

IMPERIUM

Adeptus Astartes - Night Hawks

ASSAULT INTERCESSOR SQUAD - Shadowstalkers

240 Pts

10



6"

3+

3+

4

4

2

2

4

6+

2

3+

Unit Aptitudes







Shock Assault

Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Astartes chainsword	Melee	User	User	0	2	Melee		
Heavy bolt pistol	18"	1	4	-1	1	Pistol		40
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

BLADEGUARD ANCIENT - Orion Nightfall

54 Pts

1



6"



3+



3+



4



4



4



2



4



6+



1



3+



4++/4++

Unit Aptitudes

Astartes Banner

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism

Once per battle, when this model is selected to fight, it can use this special rule. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

BLADEGUARD VETERAN SQUAD - Nightblades

132 Pts

3



6"



2+



2+



4



4



3



3



4



6+



1



3+



4++/4++

Unit Aptitudes

Bladeguard

- At the start of the Fight phase, you can select one of the following aptitudes to apply to models in this unit until the end of the phase:
- Swords of the Chapter: Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
 - Shields of the Chapter: Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

Adeptus Astartes - Night Hawks

CAPTAIN IN GRAVIS ARMOUR - Lyra Darktalon

136 Pts

5"

 2_+  2_+ 

4

5



5

5



4

100

6+



1

3+

 $4_{++}/4_{++}$

Unit Aptitudes

Rites of Battle

Once per battle round, one unit from your army with this special rule can be targeted by a Stratagem for 0CP, even if another unit from your army has already been targeted by that Stratagem this phase.







Refuse to Yield

Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Boltstorm gauntlet - Shoot		12"	3	4	-1	1	Pistol	4
Boltstorm gauntlet - Melee		Melee	-2	x2	-2	3	Melee - - Specialist - Unwieldy	22
Power sword		Melee	User	+1	-3	1	Melee	10
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

CAPTAIN IN PHOBOS ARMOUR - Kaelen Shadowstalker

98 Pts

1



































6"

2+

2+

4

4

5

5

4

6+

1

3+

4++/4++







Unit Aptitudes

Rites of Battle	Once per battle round, one unit from your army with this special rule can be targeted by a Stratagem for 0CP, even if another unit from your army has already been targeted by that Stratagem this phase.
Master of Deceit	After both players have deployed their armies and determined who has the first turn, if your army includes one or more models with this aptitude, you can select up to three friendly ADEPTUS ASTARTES PHOBOS or ADEPTUS ASTARTES SCOUT SQUAD units and redeploy all of those units. When doing so, any of those units can be placed into Ongoing Reserves, regardless of how many units are already in Ongoing Reserves.

Unit Special Rules

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

Psychic Domains

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	8
Combat knife		Melee	User	User	0	1	Melee	
Instigator bolt carbine		30"	1	4	-2	2	Assault - Precision Shots	
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

CAPTAIN WITH RELIC SHIELD - Rennar Swiftstrike

94 Pts

1



6"

2+

2+

4

4

5

5

4

6+

1

3+

3++/3++

Unit Aptitudes

Rites of Battle	Once per battle round, one unit from your army with this special rule can be targeted by a Stratagem for 0CP, even if another unit from your army has already been targeted by that Stratagem this phase.
Finest Hour	Once per battle, at the start of the Fight phase, this model can use this special rule. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the Devastating Wounds special rule.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

CHAPLAIN - Darian Nightstalk

106 Pts

1



6"



2+



2+



4



4



4



3



4



5+



1



3+



4++/4++

Unit Aptitudes







Litany of Hate	While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.
Spiritual Leader	Once per battle, at the start of any phase, you can select one friendly Adeptus Astartes unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Zealot

Psychic Domains

Litanies of Battle

Weapons								Pts
Absolvor bolt pistol		18"	1	5	-1	2	Pistol	6
Crozius Arcanum		Melee	User	+2	-1	2	Melee - Concussive	10
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

ELIMINATOR SQUAD - Eclipse Company

120 Pts

3



6"



3+



3+



4



4



2



2



4



6+



1



3+



Reposition Under Covering Fire

In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.

Mark the Target

Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the Devastating Wounds special rules.

