RULES:

Fearless, 5+ Invulnerable save

Daemonic Flight

Furies have wings and count as Jump Infantry. Because of this, the cost is increased to 15 points per additional model.

SUMMONING FURIES:

A unit of Furies enter play as specified in the Codex: Chaos Space Marines (page 61), but with "Icon of Chaos" replaced by "Personal Icon or Warp Icon".

</fluff>

GREATER DAEMON

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Greater Daemon	8	0	6	6	4	4	5	10	-

UNIT TYPE:

Monstrous Creature

WARGEAR:

Single close combat weapon

SPECIAL RULES:

Fearless, 4+ Invulnerable save

SUMMONING GREATER DAEMON:

A Greater Daemon enter play as specified in the Codex: Chaos Space Marines (page 61) but can only possess the body of either a Lord, Sorcerer, Champion, Wraith or Possessed Champion.

</fluff>

OBLITERATOR

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Obliterator	4	4	4	4	2	4	2	9	2+

UNIT TYPE:

Infantry

WARGEAR:

A single power fist, Obliterator Weapons

SPECIAL RULES:

Fearless, 5+ Invulnerable save, Slow and Purposeful, Deep Strike

</fluff>

DREADCLAW

<fluff>

	Type	BS	[Armour]			
			FA	SA	RA	
Dreadclaw	Open-topped	4	12	12	12	

WARGEAR:

Twin-linked bolter

TRANSPORT:

The Dreadclaw has a transport capacity of ten models or a single Dreadnought. Once the Dreadclaw has landed, all passengers must immediately disembark. Once disembarked, no models can embark the Dreadclaw for the rest of the game.

Fire Points and Access Points:

Once deployed, the Dreadclaw is no longer a sealed environment and is thus counted as being open-topped.

SPECIAL RULES:

Preysight, Night Lord, Immobile

Fear the Skies!

All Dreadclaw/Terror Pod always enter play using the Deep Strike rules from the Warhammer 40,000 rulebook. When arriving, should they scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

</fluff>

TERROR POD

<fluff>

	Type	BS	[Armour]			
			FA	SA	RA	
Terror Pod	Open-topped	0	12	12	12	

WARGEAR:

Screaming sculptures, warp icon

SPECIAL RULES:

Immobile, Fear the Skies

Screaming Sculptures

Screaming Sculptures are used by the Night Lords to sow misery and fear amongst their foes. Prisoners claimed by previous raids are kept fed and healthy, much to their own surprise. The relocation to a Drop Pod and the subsequent launch may at first seem like freedom. It is only when the pod lands and razor sharp blades punch through their limbs and intestines that the prisoners finally learn of their true purpose. The Pod doors swing outwards and the impaled prisoners are hoisted up by pneumatic pistons and their agonising screams are projected by vox casters across the battlefield. Stimulants injected into the prisoners ensure that by the time they finally expire, the battle has since long been won by the Night Lords.

Any enemy unit within 12" of the Screaming Sculptures suffer a -1 modifier on their leadership. This modifier is not cumulative with other Screaming Sculptures.

</fluff> A weapon destroyed result will destroy the sculptures.

NIGHT LORDS RHINO

<fluff>

	Type	BS	[Armour]			
			FA	SA	RA	
Rhino	Tank	4	11	11	10	

WARGEAR:

Twin-linked bolter, smoke launchers

TRANSPORT:

The Rhino has a transport capacity of ten models.
It cannot carry models in Terminator armour.

Fire Points:

Two models can fire from the Rhino's top hatch.

Access Points:

A Rhino has one access point on each side of the hull and one at the rear.

SPECIAL RULES:

Preysight, Night Lord

Repair:

If a Rhino is immobilized for any reason, the in subsequent turns the crew can attempt a temporary repair instead of the vehicle shooting. Roll a D6 in the Shooting phase - on a roll of a 6, the Rhino is no longer immobilized.

</fluff>

NIGHT LORDS PREDATOR

<fluff>

	Type	BS	[Armour]			
			FA	SA	RA	
Predator	Tank	4	13	11	10	

WARGEAR:

Autocannon, smoke launchers

SPECIAL RULES:

Preysight, Night Lord

Targeting Stabilizer

If the Predator has moved at combat speed, it may choose to fire either both of its sponsons **or** its turret weapon.

</fluff>

NIGHT LORDS VINDICATOR

<fluff>

	Type	[Armour]			
		BS	FA	SA	RA
Vindicator	Tank	4	13	11	10

WARGEAR:

Demolisher cannon, twin-linked bolter, smoke launchers

Siege Shield

Vindicators are equipped with an enormous bulldozer blade, allowing them to shoulder aside rubble and other battlefield debris without risk. A Vindicator with a siege shield automatically passes dangerous terrain tests.

SPECIAL RULES:

Preysight, Night Lord

</fluff>

NIGHT LORDS LAND RAIDER

<fluff>

	Type	[Armour]			
		BS	FA	SA	RA
Land Raider	Tank	4	14	14	14

WARGEAR:

Two twin-linked lascannons, one twin-linked heavy bolter, smoke launchers

TRANSPORT:

The Land Raider has a transport capacity of ten models.

Access Points: A Land has one access point on each side of the hull and one at its front.

SPECIAL RULES:

Preysight, Night Lord

Infernal Device

The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit than any other weapon, subject to the normal rules for shooting.

Assault Vehicle

Models disembarking from any access point on a Land Raider can launch an assault on the turn they do so.

