

IMPERIUM

Adeptus Astartes - Night Hawks

ELIMINATOR SQUAD - Eclipse Company

120 Pts







3																	
	6"			3+	3+	4	4				2	2	4	6+	1	3+	

Unit Aptitudes

Reposition Under Covering Fire	In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does so, until the end of the turn, this unit is not eligible to declare a charge.
Mark the Target	Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the Devastating Wounds special rules.

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear / Scout / Infiltrate

Weapons								Nb	Pts
Bolt pistol	12"	1	4	0	1	Pistol		3	
Bolt sniper rifle	36"	1	5	-2	3	Heavy - Sniper		3	30
Close combat weapon	Melee	User	User	0	1	Melee		3	

Faction Aptitudes

Unit type

Oath of the Moment	By Wing & Talon	Decapitation Strike							Infantry
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