Unit Special Rules

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

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

ERADICATOR SQUAD - Obsidian Lances

135 Pts

3



5"



3+



3+



4



5



3



2



4



6+



1



3+



Unit Aptitudes

Total Obliteration Each time a ranged attack made by a model in this unit targets a Monstruous Creature or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

HELLBLASTER SQUAD - Nightbringers















3+

Each time a model in this unit is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	
Close combat weapon		Melee	User	User	0	1	Melee	
Plasma incinerator - Standard		24"	2	7	-2	1	Assault - Heavy	30
Plasma incinerator - Supercharge		24"	2	8	-3	2	Assault - Heavy - Gets Hot	45

Weapons							Pts
Bellicatus missile array - Frag	48"	1	4	0	1	Heavy - Blast	8
Bellicatus missile array - Icarus	48"	1	8	-1	2	Heavy - Anti-Flyer	11
Bellicatus missile array - Krak	48"	1	9	-2	D6	Heavy	10
Ironhail heavy stubber	36"	3	4	0	1	Rapid Fire 3	5
Storm bolter	24"	2	4	0	1	Assault - Rapid Fire 2	
Vehicles close combat	Melee	User	User	0	1	Melee	
Faction Aptitudes							Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike					Vehicle

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

[illegible]

IMPERIUM

Adeptus Astartes - Night Hawks

INCURSOR SQUAD - Nightstalkers

240 Pts

10



6"



3+



3+



4



4



2



2



4



6+



1



3+



Multi-spectrum Array

In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

Haywire Mine







Once per battle, at the end of your Movement phase, if this unit is wholly within an Area Terrain feature, you can select for that terrain feature to be mined. If you do so, until the end of Battle or until an ennely unit enter the same Area Terrain:

- Treat that terrain feature as if it had the Dangerous Ground terrain trait.
- The first time an enemy unit ends any type of move within that terrain feature, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, 2D3 instead if it is a Vehicle unit.

Unit Special Rules

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

Psychic Domains

Weapons								Pts
Astartes chainsword		Melee	User	User	0	2	Melee	
Heavy bolt pistol		18"	1	4	-1	1	Pistol	40
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

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

Psychic Domains

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	25
Close combat weapon		Melee	User	User	0	1	Melee	
Marksman bolt carbine		24"	2	4	0	2	Heavy - Lethal Hits	
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

INFILTRATOR SQUAD - Raven Talons

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.

Helix Gauntlet

Models in the bearer's unit have the Feel no Pain (6+) special rule.

Unit Special Rules

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

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

INTERCESSOR SQUAD - Shadow Sentinels

250 Pts

10



6"



3+



3+



4



4



2



2



4



6+



2



3+









Unit Aptitudes


















Objective Secured If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.







Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	
Boltrifle		24"	2	4	-1	1	Assault - Heavy	50
Close combat weapon		Melee	User	User	0	1	Melee	

IMPERIUM					INVICTOR TACTICAL WARSUIT - Nightclad Sentinel												178 Pts	
Adeptus Astartes - Night Hawks																		
1																		
Full HP	8"	12"		3+	3+	8		11	11	10	8	5	4	6+	3	3+		
Mid HP	5"	7"		4+	4+	8		10	10	9	5	4	4	7+	2	3+		
Low HP	3"	4"		5+	5+	8		9	9	8	3	3	4	8+	1	3+		
Unit Aptitudes																		
Combat Support			Once per turn, in your opponent’s Shooting phase, when a friendly Infantry unit within 6" of this model is selected as the target of an attack, one model from your army with this special rule can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (only if it is an eligible target).															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
Unit Special Rules																		
And They Shall Know No Fear / Scout / Searchlight / Smoke launchers / Walker																		
Psychic Domains																		

Weapons								Pts
Absolvor bolt pistol	18"	1	5	-1	2	Pistol		6
Execution relic blade	Melee	+1	+3	-2	2	Melee - Concussive		16
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

LIBRARIAN IN PHOBOS ARMOUR - Silas Shadowseer

104 Pts

1



































6"

2+

2+

4

4

4

3

4

6+

1

3+

4++/4++

Unit Aptitudes

Psychic Hood	Figurines within 6" of Librarian Jensus Natorian have the Feel no Pain (4+) special rule against Psychic Attacks.
Shrouding	While this model is leading a unit, models in that unit have the Stealth special rule and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear / Psyker (2)

Psychic Domains

Obscuration - Biomancy - Divination - Fulmination - Geokinesis - Librarius - Pyromancy - Technomancy - Telekinesis - Telepathy

IMPERIUM

Adeptus Astartes - Night Hawks

LIEUTENANT - Varian Shadowhawk

90 Pts

1



































6"

2+

2+

4

4

4

4

4

6+

1

3+

Unit Aptitudes

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.







