

IMPERIUM

Adeptus Astartes - Night Hawks

INFILTRATOR SQUAD - Nightguard

125 Pts

5



6"

3+

3+

4

4

2

2

4

6+

1

3+

Unit Aptitudes

Omni-scrambler Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

Infiltrator Comms Array Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Unit Special Rules

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

Weapons



Nb

Pts

Bolt pistol	12"	1	4	0	1	Pistol	5	
Close combat weapon	Melee	User	User	0	1	Melee	5	
Marksman bolt carbine	24"	2	4	0	2	Heavy - Lethal Hits	5	25

Faction Aptitudes

Unit type

Oath of the
Moment

By Wing &
Talon

Decapitation Strike

Infantry