

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 Battle-shock test.

Terror Troops (Aura)

#N/A

Grapnel 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

Psychic Domains

[illegible]