
























IMPERIUM							STORMRAVEN GUNSHIP - Stormwing Avenger										328 Pts	
Adeptus Astartes - Black Templars																		
1																		
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																		
Armoured Resilience			Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.															
Skies of Fury			If the Stormraven has moved in Hover Mode more than 6", passengers can still disembark, but they must do so as follows: Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were Deep Striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge on the turn they do so.															
Ceramite Plating			Melta weapons do not roll an extra D6 Damage characteristic when shooting a Vehicle equipped with ceramite plating at half range or less.															
Huge Transport Capacity (12 + 1 Dreadnought)			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																		
Crusader / Adamantium Will / And They Shall Know No Fear / Power of the Machine Spirit / Assault Vehicle / Flyer (Hover) / Transport																		
Weapons															Nb	Pts		
Stormstrike missile launcher						48"	1	8	-4	D6	Heavy - One Use Only - Lethal Hits - Concussive				1	20		
Twin heavy bolter						36"	3	5	-1	2	Heavy - Twin - Sustained Hit 1				1	12		
Twin heavy plasma cannon - Standard						36"	D3	7	-2	1	Heavy - Twin - Blast				1	15		
Twin heavy plasma cannon - Supercharge						36"	D3	8	-3	2	Heavy - Gets Hot - Twin - Large Blast				1	17		
Vehicles close combat						Melee	User	User	0	1	Melee				1			
Hurricane boltgun						24"	6	4	0	1	Rapid Fire 6				2	34		
Faction Aptitudes																Unit type		
Oath of the Moment		Righteous Zeal		Templar Vows		Zealous Litanies										Vehicle		