













IMPERIUM

Adeptus Astartes - Night Hawks

INCEPTOR SQUAD - Shadowstrike Fury

147 Pts

3



6"

3+

3+

4

4

2

2

4

6+

1

3+

Unit Aptitudes

Meteoric Descent

When this unit is set up on the battlefield using the Deep Strike special rule, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Bulky

Psychic Domains

Weapons								Pts
Assault boltgun	18"	3	5	-1	2	Pistol - Assault - Twin - Sustained Hits 2	27	
Close combat weapon	Melee	User	User	0	1	Melee	0	
Faction Aptitudes							Unit type	
Oath of the Moment	By Wing & Talon	Decapitation Strike				Jump / Infantry		