

## VIII Legion: Night Lords

VIII Legion: Night Lords armies have a strategy rating of 4. Formations listed in the Infantry, Armored Vehicles, War Engine, and Spacecraft sections activate on a 1+, with formations in the Navy activating on a 2+. Units containing summoned daemons activate at a -1.

Core Formations					
FORMATION	UNITS	UPGRADES ALLOWED	COST		
Claw	Six Chaos Space Marines, one Chaos Lord or Sorcerer Lord character	All, except Superior Crew	225 points		
Raptors	Four to ten Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Terror Tactics	175 points for four, +35 points per extra		
Elite Formations					
(Any one elite formation may be fielded per core formation)					
Terminators	Four to Six Terminators, one with a Chaos Lord or Sorcerer Lord Character	Chaos Warlord, Chaos Champion, Dreadnought, Chaos Drop Pods, Chaos Stalker, Chaos Land Raiders, Chaos Vindicators, Daemonic Pact, Daemon Prince, Daemon Engines, Icon Bearer, Obliterators, Terror Tactics	275 points for four, +60 points per extra		
Chosen	Four Chosen	Daemonic Pact, Chaos Drop Pods, Rhinos, Terror Tactics	125 points		
Night Lords Thunderhawk	One Night Lords Thunderhawk	Superior Crew	150 points		
Support Formations					
(Any two support formations may be fielded per core formation)					
Bikes	Eight Bikes, one with a Chaos Lord or Sorcerer Lord	Daemonic Pact, Icon Bearer, Terror Tactics	300 points		
Armored Company	Four to eight of the following: Land Raider, Predator	Stalker	50 Points per Predator, 75 points per Land Raider		
0-1 Spacecraft	Chaos Strike Cruiser	Upgrade to Battle Barge (+150 points)	200 points		
UPGRADES			CHAOS NAVY AND WAR ENGINES		
Chaos Warlord	Add one Chaos Warlord character to a Daemon Prince or a unit with a Chaos Lord Character	50 Points	NAVY		
Chaos Champion	Add one Chaos Champion	50 Points			
Chaos Marines	Add up to six Chaos Marines	25 points each			
0-1 Daemon Prince	Replace a unit with a Chaos Lord character with a Daemon Prince	50 points	Hell Blades	Three Hell Blades	200 Points
Daemonic Pact	Add one Fury to the Daemon Pool. The formation may summon daemons from the Daemon Pool.	25 points	Hell Talons	Two Hell Talons	225 points
Chaos Drop Pods	Transport a formation containing only infantry units and Dreadnoughts in Drop Pods	5 points per unit	War Engines		
Dreadnoughts	Add up to three Dreadnoughts	50 points each	Reaver Titan	One Reaver Titan	650 points
Havocs	Replace two or four Chaos Space Marines with an equal number of Havocs	25 or 50 points	Warhound Titan	One Warhound Titan	275 points
Icon Bearer	Add one Icon Bearer character	25 points	Warhound Pack	Two Warhound Titans	500 Points
Land Raiders	Add up to four Land Raiders	75 points each			
Rhinos	Add one Chaos Rhino for every two infantry units	10 points each			
Stalker	Add one Stalker	50 points			
0-1 Superior Crew (Thunderhawk ONLY)	Make one Night Lords Thunderhawk Fearless	50 points			
0-1 We Are Coming For You	Grant one Claw Teleport.	15 points per unit			
Terror Tactics	Enemy formations within 15cm take an extra -1 to rally in the end phase.	25 points			

NAME	TYF	SPEED	ARMOR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Characters									
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			Supreme Commander
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	Commander, Leader, Invulnerable Save
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	Commander, Leader, Invulnerable Save
Champion of Chaos	CH	n/a	n/a	n/a	n/a	0-1x Daemon Artifact 0-1x Daemon Bolt	(bc) (15cm)	Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS	Augmented Summoning (+2D3), Invulnerable Save, Choose one weapon
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			Daemonic Focus, Leader, Invulnerable Save
Infantry									
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	Mounted
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	Scout
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2x Reaper Autocannon Power Weapons	30cm (bc)	AP4+/AT6+ Assault Weapons, EA(+1), MW	Reinforced Armor, Teleport, Thick Rear Armor
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	Commander, Fearless, Leader, Reinforced Armor, Teleport. A Daemon Prince may have wings, the unit gains the Jump Pack ability and a move of 30cm, while its armor value is <i>reduced to 4+</i>
Furies	INF	30cm	4+	3+	-	Talons	(bc)	Assault Weapons	Expendable, Jump Pack, Invulnerable Save, 2SP
Havocs	INF	15cm	4+	5+	3+	2x Autocannon	45cm	AP5+/AT6+	
Obliterators	INF	15cm	4+	3+	2+	3x Body Weapon	45cm	AP5+/AT5+/AA6+	Fearless, Reinforced Armor, Teleport, Thick Rear Armor
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	Jump Pack
Armored Vehicles									
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	Fearless, Walker
Chaos Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannons Twin Heavy Bolters	45cm 30cm	AT4+ AP4+	Reinforced Armor, Thick Rear Armor, Transport (1 CSM Terminator; or 2 of CSM, CSM Chosen, Havocs)
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannons 2x Heavy Bolters	45cm 30cm	AT4+ AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	Transport (2 of the following: CSM, CSM Chosen, Havocs)
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	Walker
Stalker	AV	30cm	5+	6+	6+	Stalker Autocannons	30cm	2x AP5+/AT6+/AA5+	

War Engines										
Reaver Titan	WE	20cm	4+	3+	3+	2x Turbolaser Destructor Rocket Launcher	60cm 60cm	4xAP5+/AT3+, Fxd 3BP, FxF	DC6, 4 Void Shields, Fearless, Reinforced Armor, Walker. May step over units and impassable terrain or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <i>Critical Hit Effect:</i> Roll a D6 in the end phase of every turn. 1: Reactor Explodes - Destroyed, 2-3: an extra point DC, 4-6: reactor repaired. If destroyed and units withing 5cm will be hit on a roll of 5+.	
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, Reniforced Armor, Walker. May step over units and impassable terrain or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <i>Critical Hit Effect:</i> Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any unit then they will take a hit on 26.	
Night Lords Thunderhawk	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2x Twin Heavy Bolter 1x Twin Heavy Bolter 1x Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	DC2, Planetfall, Reniforced Armor, Transport(8). <i>Critical Hit Effect:</i> The unit and all units on board are destroyed.	
Spacecraft										
Chaos Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport (20)	
Chaos Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Transport (60), Slow and Steady	
Navy (2+)										
Hell Blade	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF		
Hell Talon	AC	Fighter/ Bomber	5+	n/a	n/a	Bombs Twin Lascannons Havoc Launcher	15cm 30cm 45cm	2BP, FxF AT4+/AA4+, FxF, IC AP5+/AT6+, FxF		
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon Reaper Autocannon Reaper Autocannon Incendiary Bombs	30cm 15cm 15cm 15cm	AP4+/AT6+/AA5+, FxF AP4+/AT6+/AA5+, Left AP4+/AT6+/AA5+, Right 6BP, FxF, IC	DC4, Invulnerable Save, Reinforced Armor. Critical Hit Effect: The unit is destroyed	