

NIGHT LORDS 0.3d ARMY REFERENCE

Unit	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Night Lords Warlord	CH	n/a	n/a	n/a	n/a	Legion Relics	(base contact)	(Assault Weapons) MW, EA(+1)	<i>Supreme Commander, Invulnerable Save</i>
Night Lords Champion	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapons) MW, EA(+1)	<i>Commander, Leader, Invulnerable Save</i>
Night Lords Sorcerer	CH	n/a	n/a	n/a	n/a	Visions of Darkness	(15cm)	(Small Arms) MW, EA(+1)	<i>Commander, Leader, Invulnerable Save</i>
Night Lords Talon Master	CH	n/a	n/a	n/a	n/a	Warp Fire	(base contact)	(Assualt Weapons) MW, EA(+1), Sniper	
Night Lords Marines	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	(Small Arms) AP5+/AT6+	
Night Lords Havocs	INF	15cm	4+	5+	3+	2x Autocannons	45cm	AP5+/AT6+	
Night Lords Raptors	INF	30cm	4+	3+	5+	Chainswords	(base contact)	(Assualt Weapons)	<i>Jump Packs</i>
Night Lords Scouts	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	(Small Arms) AP5+/AT6+	<i>Infiltrator, Scout</i>
Night Lords Warp Talons	INF	30cm	4+	2+	n/a	Warp Claws	(base contact)	(Assualt Weapons) MW, First Strike	<i>Jump Packs, Invulnerable Save, Teleport</i>
Night Lords Terminators	INF	15cm	4+	3+	3+	Power Weapon Combi Bolters 2x Reaper Autocannons	(base contact) (15cm) 30cm	(Assualt Weapons) MW, EA(+1) AP4+/AT6+	<i>Reinforced Armour, Thick Rear Armour, Teleport</i>
Night Lords Terror Claws	INF	15cm	4+	4+	4+	Bolters Autocannon	(15cm) 45cm	(Small Arms) AP5+/AT6+	<i>Tunneller, "We Bring the Night"</i>
Night Lords Snipers	INF	15cm	4+	4+	4+	Sniper Rifle	30cm	AP5+, Sniper	<i>Tunneller, "We Bring the Night"</i>
Night Lords Bikes	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assualt Weapons) (Small Arms)	<i>Mounted</i>
Night Lords Dreadnought	AV	15cm	3+	4+	4+	Power Fist Twin Autocannon	(base contact) 45cm	(Assualt Weapons) MW, EA(+1) AP4+/AT5+	<i>Fearless, Walker</i>
Night Lords Hyperios	AV	30cm	5+	6+	5+	Hyperios Launcher	60cm	AT4+/AA4+	
Night Lords Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannons	30cm 45cm	AP4+ AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport: May carry 1 Night Lords Terminator Unit or 2 of the following Units: Night Lords Marines, Night Lords Havocs)</i>
Night Lords Predator	AV	30cm	4+	6+	4+	2x Heavy Bolters Twin Lacannon	30cm 45cm	AP5+ AT4+	
Night Lords Rhino	AV	30cm	5+	6+	6+	Combi Bolters	(15cm)	(Small Arms)	<i>Transport: (May carry 2 of the following Units: Night Lords Marines, Night Lords Havocs)</i>
Night Lords Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	<i>Walker</i>
Night Lords Dreadclaw	Special	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Planetfall, Transport: (May carry 1 formation that contains no mounted infantry, light vehicles or armoured vehicles other than dreadnoughts). A Dreadclaw does not scatter when planetfalling. Once landed, units carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the dreadclaw. Once all units have been placed, the Dreadclaw is removed.</i>

Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4x AP3+/AT5+, Fwd 2x MW2+, Slow Firing, Fwd	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker. May Step over units and impassable or dangerous terrain that is lower than the titans knees and up to 2cm wide. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over than it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)
Warhound Titan Talon Pattern	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Inferno Gun	45cm 30cm	4x AP3+/AT5+ Fwd 3BP, Ignore Cover, Fwd	DC3, 2 Void Shields, Fearless, Reinforced Armour, Walker. May Step over units and impassable or dangerous terrain that is lower than the titans knees and up to 2cm wide. Critical Hit Effect: Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over than it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbo Laser Destructors Rocket Launcher	60cm 60cm	4x AP5+/AT3+, Fwd 3BP, FxF	DC6, 4 Void Shields, Fearless, Reinforced Armour, Walker. May Step over units and impassable or dangerous terrain that is lower than the titans knees and up to 2cm wide. Critical Hit Effect: Roll D6 in the end phase of every turn. 1: Reactor explodes - Destroyed. 2-3: An extra point of DC. 4-6 Reactor repaired. If destroyed any units within 5cm will be hit on a roll of 5+
Night Lords Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolters Battlecannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 2 of the following Units: Night Lords Marines, Night Lords Raptors, Night Lords Havocs, Night Lords Terror Claws, Night Lords Snipers, Night Lords Bikes, Night Lords Terminators, Night Lords Dreadnoughts. Terminators and Dreadnoughts take up 2 spaces each.) Critical Hit Effect: The Thunderhawk's controls are damaged. The Pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Hellblade	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannons	15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs Twin Lascannon Havoc Launcher	15cm 45cm 45cm	2BP, FxF AT4+/AA4+, FxF AP5+/AT6+, FxF	
Harbinger	AC/WE	Bomber	4+	n/a	n/a	Reaper Autocannon Reaper Autocannon Reaper Autocannon Incendiary Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+, FxF AP4+/AT6+/AA5+, RF AP4+/AT6+/AA5+, LF 6BP, Ignore Cover, FxF	DC4, <u>Critical Hit Effect:</u> Destroyed

Night Lords Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	<i>Transport: (May Carry 20 of the following units: Night Lords Marines, Night Lords Raptors, Night Lords Havocs, Night Lords Terror Claws, Night Lords Snipers, Night Lords Bikes, Night Lords Terminators, Night Lords Dreadnoughts; plus 6 Night Lords Thunderhawks and enough Dreadclaws to carry any other units on board).</i>
Night Lords Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	<i>Transport: (May Carry 60 of the following units: Night Lords Marines, Night Lords Raptors, Night Lords Havocs, Night Lords Terror Claws, Night Lords Snipers, Night Lords Bikes, Night Lords Terminators, Night Lords Dreadnoughts; plus 6 Night Lords Thunderhawks and enough Dreadclaws to carry any other units on board). Slow and steady, may not be used on the first two turns of a battle unless the scenario specifically says otherwise.</i>