</fluff>

SORCERER

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Sorcerer	5	5	4	4	3	5	3	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, bolt pistol, force weapon, frag and krak grenades

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, Independent Character, 5+ Invulnerable save, Master of the Hunt

Psyker

A Night Lords Sorcerer is a psyker, as described in the Warhammer 40,000 rulebook, and has two psychic powers from the list given on page 23 (chosen when the army is picked). He can only use one power each turn unless he has been upgraded to a Master Psyker, in which case he can use up to two psychic powers each turn.

</fluff>

THE ATRAMENTAR

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Atramentar	5	4	4	4	1	4	3	10	2+

UNIT TYPE:

Infantry

WARGEAR:

Terminator armour, twin-linked bolter, power weapon

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save

The Elite Few

No model may have an identical wargear setup. Additionally, if the Atramentar are joined by an Independent Character, the unit becomes Stubborn.

</fluff>

WARLEADER

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Lord	6	5	4	4	3	5	3	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES:

Fearless, Preysight, Night Lord, Independent Character, 5+ Invulnerable save, Master of the Hunt

Communications Breakdown

Masters of terror and dirty fighters of renown, most Night Lords attacks start with several pre-emptive strikes against enemy energy generators and communications sites. Only when the communications are down and any broadcast system hijacked do they attack. The resulting chaos ensures that the enemy orders and strategies cannot be fully utilized.

The Night Lords player may choose to force the opponent to re-roll a single successful reserve roll per turn, per model with this rule. This re-roll must be forced before the opponent rolls for their next unit.

</fluff>

DAEMON PRINCE

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon prince	7	5	6	5	4	5	4	10	3+

UNIT TYPE:

Monstrous Creature

WARGEAR:

Single close combat weapon

SPECIAL RULES:

Fearless, Eternal Warrior, 5+ Invulnerable save, Master of the Hunt

</fluff>

MALCHARION, THE WAR SAGE

<fluff>

	WS	BS	S	[Armour]			I	A
				FA	SA	RA		
Malcharion	5	5	6	12	12	10	4	3

UNIT TYPE:
Vehicle (Walker)

WARGEAR:
Twin-linked autocannon, dreadnought close combat weapon with built-in heavy flamer, smoke launchers

SPECIAL RULES:
Preysight, Night Lord

Venerable
Venerable Dreadnoughts have cheated death on countless occasions. If a Venerable Dreadnought suffers a glancing or penetrating hit, you may ask your opponent to re-roll the result rolled on the Vehicle Damage chart. You must accept the result of the second roll, even if it is worse than the first.

Champion of the 10th
In close combat against other walkers and monstrous creatures, Malcharion may re-roll all failed to-hit rolls.

</fluff>

ZSO SAHAAL

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Zso Sahaal	6	5	4	4	4	5	6	10	3+

UNIT TYPE:

Infantry

WARGEAR:

Power armour, jump pack, frag and krak grenades

Unguis Raptus

Unguis Raptus - the Raptor's claws, a gift from the Night Hunter himself and named by Zso; coining the name of his command company. These blood-red power-bladed claws, together with ceramite claws on his feet, make his flurry of attacks unmatched by all but the most skilled of opponents.

Unguis Raptus are a pair of lightning claws that provide an additional three attacks (already included in profile) in close combat instead of the normal one.

Mordax Tenebrae

Mordax Tenebrae - the Dark's Bite. Hand crafted on Nostramo Quintus, with its elaborately decorated chambers and skull-mouthed barrel, another gift from the Night Hunter.

Mordax Tenebrae is a master-crafted boltgun with the Rending USR.

Corona Nox

The symbol of office of the Night Hunter; a black circlet of mercurial metal radiating an eerie non-light, with a ruby-red teardrop jewel set into the frontispiece burning with an inner light.

The Corona Nox provides Zso with a 4+ Invulnerable Save, as well as the ability to ignore all Psychic powers directed specifically at him on the roll of 4+.

SPECIAL RULES:

Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save, Master of the Hunt, Stealth, Hit & Run, Outflank, Fleet

First Raptor

In an army led by Zso Sahaal, all Raptor Cults are scoring.

</fluff>

KRIEG ACERBUS

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
Krieg Acerbus	7	5	6	5	4	5	4	10	3+

UNIT TYPE:

Monstrous Creature

WARGEAR:

Wings

Warpclaws

Feeding on the fear of the enemy, slowly dismembering them piece by piece with the unrelenting force only the warp can provide; in close combat, take note of any to-wound roll of a 6. Any successful invulnerable save taken on this wound will need to be re-rolled.

SPECIAL RULES:

Fearless, Eternal Warrior, 5+ Invulnerable save, Master of the Hunt, Furious Charge

Vindictive

If Acerbus is taken in a Night Lord army, the only additional HQ option available is the Sorcerer. Other HQ options are not available as they are seen as challengers to his rule (or in the way of the Atramentar, not applicable to his style of leadership).

Aura of Despair

Heralded by a shrieking of a million banshees to drown the senses, clouds -worlds- of darkness storming into the air; every light to have ever existed snuffed, every happiness shredded, every quiet joy and instant of ecstasy swallowed up and burned away.

Acerbus has fully embraced the powers of the warp and with it gained the ability to utterly demoralize the opposition.

In the first round of assault (after pile-in moves, but before attacks are resolved) any enemy unit engaged with Acerbus must pass a Morale Check or have their Initiative value lowered to 1 for the remainder of the turn.

By Any Means!

In an army led by Krieg Acerbus, all Possessed are scoring.

</fluff>

TALOS (PROPHET/SOUL HUNTER)

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
The Prophet	5	4	4	4	2	4	3	10	3+
Soul Hunter	5	4	4	4	2	4	3	10	3+

Note that there are two different profiles for Talos; one for the squad leader of First Claw, and one to represent him taking command over the 10th Company (and of course you may only field one of them in your force).

