

CORVUS BLACKSTAR

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

AUFSTELLUNG

1x Corvus Blackstar

Equipped with: Blackstar rocket launcher, Hurricane bolter, 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.
- This model can be equipped with one of: Auspex array, Infernum halo-launcher.

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Blackstar rocket launcher BLAST	30"	D6+1	3+	5	0	1
Hurricane bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	4	0	1
2x Stormstrike missile launcher	48"	1	3+	10	-2	3
Twin assault cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	6	3+	6	0	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

ABILITIES

RULES - Deadly Demise D6, Hover, Stealth

Auspex Array

Ranged weapons equipped by the bearer have the **[IGNORES COVER]** ability.

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.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

Infernum Halo-launcher

The bearer has the SMOKE keyword.

Transport

This model has a transport capacity of 12 DEATHWATCH INFANTRY models.

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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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).

Twin-linked

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