IMPERIUM Adeptus Astartes - Deathwatch				tch CORVUS BLACKSTAR - Shadowhawk Gunship											302 Pts		
1	7		*	N.		THE STATE OF THE S						X	144		0		
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+	
lackstar Cluster La	auncher		Each time wound.	this model	ends a No	rmal move		nit Aptitu elect one er	des nemy unit it	moved ov	er during th	nat move ar	nd roll six Γ	0 6: for each	n 5+, that u	nit suffers l	l mortal
uspex Array				eapons equ	ipped by th	e bearer h	ave the Ign	nores cover	special rule								
eramite Plating			Melta wea	pons do no	ot roll an ex	tra D6 arn	nour peneti	ation when	shooting a	vehicle equ	upped with	ceramite p	olating at ha	lf range or	less.		
Iuge Transport Ca	pacity (12)		This mode	el has a trai	ısport capa	city of X I	nfantry moe	dels.									
iring Deck (0)			Each time	this Trans	port shoots,	, select one	e weapon fr	rom up to X	K models en	ıbarked wi	thin it; this	Transport	counts as b	eing equip	ped with th	ose weapo	ns as w€
xplosive Fatal Der	mise		When this	model is o	lestroyed, t	hrow one	D6 for eacl	n units withi	in 6". On a 4	1+, the unit	t suffers D 6	mortal wo	ounds.				
							Uni	t Special 1	Rules								
nd They Shall Kn	ow No Fear	/ Assault Vo	ehicle / Stea	alth / Searc	hlight / Flye	er (Hover)	/ Transpor	t									
							Psy	chic Don	nains								

Weapons	*	((3)	₫	Pts
Blackstar cluster launcher - Frag-cluster		1	4	0	D3+1	Bomb - Large Blast	6
Blackstar cluster launcher - Infernus-cluster		1	5	-2	D 3	Bomb - Blast - Ignores Cover	10
Blackstar rocket launcher - Corvid warhead	30"	D 6	6	-2	D 6	Heavy - Sky Fire	10
Blackstar rocket launcher - Dracos warhead	30"	1	4	-1	D 3	Heavy - Large Blast - Ignores Cover	10
Hurricane boltgun	24"	6	4	0	1	Rapid Fire 6	17
Twin assault cannon	24"	6	6	0	1	Heavy - Twin - Rending - Devastating Wounds	19
Vehicles close combat	Melee	User	User	0	1	Melee	0