

IMPERIUM

Adeptus Astartes - Night Hawks

REIVER SQUAD - Twilight Assassins

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.

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

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