

**DATASLATE**

**ADEPTUS ASTARTES  
STORM WING**

**DATASHEET**





# DATASLATE: ADEPTUS ASTARTES STORM WING



## Army and Battlefield Role

An Adeptus Astartes Storm Wing is a Formation that consists of the following units chosen from *Codex: Space Marines*:

- 1 Stormraven Gunship
- 2 Stormtalon Gunships

## Options and Formation Restrictions:

None.

## Formation Special Rules:

**Data Lattice:** As long as at least one Stormtalon from this Formation has not been completely destroyed, the Formation's Stormraven Gunship has the Strafing Run special rule.

**Gunship Wing:** Do not make Reserves rolls for the Stormtalons. Instead, both Stormtalons count as escorting the Stormraven Gunship (see the Escort Craft special rule).

**Escort Craft:** A Stormtalon Gunship can be assigned to escort any friendly unit in reserve from the same Detachment, with the following exceptions:

- A Stormtalon cannot escort a unit that enters play using the Deep Strike or Outflank special rules.
- One Stormtalon cannot escort another Stormtalon.
- A maximum of one Stormtalon can escort each unit.

If multiple units are defined by the Reserves rules as arriving ‘together’, they are considered, for the purposes of this special rule only, to be a single unit and thus may only have a maximum of one Stormtalon Gunship assigned to them as a whole. A maximum of one Stormtalon Gunship may be assigned to each unit or group of units for which you make a single Reserves roll.

If this is done, do not make Reserves rolls for the Stormtalon. Instead, it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered from.

**Independent Formation:** The Adeptus Astartes Storm Wing Formation does not benefit from the Chapter Tactics special rule, but units from *Codex: Space Marines* that are included in the same army can begin the game embarked on the Stormraven Gunship, and can embark on it during the game.

## STORMRAVEN GUNSHIP - 200 Points

	Armour				
	BS	F	S	R	HP
Stormraven Gunship	4	12	12	12	3

### Unit Type:

- Vehicle (Flyer, Hover, Transport)

### Unit Composition:

- 1 Stormraven Gunship

### Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Four stormstrike missiles
- Ceramite plating

### Special Rules:

#### Assault Vehicle

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed, but not on a turn when the vehicle arrives from Reserves.

### **Power of the Machine Spirit**

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

### **Skies of Fury**

If the Stormraven has moved 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 in the turn that they do so.

### **Transport:**

#### **Transport Capacity**

The Stormraven can carry two separate units: one unit of up to 12 models in its cabin, plus a separate Dreadnought in its rear grapples. If a Zooming Stormraven is wrecked or suffers an Explodes! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead. The Stormraven can carry Jump Infantry.

### **Fire Points**

None.

### **Access Points**

A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

### **Options:**

- May replace twin-linked assault cannon with one of the following:
  - Twin-linked plasma cannon *free*
  - Twin-linked lascannon *free*
- May replace twin-linked heavy bolter with one of the following:
  - Twin-linked multi-melta *free*
  - Typhoon missile launcher *25 pts*
- May replace its two side Access Points with side sponsons with hurricane bolters *30 pts*
- May take any of the following:
  - Searchlight *1 pt*
  - Extra armour *5 pts*
  - Locator beacon *10 pts*



## **STORMTALON GUNSHIP - 110 Points**



	Armour				
	BS	F	S	R	HP
Stormtalon Gunship	4	11	11	11	2

### Unit Type:

- Vehicle (Flyer, Hover, Transport)

### Unit Composition:

- 1 Stormtalon Gunship

### Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Ceramite plating

### Special Rules:

**Escort Craft:** A Stormtalon Gunship can be assigned to escort any friendly unit in reserve from the same Detachment, with the following exceptions:

- A Stormtalon cannot escort a unit that enters play using the Deep Strike or Outflank special rules.
- One Stormtalon cannot escort another Stormtalon.
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If multiple units are defined by the Reserves rules as arriving ‘together’, they are considered, for the purposes of this special rule only, to be a single unit and thus may only have a maximum of one Stormtalon Gunship assigned to them as a whole. A maximum of one Stormtalon Gunship may be assigned to each unit or group of units for which you make a single Reserves roll.

If this is done, do not make Reserves rolls for the Stormtalon. Instead, it arrives at the same time as the unit it is escorting. The Stormtalon must move onto the board within 6" of the point that the unit it is escorting entered from.

### Strafing Run

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill. Regardless of the target, the vehicle’s shots also have the Pinning special rule.

### Options:

- May exchange twin-linked heavy bolter for one of the following:
  - Skyhammer missile launcher *15 pts*
  - Twin-linked lascannon *30 pts*
  - Typhoon missile launcher *35 pts*



# GLOSSARY

## CERAMITE PLATING

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

## HURRICANE BOLTER

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

### BOLTGUN

**Range - 24"**

**Strength - 4**

**AP - 5**

**Type - Rapid Fire**

## LOCATOR BEACON

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

## SKYHAMMER MISSILE LAUNCHER

**Range - 60"**

**Strength - 7**

**AP - 4**

**Type - Heavy 3**

## STORMSTRIKE MISSILES

**Range - 72"**

**Strength - 8**

**AP - 2**

**Type - Heavy 1, Concussive, One use only**

