Golf - Black Templar [76 PL, 8CP, 1,500pts]

++ Battalion Detachment +5CP (Imperium - Space Marines) ++

Chapter Selection: Black Templars

+ HQ +

Captain in Phobos Armour: Camo cloak, Master-crafted instigator bolt carbine

Chaplain: 1. Litany of Divine Protection, 2. Psalm of the Remorseless Persecution, Boltgun, Litany of Hate, Strategem: Master of Sanctity, The Aurillian Shroud, Warlord, Wise Orator

+ Troops +

Intercessor Squad: Bolt rifle
. . 4x Intercessor
. . Intercessor Sergeant: Power sword

Scout Squad
. . Scout Sergeant: Combat knife, Storm bolter
. . 4x Scout w/Boltgun

Scout Squad
. . Scout Sergeant: Combat knife, Storm bolter
. . 4x Scout w/Boltgun

++ Vanguard Detachment +1CP (Imperium - Space Marines) ++

Chapter Selection: Black Templars

+ HQ +

The Emperor's Champion

+ Elites +

Aggressor Squad: 5x Aggressor, Aggressor Sergeant
. . Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher
Cenobyte Servitors: 3x Cenobyte Servitor

Centurion Assault Squad
. . Centurion: Hurricane bolter
. . . . Flamers: 2x Flamer
. . Centurion: Hurricane bolter
. . . . Flamers: 2x Flamer
. . Centurion Sergeant: Hurricane bolter
. . . . Flamers: 2x Flamer

Contemptor Dreadnought: Combi-bolter, Dreadnought combat weapon, Kheres pattern assault cannon

Contemptor Dreadnought: Combi-bolter, Dreadnought combat weapon, Kheres pattern assault cannon

+ Heavy Support +

Thunderfire Cannon. . Techmarine Gunner. . . . Servo-harness: Flamer, Plasma cutter

+ Flyer +

Stormraven Gunship: Twin heavy bolter, Twin lascannon, Two Hurricane Bolters, Two Stormstrike Missile Launchers

Battalion Detachment +5CP (Imperium - Space Marines) [22 PL, 7CP, 374pts]

Rules: *Angels of Death, Bolter Discipline, Shock Assault*

No Force Org Slot [8CP]

Chapter Selection

Selections: Black Templars

Categories: No Force Org Slot

Rules: *Righteous Zeal*

Battle-forged CP [3CP]

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

HQ [9 PL, -1CP, 171pts]

Captain in Phobos Armour [5 PL, 99pts]

Selections: Bolt pistol, Camo cloak [3pts], Combat knife, Frag & Krak grenades, Master-crafted instigator bolt carbine [6pts]

Categories: Faction: Imperium, Faction: Adeptus Astartes, Character, Infantry, Phobos, Primaris, Captain, HQ

Rules: *Angels of Death*

Abilities: *Camo cloak, Concealed Position, Iron Halo, Omni-scrambler, Rites of Battle*, **Unit:** *Captain in Phobos Armour*, **Weapon:** *Bolt pistol, Combat knife, Frag grenade, Krak grenade, Master-crafted instigator bolt carbine*

Abilities	Description
Camo cloak	Add 2 to saving throws for this model when it receives the benefit of cover, instead of 1.
Concealed Position	When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
Iron Halo	This model has a 4+ invulnerable save.
Omni-scrambler	Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of this unit.
Rites of Battle	You can re-roll hit rolls of 1 made for friendly <CHAPTER> units within 6" of this model.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Captain in Phobos Armour	6"	2+	2+	4	4	6	5	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted instigator bolt carbine	30"	Assault 1	4	-2	3	This weapon can target a CHARACTER even if it it not the closest enemy unit.

Chaplain [4 PL, -1CP, 72pts]

Selections: 1. Litany of Divine Protection, 2. Psalm of the Remorseless Persecution, Boltgun, Crozius arcanum, Frag & Krak grenades, Litany of Hate, Strategem: Master of Sanctity [-1CP], The Aurillian Shroud, Warlord, Wise Orator

Categories: Faction: Adeptus Astartes, Character, Faction: Imperium, Infantry, Chaplain, Priest, HQ, Master of Sanctity, Warlord

