



CORVUS BLACKSTAR

180 PTS

M	T	SV	W	LD	OC
14"	10	3+	14	6+	0

☯ RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
2x Blackstar rocket launcher BLAST 1	30"	4	3+	5	0	1
Hurricane bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon SUSTAINED HITS 1, TWIN-LINKED	24"	6	3+	6	-2	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D3+3

⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

- Auspex Array**
Ranged weapons equipped by the bearer have the **IGNORES COVER** ability.
- Blackstar Cluster Launcher**
In your Movement phase, when this unit ends a normal move, select up to one enemy unit this unit moved over during that move and roll six D6:
 - For each 4+, that unit suffers 1 mortal wound.
- Corvus Blackstar** (Transport)
Capacity: This model has a transport capacity of 12 DEATHWATCH INFANTRY models. Each GRAVIS/JUMP PACK/TERMINATOR model takes up the space of 2 models.

AUFSTELLUNG

1x Corvus Blackstar (120x92mm Oval Base)

Equipped with: 2x Blackstar rocket launcher, Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin lascannon, Armoured Hull

Wargear Options:

- This model can replace its Twin assault cannon with Twin lascannon.
- This model can replace its 2 Blackstar rocket launchers with 2 Stormstrike missile launchers.

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).