UNIT TYPE:

Infantry

WARGEAR:

Power armour, Conversion Field, frag and krak grenades

Aurum

Aurum is a Master-crafted power-weapon that strikes at Strength 5.

Sage's Bellow

This relic boltgun is an Assault 2, Master-crafted bolter.

SPECIAL RULES: (*Talos, The Prophet*)

Fear Incarnate, Preysight, Night Lord, Independent Character, 5+ Invulnerable save

First Claw

Talos must be fielded together with First Claw, if both are taken. Otherwise he must deploy with a Legion Claw unit.

Curse of the Father

Equal parts gift and curse, Talos' precognitive abilities allow you to seize the initiative on the roll of 5+ instead of the normal 6.

Not One Step Back!

All units with the Night Lord special rule gain the Stubborn USR.

Echo of Damnation

First Claw, as well as all Night Lords Harbringers, are scoring.

SPECIAL RULES: (*Talos, The Soul Hunter*)

Fear Incarnate, Preysight, Night Lord, Master of the Hunt, Curse of the Father, Stubborn

</fluff>

FIRST CLAW

<fluff>

	WS	BS	S	T	W	I	A	Ld	Sv
First Claw	4	4	4	4	1	4	2	10	3+

WARGEAR: *(Mercutian)*
Power armour, heavy bolter, chainsword, frag and krak grenades

SPECIAL RULES: *(Mercutian)*
Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save, Relentless

WARGEAR: *(Variel)*
Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

Narthecium
While Variel is alive, First Claw (apart from Uzas) has the Feel no Pain USR.

SPECIAL RULES: *(Variel)*
Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save

WARGEAR: *(Xarl)*
Power armour, master-crafted boltgun, master-crafted bolt pistol, frag and krak grenades

Executioner Chainblade
This massive chainsword gives Xarl +2 Strength.

SPECIAL RULES: *(Xarl)*
Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save

Wicked Shot
All of Xarl's ranged attacks are Rending.

WARGEAR: *(Uzas)*
Power armour, two close combat weapons (Chainaxe & Glaive), frag and krak grenades

SPECIAL RULES: *(Uzas)*
Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save, Furious Charge

Condemned
Uzas does not benefit from Variel's Narthecium.

Blood Frenzy
Uzas' close combat attacks are Rending.

</fluff>

Note that all of the models in First Claw will need to be modelled appropriately and clearly with WYSIWYG in mind.

UNIT TYPE:
Infantry

WARGEAR: *(Cyrion)*
Power armour, boltgun, bolt pistol, chainsword, frag and krak grenades

SPECIAL RULES: *(Cyrion)*
Fear Incarnate, Preysight, Night Lord, 5+ Invulnerable save

"I can sense your fear"
While Cyrion is alive, First Claw has the Counter-attack USR.

- WARGEAR AND OTHER RULES -

Veteran Skills

Veteran skill(s) taken by an IC may not be used by any other model in a unit the IC may have joined. The one exception to this is Stealth.

Outflank

The unit may choose to outflank (as per the rule in the Warhammer 40.000 rulebook) as if they had the Infiltrate USR, but may not claim any other part of that rule.

Unless all models in the unit (including an accompanied IC) have either this rule or the Infiltrate USR, they lose the ability to outflank.

Outflank can not be used by a dedicated transport, unless a majority of the models embarked in it have the Infiltrate USR.

Conversion Field

Provides the wearer with a 4+ Invulnerable Save.

Dozer Blade

Dozer blades are heavy ploughs, rams, or scoops, used to clear obstacles from the vehicle's path. Vehicles equipped with dozer blades can re-roll a failed difficult terrain test.

Warp Icon (Terror Pod)

A Warp Icon counts as a Personal Icon and Locator Beacon, but you cannot use this effect on the turn the Terror Pod arrives.

Scrap Code Shrieker (Land Raider)

Defensive weapon, 12" range. Roll To-Hit as normal. If hit, the target vehicle will suffer a single glancing hit on the roll of 3+.

Any modifier on the vehicle damage table from firing at an open-topped vehicle is ignored.

Suppressor Autocannon (Land Raider)

36" - S7 AP4 - Heavy 3, twin-linked

Daemon Weapon (Lord)

As Codex: Chaos Space Marines, No Mark Only.

Wings (Daemon Prince)

The model may move as if it was Jump Infantry

Soul Devourer (Daemon Prince)

For every unsaved wound the model inflicts in close combat, the model must immediately take a Leadership test (on its own Leadership value, the model cannot use another model's Ld for this test). If any of these tests are failed, the victim suffers instant death.

Aura of Darkness (Daemon Prince)

The model counts as having both offensive and defensive grenades.

Daemonic Poison (Daemon Prince)

The model's close combat attacks are Poisoned (2+).

Master of Sorcery (Daemon Prince)

The model may use two psychic powers each turn.

- PSYCHIC POWERS -

We Have Come For You!

Used in the assault phase after measuring the distance to the unit being assaulted, but before moving the models. The enemy unit must immediately take a Morale check with a -1 Ld modifier. All normal modifiers and/or exceptions apply. If the test is failed, the enemy unit breaks and will fall back, counting as falling back through dangerous terrain. The Sorcerer and his unit may then consolidate.

If the morale check is passed, the assault is resolved as normal.

Empyrean Precognition

This power is used at the start of the Sorcerer's turn. Until the beginning of the Sorcerer's next turn, he may re-roll all failed armour and cover saves.

Cimmerian Shield

Activated at the start of the enemy shooting phase. Until the end of the current shooting phase, all non-vehicle units within 6" of the sorcerer have a 5+ invulnerable save.

