


















IMPERIUM						REPULSOR - Darkstar Bastion										271 Pts	
Adeptus Astartes - Night Hawks																	
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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																	

[illegible]