

IMPERIUM

Adeptus Astartes - Night Hawks

HELLBLASTER SQUAD - Nightbringers

225 Pts







5																	
	6"			3+	3+	4	4				2	2	4	6+	1	3+	

Unit Aptitudes

For the Chapter!	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.
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Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear
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Weapons							Nb	Pts
Bolt pistol	12"	1	4	0	1	Pistol	5	
Close combat weapon	Melee	User	User	0	1	Melee	5	
Plasma incinerator - Standard	24"	2	7	-2	1	Assault - Heavy	5	30
Plasma incinerator - Supercharge	24"	2	8	-3	2	Assault - Heavy - Gets Hot	5	45

Faction Aptitudes

Unit type

Oath of the Moment	By Wing & Talon	Decapitation Strike	Infantry
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