Our Father's War

Activated at the start of any player's turn. All units within 6" of the Sorcerer (including his own unit and himself) gain the Preferred Enemy USR against all Imperium forces for the rest of the player turn.

Night Terrors

The sorcerer breaks into the thoughts of his victims, rendering them oblivious to their surroundings as their minds are filled with nightmares far worse than any sane mind would ever have encountered before.

This power is a Psychic Shooting Attack that automatically hits the target unit. Choose a unit within 12" and in line of sight to the sorcerer. This unit must take a leadership test on 3D6 or suffer a D3 negative modifier (to a minimum of 1) to their Initiative for the remainder of the player turn. This effects the unit and any Independent Characters assigned to the unit.

Warpstorm

Used at the start of the Sorcerer's turn, before any other powers are used. Until the beginning of the Sorcerer's next turn, any psyker (friend or foe, not including himself) that takes a Psychic test within 24" of the Sorcerer must take the test on 3d6 and will suffer a Perils of the Warp attack on the roll of any double 1 or double 6.

Additionally, should a model within the area of effect attempt to nullify a psychic power being cast, they will first need to pass a Psychic test of their own.

Grasping Shadows

Grasping Shadows is a psychic shooting attack with the profile shown below:

	Range	Strength	AP	Type
Grasping Shadows	24"	4	-	Assault D6+2, Pinning, Ignores Cover

Vehicles are hit on their rear armour.

Wind of Chaos *(Daemon Prince only)*

Wind of Chaos follows the rules from Codex: Chaos Space Marines (p. 88)

Doombolt *(Daemon Prince only)*

Doombolt follows the rules from Codex: Chaos Space Marines (p. 88)

Warptime *(Daemon Prince only)*

Warptime follows the rules from Codex: Chaos Space Marines (p. 88).

Bolt of Change *(Daemon Prince only)*

Bolt of Change follows the rules from Codex: Chaos Space Marines (p. 88).

-- NIGHT LORDS ARMY LIST --

- HQ -

Zso Sahaal, The Talonmaster.....225 Points

Page [18](#)

	WS	BS	S	T	W	I	A	Ld	Sv
Zso Sahaal	6	5	4	4	4	5	6	10	3+

Composition:

- 1 (Unique)

Unit type:

- Jump infantry

Wargear:

- Power armour
- Jump pack
- Frag and krak grenades
- Corona Nox
- Unguis Raptus (extra attacks already included in the profile above)
- Mordax Tenebrae

Special rules:

- Night Lord
- First Raptor
- Master of the Hunt
- 5+ Invulnerable Save
- Stealth
- Hit & Run
- Outflank
- Fleet

Krieg Acerbus, The Axemaster.....200 Points

Page [19](#)

	WS	BS	S	T	W	I	A	Ld	Sv
Krieg Acerbus	7	5	6	5	4	5	4	10	3+

Composition:

- 1 (Unique)

Unit type:

- Monstrous Creature

Wargear:

- Warpclaws
- Wings
- Personal Icon

Special rules:

- Vindictive
- Aura of Despair
- By Any Means!
- 5+ Invulnerable Save
- Fearless
- Eternal Warrior
- Master of the Hunt
- Furious Charge

- HQ -

Talos, The Prophet.....150 Points

Page [20](#)

	WS	BS	S	T	W	I	A	Ld	Sv
The Prophet	5	4	4	4	2	4	3	10	3+

Composition:

- 1 (Unique)

Unit type:

- Infantry

Wargear:

- Power armour
- Conversion field
- Frag and krak grenades
- Aurum
- Sage's Bellow

Special rules:

- Night Lord
- 5+ Invulnerable Save
- Curse of the Father
- First Claw
- Not One Step Back!
- Echo of Damnation
- Independent Character

First Claw.....130 Points

Page [21](#)

First Claw may only be taken if Talos, The Prophet is in the army. First Claw does not take up an HQ slot.

	WS	BS	S	T	W	I	A	Ld	Sv
First Claw	4	4	4	4	1	4	2	10	3+

Composition:

- Cyrion, Mercutian, Uzas, Variel & Xarl

Unit type:

- (Unique) Infantry

Wargear:

- Power armour
- Frag and krak grenades

Special rules:

- Night Lord
- 5+ Invulnerable Save

Dedicated transport:

- May select a Rhino, Dreadclaw or Land Raider as a dedicated transport

:: Cyrion ::

Wargear:

- Bolter
- Bolt pistol
- Close combat weapon

Special rules:

- "I can sense your fear"

:: Mercutian ::

Wargear:

- Heavy Bolter
- Close combat weapon

Special rules:

- Relentless

:: Uzas ::

Wargear:

- Chainaxe & Glaive

Special rules:

- Furious Charge
- Condemned
- Blood Frenzy

:: Variel ::

Wargear:

- Bolter
- Bolt pistol
- Close combat weapon
- Narthecium

:: Xarl ::

Wargear:

- Master-crafted Bolter
- Master-crafted Bolt pistol
- Executioner Chainblade

Special rules:

- Wicked Shot

- HQ -

WARLEADER.....95 Points

Page 16

WS BS S T W I A Ld Sv

Warleader 6 5 4 4 3 5 3 10 3+

Composition:

- 1 Lord

Unit type:

- Infantry

Wargear:

- Power Armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Fearless
- Independent Character
- 5+ Invulnerable Save
- Master of the Hunt
- Communications Breakdown

Options:

- Replace bolt pistol with:
 - x Plasma pistol.....+10 pts
- Take any of the following:
 - x Personal Icon.....+5 pts
 - x Melta Bombs.....+5 pts
 - x Conversion Field.....+15 pts
 - x Twin-linked bolter.....+5 pts
 - x Combi-weapon.....+10 pts
- Replace close combat weapon with:
 - x Power weapon.....+15 pts
 - x Lightning claw.....+15 pts
 - x Power fist.....+25 pts
 - x Pair of Lightning claws.....+30 pts
 - x Daemon Weapon.....+40 pts
- Take up to two of the following Veteran skills:
 - x Outflank.....+10 pts
 - x Counter-attack.....+10 pts
 - x Furious charge.....+15 pts
 - x Hit & Run.....+15 pts
 - x Stealth.....+15 pts
- Take one of the following:
 - x Jump pack.....+20 pts
 - x Bike.....+30 pts

- May instead replace all wargear with Terminator armour, twin-linked bolter and power weapon.....+30 pts.

