
























CHAOS				KONRAD CURZE - Konrad Curze, The King of Terrors, The Night Hunter												430 Pts	
Heretic Astartes - Night Lords																	
1																	
Full HP	8"			2+	2+	6	9				10	6	7	5+	4	2+	3++/3++
Mid HP	7"			3+	3+	5	8				7	5	7	6+	3	2+	3++/3++
Low HP	6"			4+	4+	4	7				3	4	7	7+	2	2+	3++/3++
Unit Aptitudes																	
Sire of the Night Lords				In an army which contains the Primarch Konrad Curze, all models with the Heretic Astartes - Night Lords identification impose a -1 penalty on the Leadership value of ennemy units when testing for Fear. Konrad Curze may always impose Night Fighting rule on the first turn of any game.													
The King of Terror				This Unit impose a -3 penalty on the Leadership value of ennemy units when testing for Fear. In addition, should he be part of an assault where an ennemy unit is destroyed outright, all other ennemy units subject to Fear within 12" and with a line of sight to the combat must take an immediate Moral check or fall back.													
The Nightmare Mantle				Hammer of Wrath special rule inflicts +D3 attacks rather than the the usual +1 additional attack.													
Mark of Khorne				Each time a model in this unit makes a melee attack, if that models unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to the Strength characteristic of that attack.													
Unit Special Rules																	
Independent Character / Accute Sens / Night Vision / Eternal Warrior / Bulky / Fear / Fleet / Counter-Attack / Adamantium Will / It Will Not Die / Fearless / Lone Operative / Frag Grenades / Furious Charge / Precision Strike / Precision Shot																	
Weapons															Nb	Pts	
Mercy & Forgiveness					Melee	User	+1	-4	D6	Melee - Shred - Murderous Strike - Specialist - Twin - Lethal Hits - Devastating Wounds - Sustained Hit 2 - Master-crafted					1		
The Widowmakers					12"	3	4	-1	2	Assault - Fatal Precision - Lethal Hits - Sustained Hit 2 - Master-crafted					1		
Faction Aptitudes															Unit type		
A Talent for Murder		Nostraman Blood		From the Shadows			Dark Pact		Terror Assault			Monster / Jump					