























IMPERIUM					CORVUS BLACKSTAR - Shadowhawk Gunship										302 Pts	
Adeptus Astartes - Deathwatch																
1																
Full HP	20-30"	30-45"	18"	3+	4+	8			15	15	15	14	3	4	6+	3+
Mid HP	13-20"	19-30"	12"	4+	5+	8			14	14	14	9	2	4	7+	3+
Low HP	7-10"	10-15"	6"	5+	6+	8			13	13	13	5	1	4	8+	3+
Unit Aptitudes																
Blackstar Cluster Launcher			Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 5+, that unit suffers 1 mortal wound.													
Auspex Array			Ranged weapons equipped by the bearer have the Ignores cover special rule.													
Ceramite Plating			Melta weapons do not roll an extra D6 armour penetration when shooting a vehicle equipped with ceramite plating at half range or less.													
Huge Transport Capacity (12)			This model has a transport capacity of X Infantry models.													
Firing Deck (0)			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.													
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.													
Unit Special Rules																
And They Shall Know No Fear / Assault Vehicle / Stealth / Searchlight / Flyer (Hover) / Transport																
Weapons														Nb	Pts	
Blackstar cluster launcher - Frag-cluster						1	4	0	D3+1	Bomb - Large Blast				1	6	
Blackstar cluster launcher - Infernus-cluster						1	5	-2	D3	Bomb - Blast - Ignores Cover				1	10	
Blackstar rocket launcher - Corvid warhead					30"	D6	6	-2	D6	Heavy - Sky Fire				1	10	
Blackstar rocket launcher - Dracos warhead					30"	1	4	-1	D3	Heavy - Large Blast - Ignores Cover				1	10	
Hurricane boltgun					24"	6	4	0	1	Rapid Fire 6				1	17	
Twin assault cannon					24"	6	6	0	1	Heavy - Twin - Rending - Devastating Wounds				1	19	
Vehicles close combat					Melee	User	User	0	1	Melee				1		
Faction Aptitudes															Unit type	
Oath of the Moment		Kill Team		Mission Tatics											Vehicle	