























IMPERIUM																		
Adeptus Astartes - Night Hawks					INVICTOR TACTICAL WARSUIT - Nightclad Sentinel												178 Pts	
1																		
Full HP	8"	12"		3+	3+	8		11	11	10	8	5	4	6+	3	3+		
Mid HP	5"	7"		4+	4+	8		10	10	9	5	4	4	7+	2	3+		
Low HP	3"	4"		5+	5+	8		9	9	8	3	3	4	8+	1	3+		
Unit Aptitudes																		
Combat Support			Once per turn, in your opponent’s Shooting phase, when a friendly Infantry unit within 6" of this model is selected as the target of an attack, one model from your army with this special rule can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (only if it is an eligible target).															
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.															
Unit Special Rules																		
And They Shall Know No Fear / Scout / Searchlight / Smoke launchers / Walker																		
Weapons															Nb	Pts		
Fragstorm grenade launcher					18"	D3	4	0	1	Heavy - Blast					1	4		
Heavy bolter					36"	3	5	-1	2	Heavy - Sustained Hit 1					1	12		
Incendium cannon					Template	1	4	0	D3	Assault - Heavy - Ignores Cover					1	7		
Invictor fist					Melee	+1	x2	-2	3	Melee					1	20		
Twin ironhail heavy stubber					36"	3	4	0	1	Rapid Fire 3 - Twin					1	5		
Faction Aptitudes															Unit type			
Oath of the Moment		By Wing & Talon		Decapitation Strike												Vehicle		