While wearing Terminator armour, he can only choose from the following options:

- Take any of the following:
 - x Personal Icon.....+5 pts
 - x Conversion Field.....+15 pts
- Take any of the following Veteran skills:
 - x Counter-attack.....+10 pts
 - x Furious charge.....+10 pts
- Replace twin-linked bolter with:
 - x a combi-weapon.....+5 pts
- Replace power weapon with:
 - x Lightning claw.....+5 pts
 - x Power fist.....+10 pts
 - x Chainfist.....+15 pts
 - x Daemon Weapon.....+25 pts
- Replace power weapon and twin-linked bolter with:
 - x Pair of Lightning claws.....+10 pts

DAEMON PRINCE.....110 Points

Page 16

WS BS S T W I A Ld Sv

Daemon prince 7 5 6 5 4 5 4 10 3+

Composition:

- 1 Daemon Prince (Unique)

Unit type:

- Monstrous Creature

Wargear:

- A Daemon Prince always counts as armed with a single close combat weapon.

Special rules:

- Fearless
- Eternal Warrior
- 5+ Invulnerable Save
- Master of the Hunt

Options:

- Take any of the following:
 - x Wings.....+40 pts
 - x Soul Devourer.....+15 pts
 - x Aura of Darkness.....+5 pts
 - x Daemonic Poison.....+15 pts
 - x Master of Sorcery.....+15 pts
 - x Personal Icon.....+5 pts
- Take one of the following Marks of Chaos:
 - x Mark of Khorne.....+10 pts
 - x Mark of Slaanesh.....+10 pts
 - x Mark of Nurgle.....+25 pts
 - x Mark of Tzeentch.....+25 pts

- If it does not have the Mark of Khorne, the Daemon Prince may be a Psyker by taking one of the following psychic powers (models with the Mark of Tzeentch may take up to two):
 - x Doombolt.....+10 pts
 - x Warptime.....+25 pts
 - x Wind of Chaos.....+30 pts
 - x Bolt of Change (model with Mark of Tzeentch only).....+25 pts

- HQ -

SORCERER.....120 Points

Page 15

	WS	BS	S	T	W	I	A	Ld	Sv
Sorcerer	5	5	4	4	3	5	3	10	3+

Composition:

- 1 Sorcerer

Unit type:

- Infantry

Wargear:

- Power Armour
- Bolt pistol
- Force weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Independent Character
- 5+ Invulnerable Save
- Master of the Hunt

Psychic Powers:

A Sorcerer has any two of the following powers:

We Have Come For You!, Warpstorm, Cimmerian Shield, Grasping Shadows, Empyrean Precognition, Our Father's War

Options:

- Upgrade to Master Psyker.....+35 pts
- Replace bolt pistol with:
 - x Plasma pistol.....+10 pts
- Take any of the following:
 - x Personal Icon.....+5 pts
 - x Melta Bombs.....+5 pts
 - x Conversion Field.....+15 pts
- Take one of the following:
 - x Jump pack.....+20 pts
 - x Bike.....+30 pts

- Take up to two of the following Veteran skills:

- x Outflank.....+10 pts
- x Counter-attack.....+10 pts
- x Furious charge.....+15 pts
- x Hit & Run.....+15 pts
- x Stealth.....+15 pts

- May instead replace all wargear with Terminator armour, twin-linked bolter and force weapon.....+15 pts.

While wearing Terminator armour, he can only choose from the following options:

- Take any of the following:
 - x Personal Icon.....+5 pts
 - x Conversion Field.....+15 pts
- Take any of the following Veteran skills:
 - x Counter-attack.....+10 pts
 - x Furious charge.....+10 pts
- Replace twin-linked bolter with:
 - x a combi-weapon.....+5 pts

THE ATRAMENTAR.....40 Points

Page 15

You can only include a maximum of one unit of Atramentar in your army.

	WS	BS	S	T	W	I	A	Ld	Sv
Atramentar	5	4	4	4	1	4	3	10	2+

Composition:

- 1 Atramentar

Unit type:

- (Unique) Infantry

Wargear:

- Terminator Armour
- Twin-linked bolter
- Power weapon

Special rules:

- Night Lord
- The Elite Few

Dedicated transport:

- May select a Land Raider or Land Raider Proteus as a dedicated transport

Options:

- May include up to four additional Atramentar.....+40 pts per model
- Any model may take:
 - x Personal Icon.....+5 pts
 - x Conversion Field.....+10 pts
- Any model may take any of the following Veteran skills:
 - x Counter-attack.....+5 pts
 - x Furious charge.....+5 pts
- For every two models in the squad, one Atramentar may replace his twin-linked bolter with:
 - x Heavy flamer.....+5 pts
 - x Reaper autocannon.....+15 pts

- Any model may replace his twin-linked bolter with:
 - x a combi-weapon.....+5 pts

