
























IMPERIUM																			
Adeptus Astartes - Night Hawks										IMPULSOR - Nightfall Crusader						124 Pts			
1																			
Full HP	12"	18"		3+	3+	6		12	12	11	10	3	4	6+	2	3+			
Mid HP	8"	12"		4+	4+	6		11	11	10	7	2	4	7+	1	3+			
Low HP	4"	6"		5+	5+	6		10	10	9	3	1	4	8+		3+			
Unit Aptitudes																			
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 (6)			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 (6)			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 / Assault Vehicle / Tank / Oppen-topped / Skimmer / Transport																			
Weapons																		Nb	Pts
Bellicatus missile array - Frag					48"	1	4	0	1	Heavy - Blast							1	8	
Bellicatus missile array - Icarus					48"	1	8	-1	2	Heavy - Anti-Flyer							1	11	
Bellicatus missile array - Krak					48"	1	9	-2	D6	Heavy							1	10	
Ironhail heavy stubber					36"	3	4	0	1	Rapid Fire 3							1	5	
Storm bolter					24"	2	4	0	1	Assault - Rapid Fire 2							1		
Vehicles close combat					Melee	User	User	0	1	Melee							1		
Faction Aptitudes																	Unit type		
Oath of the Moment	By Wing & Talon		Decapitation Strike														Vehicle		