

**IMPERIUS  
DOMINATUS**

Night Lords

# NIGHT LORDS GENERAL RULES

(FACTION VALUE 400)

To hit value 5+

- **Terror Squads** – Elite formations designed to inflict the most visceral and personal of punishments upon their foes.
- **Night Raptors** – Elite formation of jump pack murderers. Collectors of grizzly trophies.

# NIGHT LORDS

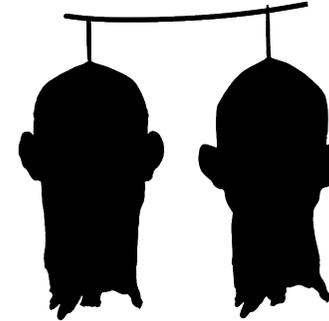
## Characteristics

The Night Lords Legion has the following characteristics:

- **Night Vision** – All Night Lord Legion formation possess Night Vision [N].
- Part of the Shadows. Night Lord Legionnaires gain re-rolls on failed armor saves (second result stands) in night-time conditions (or +1 to invulnerable save if it already has one).
- All Night Lord Infantry gains Increased +1 to CAF to hit value.
- Fallback condition move adds bonus +5cms.
- **Death from above** – Can use Drop Pods and Dreadclaws as integrated transport choices (do not count as special cards)
- Super heavy vehicle formations counts as special card
- **Cover of darkness** – Night Lord Infantry formations gains +1 bonus to CAF to hit and +5 bonus move on charge orders in night-time conditions.
- Games always being in night-time conditions
- **Librarius** – Konrad Curze supported the use of the Librarius. Night Lord Legions may use the Librarius.

## UPGRADE TROPHIES OF JUDGEMENT

Command section gains Fear 1.



Point Value 50  
+1 VP



## CONTEKAR TERMINATOR DETACHMENT (TYPE 1)

The Contekar Terminator (Type 1) Detachment consists of 1 Contekar Terminator Decurion Stand 4 Contekar Terminator (Type 1) Stands



Point Value 350



## CONTEKAR TERMINATOR DETACHMENT (TYPE 1)

**Break Point 4:** Contekar Terminators are broken if it has lost 4 stands either the Decurion or Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Terminator Type 1	10T	3[5]+	2/-3	Volkite Cavor [VK]	10	4	-1	[HQ1], [FR],(SU),[ID]
Contekar Terminator Type 1	10T	3[5]+	2/-3	Volkite Cavor [VK]	10	4	-1	[FR],(SU),[ID]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## CONTEKAR TERMINATOR GRAND DETACHMENT (TYPE 1)

The Contekar Terminator (Type 1) Detachment consists of 1 Contekar Terminator Decurion Stand 8 Contekar Terminator (Type 1) Stands



Point Value 650



## CONTEKAR TERMINATOR GRAND DETACHMENT (TYPE 1)

**Break Point 6:** Contekar Terminators are broken if it has lost 6 stands either the Decurion or Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Terminator Type 1	10T	3[5]+	2/-3	Volkite Cavor [VK]	10	4	-1	[HQ1], [FR],(SU),[ID]
Contekar Terminator Type 1	10T	3[5]+	2/-3	Volkite Cavor [VK]	10	4	-1	[FR],(SU),[ID]

Victory Points 7

Your opponent gains 4 VP when this Detachment is broken

## CONTEKAR TERMINATOR DETACHMENT (TYPE 2)

The Contekar Terminator (Type 2) Detachment consists of 1 Contekar Terminator Decurion Stand 4 Contekar Terminator (Type 2) Stands



Point Value 300



## CONTEKAR TERMINATOR DETACHMENT (TYPE 2)

**Break Point 4:** Contekar Terminators are broken if it has lost 4 stands either the Decurion or Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Terminator Type 1	10T	3[5]+	2/-3	Heavy Flamer [FW]	10	2	-1	[HQ1], [FR],(SU),[ID]
Contekar Terminator Type 1	10T	3[5]+	2/-3	Heavy Flamer [FW]	10	2	-1	[FR],(SU),[ID]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## CONTEKAR TERMINATOR GRAND DETACHMENT (TYPE 2)

The Contekar Terminator (Type 2) Detachment consists of 1 Contekar Terminator Decurion Stand 8 Contekar Terminator (Type 2) Stands



Point Value 550



## CONTEKAR TERMINATOR GRAND DETACHMENT (TYPE 2)

**Break Point 6:** Contekar Terminators are broken if it has lost 6 stands either the Decurion or Terminator Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Terminator Type 1	10T	3[5]+	2/-3	Heavy Flamer [FW]	10	2	-1	[HQ1], [FR],(SU),[ID]
Contekar Terminator Type 1	10T	3[5]+	2/-3	Heavy Flamer [FW]	10	2	-1	[FR],(SU),[ID]

Victory Points 6

Your opponent gains 3 VP when this Detachment is broken

## TERROR SQUAD DETACHMENT

The Terror Squad Detachment consists of 1 Terror Squad Decurion Stand  
5 Terror Squad Stands



Point Value 250



## TERROR SQUAD DETACHMENT

**Break Point 4:** Terror Squads are broken if it has lost 4 stands either the Decurion or Terror Squad Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

