


















IMPERIUM							CORVUS BLACKSTAR - Shadowhawk Gunship										302 Pts	
Adeptus Astartes - Deathwatch																		
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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.															
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																		
Psychic Domains																		

[illegible]