IMPERIUM
Adeptus Astartes - Deathwatch

CORVUS BLACKSTAR - Eclipse Fury

274 Pts

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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.

Infernum Halo-launcher — You can re-roll failed cover saves for a Corvus Blackstar that is Jinking if it is equipped with an infernum halo-launcher.

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

Psychic Domains

Weapons	✴	☬	☠	🛡	💔	⚙	Pts
Blackstar cluster launcher - Frag-cluster		1	4	0	D3+1	Bomb - Large Blast	6
Blackstar cluster launcher - Infernus-cluster		1	5	-2	D3	Bomb - Blast - Ignores Cover	10
Hurricane boltgun	24"	6	4	0	1	Rapid Fire 6	17
Stormstrike missile launcher	48"	1	8	-4	D6	Heavy - One Use Only - Lethal Hits - Concussive	20
Twin lascannon	48"	1	12	-3	D6+1	Heavy - Twin	21
Vehicles close combat	Melee	User	User	0	1	Melee	0

Faction Aptitudes			Unit type
Oath of the Moment	Kill Team	Mission Tatics	Vehicle