Target Priority

This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons								Pts
Bolt pistol		12"	1	4	0	1	Pistol	
Power sword		Melee	User	+1	-3	1	Melee	10
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Infantry

IMPERIUM

Adeptus Astartes - Night Hawks

LIEUTENANT - Velius Grimraven

80 Pts

1



6"



2+



2+



4



4



4



4



4



6+



1



3+



Unit Aptitudes

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

Target Priority

This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

[illegible]

IMPERIUM

Adeptus Astartes - Night Hawks

LIEUTENANT IN PHOBOS ARMOUR - Soren Shadowblade

93 Pts

1



































6"

2+

2+

4

4

4

4

4

6+

1

3+

Unit Aptitudes

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

Shoot and Fade

In your Shooting phase, after this model’s unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to D6".

Unit Special Rules

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

Psychic Domains

[illegible]

IMPERIUM

Adeptus Astartes - Night Hawks

LIEUTENANT IN REIVER ARMOUR - Draven Nightwing

80 Pts

1



































6"

2+

2+

4

4

4

4

4

6+

1

3+

Unit Aptitudes

Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the Lethal Hit special rule.

Deadly Terror

While this model is leading a unit, increase the range of that unit's Terror Troops special rule by 3".

Unit Special Rules

Independent Character / Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

IMPERIUM

Adeptus Astartes - Night Hawks

OUTRIDER SQUAD - Darkshroud Squadron

147 Pts

3



12"



3+



3+



4



5



3



2



4



6+



2



3+



Unit Aptitudes

Outrider Escort

Once per battle round, in your opponent's Shooting phase, when a friendly Adeptus Astartes unit within 6" of this unit is selected as the target of an attack, this unit can use this special rule. If it does, after that enemy unit has finished making its attacks, this unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Very Bulky / Jink / Relentless / Hammer of Wrath

Psychic Domains

[illegible]

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

Psychic Domains

[illegible]

IMPERIUM

Adeptus Astartes - Night Hawks

REIVER SQUAD - Shadow Reapers

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)	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

Psychic Domains

[illegible]

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)	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.
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

IMPERIUM						REPULSOR - Darkstar Bastion										271 Pts	
Adeptus Astartes - Night Hawks																	
1																	
Full HP	10"	15"		3+	3+	6		15	15	13	11	3	4	6+	3	3+	
Mid HP	7"	10"		4+	4+	6		14	14	12	7	2	4	7+	2	3+	
Low HP	3"	4"		5+	5+	6		13	13	11	4	1	4	8+	1	3+	
Unit Aptitudes																	
Emergency Combat Embarkation			Once per turn, in your opponent’s Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one Adeptus Astartes unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of this Transport, it can embark within this Transport. The charging unit can then select new targets for its charge.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Transport Capacity (12)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
And They Shall Know No Fear / Searchlight / Smoke launchers / Tank / Heavyweights / Skimmer / Transport																	
Psychic Domains																	

Weapons							Pts
Icarus rocket pod	24"	1	8	-1	2	Heavy - Anti-Flyer - Indirect Fire	8
Ironhail heavy stubber	36"	3	4	0	1	Rapid Fire 3	5
Las-talon	36"	2	10	-3	D6+1	Heavy	17
Onslaught gatling cannon	24"	8	6	0	1	Heavy - Devastating Wounds	15
Repulsor defensive array	18"	4	5	-1	1	Assault - Blast	15
Twin lascannon	48"	1	12	-3	D6+1	Heavy - Twin	21
Vehicles close combat	Melee	User	User	0	1	Melee	
Faction Aptitudes							Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike					Vehicle

IMPERIUM

Adeptus Astartes - Night Hawks

SUPPRESSOR SQUAD - Umbral Sentinels

138 Pts

3



































6"

3+

3+

4

4

2

2

4

6+

1

3+

Unit Aptitudes







Suppression Fire

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Unit Special Rules

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

Psychic Domains

Weapons								Pts
Accelerator autocannon		48"	3	8	-1	2	Heavy	48
Bolt pistol		12"	1	4	0	1	Pistol	
Close combat weapon		Melee	User	User	0	1	Melee	
Faction Aptitudes								Unit type
Oath of the Moment	By Wing & Talon	Decapitation Strike						Jump / Infantry