- Any model may replace power weapon and/or twin-linked bolter with:
 - x Lightning claw.....+5 pts
 - x Power fist.....+10 pts
 - x Chainfist.....+15 pts

- ELITES -

NIGHT LORDS HARBRINGER CLAW.....60 Points

Page 6

	WS	BS	S	T	W	I	A	Ld	Sv
Harbringer	4	4	4	4	1	4	2	10	3+

Composition:

- 3 Harbringers

Unit type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Master of the Hunt

Dedicated transport:

- May select a Rhino, Dreadclaw or Land Raider as a dedicated transport

Options:

- May include up to seven additional Harbringers.....+20 pts per model
- Any model may take any of the following:
 - x Melta Bombs.....+5 pts
 - x Conversion Field.....+20 pts
- Replace bolt pistol and/or close combat weapon with:
 - x Plasma pistol.....+10 pts
 - x Hand flamer.....+10 pts
 - x Power weapon.....+15 pts
 - x Lightning claw.....+15 pts
 - x Power fist.....+25 pts
- Replace bolter with combi-weapon.....+10 pts
- Take one of the following:
 - x Jump pack.....+10 pts
 - x Bike.....+20 pts
- The unit may take up to two of the following Veteran skills (Hit & Run may not be taken if the unit contain models in Terminator armour):
 - x Outflank, Counter-attack, Furious charge, Hit & Run and/or Stealth.....+3 pts/model & skill

- Any model may replace all wargear with Terminator armour, twin-linked bolter and power weapon.....+15 pts

While wearing Terminator armour, he can only choose from the following options:

- Take a Conversion Field.....+10 pts
- Replace twin-linked bolter with:
 - x Combi-weapon.....+5 pts
- Replace power weapon and/or twin-linked bolter with:
 - x Lightning claw.....+5 pts
 - x Power fist.....+10 pts
 - x Chainfist.....+15 pts
- For every five models in the unit, one Harbringer in Terminator armour may replace twin-linked bolter with:
 - x Heavy flamer.....free
 - x Reaper Autocannon.....+20 pts
- One Harbringer may take a Personal Icon.....+5 pts
- One model may be upgraded to **Talos**, The Soul Hunter.....+70 pts

Talos, The Soul Hunter.....+70 Points

Page 20

	WS	BS	S	T	W	I	A	Ld	Sv
Soul Hunter	5	4	4	4	2	4	3	10	3+

Composition:

- 1 (Unique)

Unit type:

- Infantry

Wargear:

- Power armour
- Conversion field
- Frag and krak grenades
- Aurum
- Sage's Bellow

Special rules:

- Night Lord
- **Master of the Hunt**
- Curse of the Father
- Stubborn

Options:

- Talos may take a jump pack and/or veteran skill(s) for the same cost as any other Harbringer.

- ELITES -

POSSESSED.....125 Points (5 models)

Page [6](#)

Possessed are bought from Codex: Chaos Space Marines (*Page 29 & 95*) and follow the rules in that codex with the following changes:

Point Cost: 25 points per additional model

Special Rules: Daemonkin

NIGHT LORDS SPECIALIST CLAW.....90 Points

Page [7](#)

	WS	BS	S	T	W	I	A	Ld	Sv
Specialist	4	4	4	4	1	4	1	10	3+
Wraith	4	4	4	4	1	4	2	10	3+

Composition:

- 5 Specialists

Unit type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Infiltrate

Dedicated transport:

- May select a Rhino or a Dreadclaw as a dedicated transport

Character:

- One model may be upgraded to a Wraith.....+10 pts

Options:

- May include up to five additional Specialists.....+18 pts per model
- One model may replace his bolter with one of the following:
 - x Flamer.....+5 pts
 - x Meltagun.....+10 pts
 - x Plasma gun.....+15 pts
 - x Heavy bolter.....+10 pts
 - x Missile launcher.....+10 pts
 - x Autocannon.....+10 pts
 - x Lascannon.....+25 pts

- One model may take a Personal Icon.....+5 pts

- Up to four models may replace their bolter with one of the following:
 - x Flamer.....+5 pts
 - x Meltagun.....+10 pts
 - x Plasma gun.....+15 pts

Or replace close combat weapon with one of the following:

- x Power weapon.....+15 pts
- x Lightning claw.....+15 pts
- x Power fist.....+25 pts

Or replace bolter, bolt pistol and close combat weapon with a pair of lightning claws for 20 points per model.

Or replace bolt pistol with a plasma pistol for 10 points per model.

NIGHT LORDS DREADNOUGHT.....95 Points

Page [7](#)

A Dreadnought is bought from Codex: Chaos Space Marines (*Page 40 & 95*) and follow the rules in that codex with the following changes:

Special Rules: Night Lord, Sane

Dedicated transport: May select a Dreadclaw as a dedicated transport.

