


















IMPERIUM					INVICTOR TACTICAL WARSUIT - Nightclad Sentinel												178 Pts	
Adeptus Astartes - Night Hawks																		
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																		
Psychic Domains																		

[illegible]