

### Night Lords 0.3d

A Night Lords Chaos Space Marine Army has a strategy rating of 4.

All Night Lords and Dark Mechanicum Formations have an initiative rating of 1+.

Navy Elements have an initiative rating of 2+, except Thunderhawk Gunship which is initiative rating of 1+.

#### Formation Type

#### Units

#### Upgrades

#### Cost

### Night Lords Core Formations

(You may have any number of Night Lords Core Formations)

Night Lords Company	1 Night Lords Champion or Sorcerer Character and 6 to 8 Night Lords Marine units.	All except for Sniper	225 points for 6 +25 points per extra.
Raptor Cult	1 Night Lords Champion or Sorcerer Character and 4 to 10 Night Lords Raptor units.	Warlord	175 points for 4 +35 points per extra.

### Night Lords Elite Formations

(You may have one Night Lords Elite Formation for each Night Lords Core Formation)

Night Lords Terminators	1 Night Lords Champion or Sorcerer Character and 4 to 6 Night Lords Terminator units.	Dreadnoughts, Dreadclaws, Hyperios, Land Raiders, Warlord.	275 points for 4 +65 points per extra.
Night Lords Terror Claws	1 Night Lords Champion or Sorcerer Character and 4 to 6 Night Lords Terror Claws units.	Sniper	225 points for 4 +35 points per extra.
Night Lords Scouts	4 Night Lords Scout units	Dreadclaws, Rhinos	125 points
Night Lords Warp Talons	1 Night Lords Talon Master Character and 4 to 6 Night Lords Terror Claws.	None	240 points for 4 +45 points per extra.

### Night Lords Support Formations

(You may have two Night Lords Support Formation for each Night Lords Core Formation)

Night Lords Armoured Company	4 to 8 Night Lords Predators and/or Night Lords Land Raiders	Vindicators, Hyperios	50 points per Predator 75 points per Land Raider
Night Lords Bike Company	1 Night Lords Champion or Sorcerer Character and 6 to 8 Night Lords Bike units.	Warlord	250 points for 6 +25 points per extra

### Night Lords Upgrades

#### Upgrade

#### Units

#### Cost

0-1 Warlord	Upgrade one unit containing a Night Lords Champion to a Warlord Character.	+50 points
Havocs	Add up to 4 Havocs	+40 points each
Dreadnoughts	Add up to 2 Dreadnoughts	+50 points each
Land Raiders	Add up to 6 Land Raiders	+75 points each
Rhinos	Add up to 6 Rhinos. If you choose this option you must take exactly enough Rhinos to carry units that still require transport after all upgrades have been taken. No spare transport spaces may be left over if avoidable.	+10 points each
Vindicators	Add up to 3 Vindicators	+35 points each
Hyperios	Add 1 Hyperios	+75 points
Dreadclaws	Add Dreadclaw Transports to the entire formation	+5 points per unit in formation
Sniper	Replace 1 Terror Claw unit with a Night Lords Sniper	+25 points

Up to 1/3 of the army's points may be spent on Dark Mechanicum and Navy

#### The Dark Mechanicum

Warhound Titan	275 points
Warhound Titan - Talon Pattern	275 points
Reaver Titan	650 points

#### Navy Elements

3 Hellblade Fighters	200 points
2 Hell Talon Fighter-Bombers	250 points
Harbinger Bomber	425 points
Night Lords Thunderhawk Gunship	200 points
Strike Cruiser	200 points
Battle Barge	350 points

### **“We have come for you”**

**The Night Lords have an infamous reputation as very effective terror troops which is reflected in the following special rules. These rules do not apply to Dark Mechanicum Formations. Ignore all normal rules pertaining to Chaos Armies.**

1. Change to the Assault Modifier Table: The opposing formation has more blast markers to +2 (instead of the normal +1).
2. All Enemy formations within 15cm of any unbroken Night Lords Formations are at an additional -1 their rally test in the end phase. **Enemy formations that would need a 7+ to rally will automatically rally on a roll of 6+.**

### **"We bring the night"**

When placing the first unit of Terror Claws as per the tunneller special rule choose one enemy formation within 15cm of the unit, with that selected formation automatically taking one blast marker.

