

IMPERIUM

Adeptus Astartes - Night Hawks

REIVER SQUAD - Silent Hunters

140 Pts

5



6"



3+



3+



4



4



2



2



4



6+



1



3+



Unit Aptitudes

Fearsome Assault	At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this special rule must take a Moral test.
Terror Troops (Aura)	While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.
Grapple Launcher	Each time the bearer's unit makes a Normal, Run, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Infiltrate / Fear

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	5	
Oculus bolt carbine	30"	2	4	0	2	Assault - Precision Shots - Ignores Cover	5	40

Faction Aptitudes

Unit type

Oath of the Moment	By Wing & Talon	Decapitation Strike	Infantry
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