

IMPERIUM

Adeptus Astartes - Night Hawks

INCURSOR SQUAD - Nightstalkers

240 Pts

10



6"

3+

3+

4

4

2

2

4

6+

1

3+

Unit Aptitudes

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

[illegible]