

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)	#N/A
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

[illegible]