Malcharion, The War Sage.....180 Points

Page [17](#)

	WS	BS	S	[Armour]			I	A
				FA	SA	RA		
Malcharion	5	5	6	12	12	10	4	3

Composition:

- 1 Malcharion

Unit type:

- Vehicle (Walker)

Wargear:

- Twin-linked Autocannon
- Dreadnought close combat weapon (with built in heavy flamer)
- Smoke launchers

Special rules:

- Night Lord
- Venerable
- Champion of the 10th

- TROOPS -

NIGHT LORDS LEGION CLAW.....90 Points

Page [5](#)

	WS	BS	S	T	W	I	A	Ld	Sv
Legioneer	4	4	4	4	1	4	1	9	3+
Claw Champion	4	4	4	4	1	4	2	10	3+

Composition:

- Claw Champion
- 4 Legionees

Unit type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Close combat weapon
- Frag and Krak grenades

Dedicated transport:

- If the unit does not take jump packs, they may select a Rhino or a Dreadclaw as a dedicated transport

Special rules:

- Night Lord

Options:

- May include up to fifteen additional Legionees.....+16 pts per model
- One model may replace his bolter with one of the following:
 - x Flamer.....+5 pts
 - x Meltagun.....+10 pts
 - x Plasma gun.....+15 pts
- One model may take a Personal Icon.....+5 pts
- If the squad numbers ten or more models, a second model may replace his bolter with one of the following:
 - x Flamer.....free
 - x Meltagun or Plasma gun.....+5 pts
 - x Heavy bolter, Missile Launcher or Autocannon.....free
 - x Lascannon.....+10 pts

- The Claw Champion may replace his bolt pistol/close combat weapon with:
 - x a plasma pistol or hand flamer.....+10 pts
 - x a Power Weapon or Lightning Claw.....+15 pts
 - x a Power Fist.....+25 pts
- The Claw Champion may take melta bombs.....+5 pts
- The entire unit may take one of the following upgrades:
 - x Jump packs.....+3 pts / model
 - x Infiltrate.....+3 pts / model
 - x Outflank.....+1 pts / model
- The unit may buy one Terror Pod+35 pts

TERROR POD.....35 Points

Page [12](#)

You may include one Terror Pod (up to a maximum of 3) for every unit of Legion Claw/Raptor Cult in your army.

	BS	FA	SA	RA
Terror Pod	0	12	12	12

Composition:

- 1 Terror Pod

Unit type:

- Vehicle (Open-topped)

Transport Capacity:

None

Wargear:

- Screaming Sculptures
- Warp Icon

Special rules:

- Screaming Sculptures
- Fear the Skies!
- Immobile

- DEDICATED TRANSPORTS -

NIGHT LORDS RHINO.....35 Points (Page 42 & 96 in C:CSM)

Page [13](#)

A Rhino is bought from Codex: Chaos Space Marines (Page 42 & 96) and follow the rules in that codex with the following addition:

Special Rules: Night Lord

NIGHT LORDS DREADCLAW.....35 Points

Page [12](#)

	BS	[Armour]		
		FA	SA	RA
Dreadclaw	4	12	12	12

Composition:

- 1 Dreadclaw

Unit type:

- Vehicle (Open-topped)

Wargear:

- Twin-linked bolter

Transport Capacity:

- Ten models or one Dreadnought

Special rules:

- Night Lord
- Fear the Skies!
- Immobile

- Can replace twin-linked bolter with:
x Havoc launcher.....+10 pts

LAND RAIDER PROTEUS.....225 Points (Atramentar only)

A Land Raider Proteus is bought from the Forge World website (<http://www.forgeworld.co.uk/downloads/product/pdf/p/Proteus.pdf>) and follow the rules on that pdf with the following addition:

Special Rules: Night Lord

- SUMMONED DAEMONS -

LESSER DAEMONS.....65 Points (5 models)

Page [10](#)

Lesser Daemons are bought from Codex: Chaos Space Marines (Page 61, 63 & 102) and follow the rules in that codex.

FURIES.....75 Points (5 models)

Page [10](#)

Furies are bought from Codex: Chaos Space Marines (Page 61, 63 & 102) and follow the rules of Lesser Daemons with the following changes:

Special Rules: Daemonic Flight

Point Cost: 15 points per additional model

Force Organisation (non-)Slot: Fast Attack

GREATER DAEMON.....100 Points

Page [11](#)

A Greater Daemon is bought from Codex: Chaos Space Marines (Page 61, 62 & 102) and follow the rules in that codex.

- FAST ATTACK -

NIGHT LORDS RAPTOR CULT.....115 Points

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Raptor	4	4	4	4	1	4	2	10	3+

Composition:

- 5 Raptors

Unit type:

- Jump Infantry

Wargear:

- Power armour
- Jump pack
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Hit & Run
- Masters of the Hunt
- The Long War

Options:

- May include up to five additional Raptors.....+23 pts per model
- The unit may buy one Terror Pod+35 pts
- The squad may exchange their "Hit & Run" special rule with one of the following:
 - x Outflank.....free
 - x Furious charge.....free

- For every five models in the squad, two Raptor Prime may replace their bolt pistol and/or close combat weapon with:
 - x Hand flamer.....+10 pts
 - x Plasma pistol.....+10 pts
 - x Power weapon.....+15 pts
 - x Lightning claw.....+15 pts
 - x Power fist.....+25 pts

Or take one of the following:

- x Flamer.....+5 pts
- x Meltagun.....+10 pts
- x Plasma gun.....+10 pts
- One model may take a Personal Icon.....+5 pts

NIGHT LORDS BIKER STRIKE CLAW.....90 Points

Page 8

	WS	BS	S	T	W	I	A	Ld	Sv
Biker	4	4	4	4(5)	1	4	1	9	3+
Claw Champion	4	4	4	4(5)	1	4	2	10	3+

Composition:

- 1 Claw Champion
- 2 Bikers

Unit type:

- Bikes

Wargear:

- Power armour
- Bike with twin-linked bolter
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- Hit & Run

Options:

- May include up to seven additional Bikers.....+30 pts per model
- Up to two models may replace their bolt pistol and/or close combat weapon with:
 - x Plasma pistol.....+10 pts
 - x Power weapon.....+15 pts
 - x Lightning claw.....+15 pts
 - x Power fist.....+25 pts

Or take one of the following:

