

IMPERIUM

Adeptus Astartes - Night Hawks

REIVER SQUAD - Nightguard

100 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)	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.

Unit Special Rules

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

Weapons							Nb	Pts
Combat knife	Melee	User	User	0	1	Melee	5	
Special issue bolt pistol	12"	1	4	0	2	Pistol - Precision Shots	5	

Faction Aptitudes

Unit type

Oath of the Moment	By Wing & Talon	Decapitation Strike	Infantry
--------------------	-----------------	---------------------	----------