

Night Lords Legion Warbands V1.0

Using this Supplement

The rules below represent new rules for and a new use for the existing army list in Codex Chaos Space Marines. This supplement provides a new army in its own right, and should be used as such. With those thoughts in mind let's get down to it.

Allies

Any list created using **Night Lords Legion Warbands** will interact with the allies table in exactly the same way as Codex Chaos Space Marines. Furthermore it MAY ally with other forces from Codex Chaos Space Marines or any supplement thereof as Allies of Convenience. The Nightlords see most other Chaos Space Marines as below them, treat them with contempt or outright disgust, and generally don't play nice with others or their internal organs.

Marks and Veterans of the Long War

Units and characters in this detachment MAY take marks of chaos as usual. They are OBLIGED to take *Veterans of the Long War* if they can, for the listed points cost.

Sons of the Old Legion

Any unit of Chaos Space Marines (Chosen, Terminators, Raptors, Havocs and Chaos Marines) may purchase this upgrade in place of a Mark of Chaos for 2pts/model.

Any Independent Character can purchase this upgrade in place of a Mark of Chaos for 5pts/model.

A model/unit with Sons of the Old Legion re-rolls all LD based tests and has Hatred (Imperium*)

*Codex Imperial Guard, Codex Sisters of Battle, Codex Grey Knights, and any other books or characters which could be thought of as both loyal and part of the Imperium of Man.

Night Lords Army

Any unit in this detachment which has the **Sons of the Old legion** rule also gets the **Night Vision and Fear** USR.

In addition on any turn in which **Night Fighting** is in effect any models with **Sons of the Old Legion** have both the **Stealth** USR and the **Shrouded** USR at over 12" and the **Shrouded** USR at under 12"*.

*Note that this does not replace the normal rules for Night Fighting.

Jump Tactics

When using this army a 0-1 Units of Chaos Raptors with the **Sons of The Old Legion** rule may be fielded as troops.

First Claw

0-1 units of Chosen with **Sons of the Old Legion** may be equipped with Jump Packs for 5pts/model.

If the **Warlord** of this army has the **Sons of the Old Legion** rule they may elect to roll on this Warlord Traits table instead of the options already available to them.

Warlord Traits

1 Operates at Dusk – *The warlord is adept at night time raids and always strikes in the dark.*

Any game you play ALWAYS has the **Night Fighting** rule in effect AND the roll to trigger the Night Fighting Rule is on a 3+, but you do not roll on turn 1 as usual.

2 Master of Stealth – *The warlord has mastered stealth, and is never clearly seen until it's too late.*

The Warlord has the **Stealth and Move Through Cover** USRs on any turn in which he neither charges nor shoots.

3 Strike and Fade – *The warlord is a master of death by 1000 cuts, striking his foes and then vanishing before the return stroke lands.*

The warlord has the **HIT AND RUN** USR on any turn in which he causes a wound on an enemy model.

4 Flesh Icons – *The warlord has mastered infiltration & fear-causing techniques, and the corpses of captured foes are flayed and arrayed in open view before the enemy.*

After objectives are placed, but before units are deployed, place D3 Flesh Icon markers (40MM base sized) anywhere on the board. Each of these markers is equipped with a Dirge Caster. They can be destroyed by an enemy player ending their movement phase with one of their models in base contact with the marker, if this model does nothing during the shooting phase the marker is destroyed. This does not prevent the rest of the models unit from shooting, nor does it prevent the model itself from joining in an assault.

5 Strikes By Night – *The warlord is a master of timing arriving in the darkness to his advantage, making the fear of his enemies last all the longer.*

Any game you play ALWAYS has the **Night Fighting** rule in effect. Night Fighting always starts in Turn 1 it lasts until the beginning of turn 3, do not roll for night fighting at the end of the game as usual.

6 Lord of the Darkness – *The warlord seems to control the darkness itself, willing the sun rise and fall by some arcane connection to the night.*

Any game you play ALWAYS has the **Night Fighting** rule in effect AND you may choose to have the result of any Night Fighting roll re-rolled.

Any Character who has the **Sons of the Old Legion** rule may select items from the list below in place of ones from the **Chaos Artefacts** list if they have access to it. No Character may have Items from both Lists.

Artefacts of the Night Lords

15pts **Old Legion Wargear** – *The warrior still retains his legion equipment in a far better state of repair than is the norm for a Chaos Marine.*

The Character may purchase a Jump Pack provided he has neither Terminator Armour nor any kind of mount (bike or demonic). In addition any one weapon not chosen from the **Artefacts of the Night Lords** list has the **Master Crafted** rule.*

20pts **Helstalker Boltgun** – *The warrior has acquired one of the ancient relic weapons used by Nightlords snipers to bring terror from afar.*

The Helstalker Boltgun is a boltgun with the **Sniper** USR. In addition it causes **Precision Strike** on a to-hit roll of a 4+ and is ST5 (as opposed to ST3) when shooting any vehicle with the **Open Topped** Special Rule.

30pts **The Heartseeker** – *This huge power spear was wielded by Curze himself during the great crusade, and was a gift from the emperor himself. It absorbed the bloodlust and madness of its owner over time and, though not possessed in the demonic sense, possesses a will all its own, and once it has tasted blood it will seek out the tiniest openings in enemy armour to get at more.*

This is a 2-handed **Power Spear** which grants the wielder the **Rage** and **Furious Charge** USRs. After the user causes his first wound with the spear the weapon's AP improves to AP3/AP2 on the charge.

35pts **The Skin Tabard** – *Made from faces taken from the Screaming Gallery this tabard radiates terror, and pain. It can cause even the most stalwart foe to lose hope.*

Any unit or character engaged in combat with a model wearing the Skin Tabard loses any resistance they have to **Fear**. This means that even **Fearless** models or those with **They Shall Know No Fear** must roll as if they did not have these rules, models without a LD score (such as walkers) roll against LD10. *Note that this effect ONLY impacts **FEAR** tests.**

55pts **The Claws of Curze** – *Taken from the armoury of the Knight Haunter himself these oversized Lightning Claws grant the wielder their twisted primarch's strength. For a gruelling price.*

This pair of **Master Crafted Lightning Claws** are AP2 and grant their wielder **+1S** and the **Armourbane** USR, however the first time the user rolls a double one to hit or wound in a single combat (after re-rolls) he suffers **-1T** and **-2I** for the remainder of the game. These negatives take effect at the END of the turn that they are caused.

30pts **Cry of the Night Haunter** – *The vox unit from the helm of Konrad Curze is a powerful amplifying device, allowing the owner to unleash a scream that shatters the very souls of those who hear it.*

On any turn in which the wearer of the Cry of the Night Haunter charges any enemy unit engaged in the combat he charges into suffers a -2 to LD for the remainder of the turn (This is stat loss, and not a negative modifier, meaning that Fearless and Stubborn units experience the loss too). In addition any unit taking a fear test caused by this character must re-roll successful results. *

*Does NOT replace a weapon.

Disclaimer

The purpose of this document is to provide a set of thematic rules which work for the Night Lords in the years 40,000+. These aren't Heresy Era rules, and shouldn't be used as such.

This is the final version, but it will contain spelling mistakes, rules that don't work the way I intended and all sorts of hijinks, so get here and help me get it right;

<http://www.lounge.belloflostsouls.net>

These rules are NOT officially associated with Games Workshop in any way, they make reference to GW rules (you'll need a rulebook), Characters (you'll need to read the novels / fluff sections in your rulebooks) and the Games Workshop publication "Codex Chaos Space Marines" (you'll need that too). Basically I have no rights to anything I'm using here, and GW does.

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