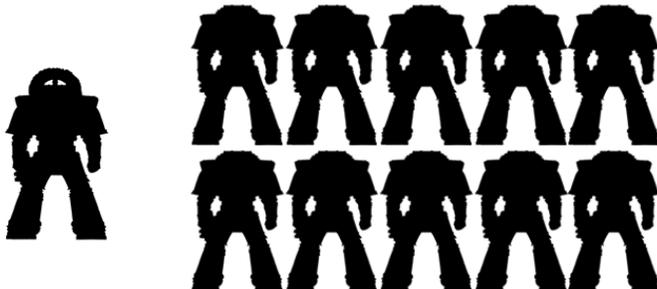
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Volkite charger [VK]	25	2	-1	[HQ1], [V], [FR], [IF], [MB]
Terror squads	10	5+	1/-1	Volkite charger [VK]	25	2	-1	[FR], [IF], [MB]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

## TERROR SQUAD GRAND DETACHMENT

The Terror Squad Detachment consists of 1 Terror Squad Decurion Stand  
10 Terror Squad Stands



Point Value 450



## TERROR SQUAD GRAND DETACHMENT

**Break Point 8:** Terror Squads are broken if it has lost 8 stands either the Decurion or Terror Squad Stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Terror Squads have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	1/-1	Volkite charger [VK]	25	2	-1	[HQ1], [V], [FR], [IF], [MB]
Terror squads	10	5+	1/-1	Volkite charger [VK]	25	2	-1	[FR], [IF], [MB]

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

## NIGHT RAPTORS DETACHMENT

The Night Raptor Detachment consists of 1 Night Raptor Decurion Stand  
5 Night Raptor Stands



Point Value 200



## NIGHT RAPTORS DETACHMENT

**Break Point 4:** Night Raptor are broken if it has lost 4 stands either the Decurion Night Raptor stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Night Raptors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurions	20[J]	5[7]+	3/-3	CC weapons	-	-	-	[HQ1], [V], [MB]
Night Raptors	20[J]	5+	3/-3	CC weapons	-	-	-	

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

## NIGHT RAPTORS GRAND DETACHMENT

The Night Raptor Grand Detachment consists of 1 Night Raptor Decurion Stand  
10 Night Raptor Stands



Point Value 350



## NIGHT RAPTORS GRAND DETACHMENT

**Break Point 8:** Night Raptor are broken if it has lost 8 stands either the Decurion Night Raptor stands. Once the Detachment is broken it must take a Morale check.

**Morale Value 4+:** Night Raptors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurions	20[J]	5[7]+	3/-3	CC weapons	-	-	-	[HQ1], [V], [MB]
Night Raptors	20[J]	5+	3/-3	CC weapons	-	-	-	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

## SPECIAL FORMATION

### FLAYMASTER MAWDRYM LLANSAHAI

Flaymaster Mawdrym Llansahai consists of 1 Flaymaster Mawdrym Llansahai Stand.



Point Value 100



### FLAYMASTER MAWDRYM LLANSAHAI

**Break Point +1:** Flaymaster Mawdrym Llansahai adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Flaymaster Mawdrym Llansahai has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flaymaster Mawdrym Llansahai	10	5[7]+	3/-3	CC special weapons	-	-	-	[FR], [Apo], [IWD]



**Victory Points +1**

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### KHERON OPHION

Kheron Ophion consists of 1 Kheron Ophion Stand.



Point Value 100



## KHERON OPHION

**Break Point +1:** Kheron Ophion adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Kheron Ophion has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kheron Ophion	10	5[6]+	5/-2	Volkite Serpenta [VK]	25	2	-1	[HQ3], [MB], Special*

\*Formations within command radius gain the stubborn [SU] ability.



## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### NAKRID THOLE

Nakrid Thole consists of 1 Nakrid Thole Stand.



Point Value 100



## NAKRID THOLE

**Break Point +1:** Nakrid Thole adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Nakrid Thole has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nakrid Thole	10	4{6}+	4/-3	Volkite Serpenta [VK]	25	2	-1	[HQ2], [FR], [SH], Special*

\*Formations within command radius gain the counter attack [CA] ability.



## Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

## SPECIAL FORMATION

### SEVATAR

Sevatar consists of 1 Sevatar Stand.



Point Value 150



## SEVATAR

**Break Point +1:** Sevatar adds 1 to the break point of the Company he is attached to.

**Morale Value 4+:** Sevatar has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sevatar	10	5[6]+	5/-3	CC special weapons	-	-	-	[HQ3], [P1], [FR]

### Sevatar –

- Formations with deep strike [T] do not scatter when he is part of the formation.
- Psyker of the divination discipline.
- Has furious assault [FA] ability.

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## Victory Points +2

Your opponent gains +2 VP when the attached Company is broken.

## SPECIAL FORMATION

### KONRAD CURZE PRIMARCH OF THE NIGHT LORDS

Konrad Curze Primarch of the Night Lords consists of one Konrad Curze.



Point Value 200



## KONRAD CURZE PRIMARCH OF THE NIGHT LORDS

**Break Point 1:** Konrad Curze is only broken when Konrad Curze Primarch of the Night Lords is Destroyed.

**Morale Value 4+:** Konrad Curze never tests for Morale but if required to test he automatically passes the test.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Konrad Curze [2]	20	3[4]+	7/-5	CC special weapons	-	-	-	[DR2], [N], [TR], [SH], [HR], Primarch

**Konrad Curze** - besides the standard Primarch abilities, Konrad also has the following abilities:

- **Sire of the Night Lords** – The Night lord player may elect to begin the game in night time conditions, or designate a subsequent turn as night time.
- All night lord infantry formations in command (25cms) gain the fear [FR] ability.
- **King of Terror** – gains terror [TR] ability (non-primarchs)

## Victory Points 2

Your opponent gains 2 VP when this model is destroyed.