- x Flamer.....+5 pts
- x Meltagun.....+10 pts
- x Plasma gun.....+15 pts

- The squad may exchange their "Hit & Run" special rule with one of the following:
 - x Outflank.....free
 - x Furious charge.....free

- The Claw Champion may replace his bolt pistol/close combat weapon with:
 - x a plasma pistol or hand flamer.....+10 pts
 - x a Power Weapon or Lightning Claw+15 pts
 - x a Power Fist.....+25 pts

- The Claw Champion may take melta bombs.....+5 pts

- One model may take a Personal Icon.....+5 pts

- FAST ATTACK -

DESECRATOR.....160 Points

Page 9

	WS	BS	S	[Armour]			I	A
				FA	SA	RA		
Desecrator	4	3	6	12	12	10	4	3

Composition:

- 1 Desecrator

Unit type:

- Vehicle (Walker)

Wargear:

- Two Dreadnought close combat weapons (extra attack already included in the profile above)
- Daemonic Possession
- Screaming Sculptures
- Smoke Launchers
- Searchlight

Special rules:

- Move Through Cover
- Fleet
- Frenzied Charge
- Rage

Options:

- Must take one of the following:
 - x Twin-linked heavy flamer.....free
 - x Close combat arm (+1 attack)..free
 - x Havoc Launcher.....+5 pts

- Must take one of the following:

- x Twin-linked heavy bolter.....free
- x Close combat arm (+1 attack)..free
- x Twin-linked lascannon.....+20 pts

- HEAVY SUPPORT -

NIGHT LORDS PREDATOR.....60 Points

Page [13](#)

	[Armour]			
	BS	FA	SA	RA
Predator	4	13	11	10

Composition:

- 1 Predator

Unit type:

- Vehicle (Tank)

Wargear:

- Turret-mounted autocannon
- Smoke Launchers
- Searchlight

Special rules:

- Night Lord
- Targeting Stabilizer

Options:

- Replace autocannon with:
 - x Twin-linked lascannon.....+45 pts
- May take side sponsons with:
 - x Heavy bolters.....+30 pts
 - x Autocannons.....+50 pts
 - x Lascannons.....+65 pts

- May take any of the following:

- x Dozer blade.....+5 pts
- x Dirge caster.....+5 pts
- x Extra armour.....+15 pts

- May take one of the following pintle-mounted weapons:

- x Twin-linked bolter.....+5 pts
- x Combi weapon.....+10 pts
- x Havoc launcher.....+15 pts

NIGHT LORDS VINDICATOR.....125 Points

Page [14](#)

	[Armour]			
	BS	FA	SA	RA
Vindicator	4	13	11	10

Composition:

- 1 Vindicator

Unit type:

- Vehicle (Tank)

Wargear:

- Hull-mounted Demolisher Cannon
- Smoke Launchers
- Searchlight
- Siege Shield

Special rules:

- Night Lord

Options:

- May take any of the following:
 - x Dirge caster.....+5 pts
 - x Extra armour.....+15 pts

- May take one of the following pintle-mounted weapons:

- x Twin-linked bolter.....+5 pts
- x Combi weapon.....+10 pts
- x Havoc launcher.....+15 pts

NIGHT LORDS LAND RAIDER.....250 Points

Page [14](#)

	[Armour]			
	BS	FA	SA	RA
Land Raider	4	14	14	14

Composition:

- 1 Land Raider

Unit type:

- Vehicle (Tank)

Wargear:

- Two twin-linked lascannons
- One twin-linked heavy bolter
- Smoke Launchers
- Searchlight

Transport Capacity:

- Ten models

Special rules:

- Night Lord
- Assault vehicle
- Infernal Device

Options:

- May replace the two twin-linked lascannons with two Suppressor Autocannons.....+10 pts

- May take any of the following:

- x Dirge caster.....+5 pts
- x Extra armour.....+15 pts

- May take one of the following pintle-mounted weapons:

- x Twin-linked bolter.....+5 pts
- x Combi weapon.....+10 pts
- x Scrap Code Shrieker.....+10 pts
- x Havoc launcher.....+15 pts

- HEAVY SUPPORT -

NIGHT LORDS HAVOC CLAW.....85 Points

Page 9

	WS	BS	S	T	W	I	A	Ld	Sv
Havoc Claw	4	4	4	4	1	4	1	9	3+
Claw Champion	4	4	4	4	1	4	2	10	3+

Composition:

- Claw Champion
- 4 Havocs

Unit type:

- Infantry

Wargear:

- Power armour
- Bolter
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special rules:

- Night Lord
- The Long War

Dedicated transport:

- May select a Rhino or a Dreadclaw as a dedicated transport

Options:

- May include up to fifteen additional Havocs.....+15 pts per model
- Up to four Havocs may replace their bolter with one of the following:
 - x Flamer.....+5 pts
 - x Meltagun.....+10 pts
 - x Plasma gun.....+15 pts
 - x Heavy bolter.....+10 pts
 - x Missile launcher.....+10 pts
 - x Autocannon.....+10 pts
 - x Lascannon.....+25 pts

- The Claw Champion may replace his bolter with:
 - x a combi-bolter.....+5 pts
 - x a combi-flamer/-melta/-plasma.....+10 pts
- He may also replace his bolt pistol/close combat weapon with:
 - x a plasma pistol, hand flamer.....+10 pts
 - x a Power Weapon or Lightning Claw.....+15 pts
 - x a Power Fist.....+25 pts
- The Claw Champion may take melta bombs.....+5 pts
- One model may take a Personal Icon.....+5 pts

OBLITERATOR CULT.....75 Points

Page 12

Obliterator Cults are bought from Codex: Chaos Space Marines (*Page 35 & 100*) and follow the rules in that codex.

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