

NIGHT LORDS CONTEKAR TERMINATOR ELITE UPDATE

The following updated unit profile replaces that found in *The Horus Heresy Book Nine – Crusade*.

Contekar Terminator Elite (Page 181) – Replace the profile of this unit with the one below:

CONTEKAR TERMINATOR ELITE

250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Contekar	5	4	4	4	1	4	2	9	2+
Dissident	5	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Contekar
- 1 Dissident

Unit Type

- Contekar: Infantry
- Dissident: Infantry (Character)

Wargear

- Terminator armour
- Heavy flamer or volkite cavitator
- Nostraman chainblade
- Trophies of Judgement

Special Rules

- Legiones Astartes (Night Lords)
- Implacable Advance
- Chosen Warriors
- Lords of the Night

Dedicated Transport

- A Contekar Terminator Elite squad numbering no more than five models may take a Land Raider Phobos or a Dreadclaw Drop Pod as a Dedicated Transport.

Options

- The unit may include:
 - Up to an additional 10 Contekar +40 points each
- The entire unit may be upgraded to have:
 - Teleportation transponders +2 points per model
- The Dissident may exchange his Nostraman chainblade for a:
 - Escaton power claw +15 points

Lords of the Night

The Contekar were often dispatched to wrest command from lesser Night Lords leaders whom their commanders deemed unfit to prosecute the Legion's objectives. Such cruel but pragmatic methods were favoured by warlords like Sevatar and others of both the old Legion and the new Nostraman recruits, relying on the brutal skills of the Contekar to lay waste to the enemies of the Night Lords as an example to those of their brethren that might falter in their duties.

A single Contekar Terminator Elite unit numbering no more than 10 models may be taken as a compulsory HQ choice in an army in which neither Sevatar nor Konrad Curze is present.

In an army which contains Sevatar, a single Contekar Terminator Elite unit may be chosen instead of a Command squad as a bodyguard for Sevatar. This choice takes up a single Force Organisation choice with Sevatar but does not have to be deployed with him, and is treated as a separate unit during play.

Escaton power claw

A brutal prototype weapon combining the energy field and mass-acceleration of a power fist with the shredding talons of a lightning claw, the Escaton power claw was re-engineered from a piece of archaeotech discovered in the final years of the Great Crusade on the war-ravaged world of Elemghast. Early versions of the Escaton claw saw limited testing with all of the Legions, but the first shipment of finished, energised gauntlets was directed by Horus primarily to the armouries of the Sons of Horus and Night Lords Legions.

Weapon	Range	Str	AP	Type
Escaton power claw	-	x2	2	Melee, Shred, Unwieldy

Nostraman Chainblade

Weapon	Range	Str	AP	Type
Nostraman chainblade	-	User	3	Melee, Rendering

Volkite Cavitator

Weapon	Range	Str	AP	Type
Volkite cavitator	10"	6	5	Heavy 4, Deflagrate