Night Lords

*The Night Lords are the monsters in the dark, spreading terror and fear when they strike from the veil of the night.*

The Night Lords accept *Chaos Undivided*, and may choose any God as their alignment. Their devotion is limited to acceptance however, and they may not have units of Devotion Level 3 or Chaos Sorcerers.

## Special Rules

Night Crawler

Night Lords fight best in the night, with darkness on their side. Being born in darkness gives them the ability to fade into the shadows, giving them *Dodge(10)* whenever they are in *Darkness*.

Fear of the Dark

When a Night Lord attacks an enemy that hasn’t seen them this round (up until the Night Lord’s turn), they must roll a dice before the attack. On a >10 (excl), they are too panicked to defend themselves and the Night Lord’s attacks automatically hit.

Veil of the Night

All Night Lords may buy one *Night Grenade* for 10P (1GP) with 30cm range, that spreads *Darkness* in an *Area of Effect L* around the impact location for 2 rounds.