

IMPERIUM

Adeptus Astartes - Night Hawks

SUPPRESSOR SQUAD - Umbral Sentinels

138 Pts






3																	
	6"			3+	3+	4	4				2	2	4	6+	1	3+	

Unit Aptitudes

Suppression Fire	In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.
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Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Bulky
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Weapons								Nb	Pts
Accelerator autocannon	48"	3	8	-1	2	Heavy		3	48
Bolt pistol	12"	1	4	0	1	Pistol		3	
Close combat weapon	Melee	User	User	0	1	Melee		3	

Faction Aptitudes

Unit type

Oath of the Moment	By Wing & Talon	Decapitation Strike							Jump / Infantry
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