Rules: *Angels of Death*

Abilities: *1. Litany of Divine Protection, 2. Psalm of the Remorseless Persecution, Litanies of Battle, Litany of Hate, Rosarius, Spiritual Leaders, The Aurillian Shroud, Wise Orator*, **Unit:** *Chaplain*, **Weapon:** *Boltgun, Crozius arcanum, Frag grenade, Krak grenade*

Abilities	Description
1. Litany of Divine Protection	If this litany is inspiring, select one BLACK TEMPLARS unit within 6" of this model. When a model in that unit would lose a wound, roll one D6; on a 5+ that wound is not lost.
2. Psalm of the Remorseless Persecution	If this litany is inspriring, then when resolving an attack made with a melee weapon by a model in a friendly BLACK TEMPLARS unit within 6" of this model, re-roll a wound roll of 1
Litanies of Battle	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (pg 188). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.
Litany of Hate	If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly<CHAPTER> units whilst their unit is within 6" of this model
Rosarius	This model has a 4+ invulnerable save.
Spiritual Leaders	All friendly CHAPTER units within 6" of this model can use the Chaplain's Leadership instead of their own.
The Aurillian Shroud	Once per battle at the start of the battle round, a model with this relic can unveil the Aurillian Shroud. Until the end of the battle round friendly BLACK TEMPLARS units have a 4+ invulnerable save whilst thier unit is within 3" of a model with this relic.
Wise Orator	When you roll to determine if a llitany recited by this Warlord is inspiring, you can re-roll the dice

Unit	M	WS	BS	S	T	W	A	Ld	Save
Chaplain	6"	2+	3+	4	4	4	3	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Boltgun	24"	Rapid Fire 1	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Troops [13 PL, 203pts]

Intercessor Squad [5 PL, 89pts]

Selections: Bolt rifle

Categories: Faction: Adeptus Astartes, Faction: Imperium, Infantry, Intercessor Squad, Primaris, Troops

Rules: *Angels of Death*

Abilities: *Combat Squads*, **Weapon:** *Bolt rifle*

4x Intercessor [68pts]

Selections: 4x Bolt pistol, 4x Frag & Krak grenades

Unit: *Intercessor*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade*

Intercessor Sergeant [21pts]

Selections: Bolt pistol, Frag & Krak grenades, Power sword [4pts]

Unit: *Intercessor Sergeant*, **Weapon:** *Bolt pistol, Frag grenade, Krak grenade, Power sword*

Abilities	Description
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

Scout Squad [4 PL, 57pts]

Categories: Faction: Imperium, Infantry, Faction: Adeptus Astartes, Scout, Scout Squad, Troops

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions*, **Unit:** *Scout, Scout Sergeant*

Scout Sergeant [13pts]

Selections: Combat knife, Frag & Krak grenades, Storm bolter [2pts]

Weapon: *Combat knife, Frag grenade, Krak grenade, Storm bolter*

4x Scout w/Boltgun [44pts]

Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

Weapon: *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

Scout Squad [4 PL, 57pts]

Categories: Faction: Imperium, Infantry, Faction: Adeptus Astartes, Scout, Scout Squad, Troops

Rules: *Angels of Death*

Abilities: *Combat Squads, Concealed Positions*, **Unit:** *Scout, Scout Sergeant*

Scout Sergeant [13pts]

    Selections: Combat knife, Frag & Krak grenades, Storm bolter [2pts]

    Weapon: *Combat knife, Frag grenade, Krak grenade, Storm bolter*

4x Scout w/Boltgun [44pts]

    Selections: 4x Bolt pistol, 4x Boltgun, 4x Frag & Krak grenades

    Weapon: *Bolt pistol, Boltgun, Frag grenade, Krak grenade*

Abilities	Description
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
Concealed Positions	When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Scout	6"	3+	3+	4	4	1	1	7	4+
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Storm bolter	24"	Rapid Fire 2	4	0	1	-

Vanguard Detachment +1CP (Imperium - Space Marines) [54 PL, 1CP, 1,126pts]

    Rules: *Angels of Death, Bolter Discipline, Shock Assault*

No Force Org Slot [1CP]

Chapter Selection

    Selections: Black Templars

    Categories: No Force Org Slot

    Rules: *Righteous Zeal*

Detachment CP [1CP]

    Categories: No Force Org Slot

HQ [4 PL, 75pts]

The Emperor's Champion [4 PL, 75pts]

    Selections: Black Sword, Bolt pistol, Frag & Krak grenades

    Categories: Black Templars, Character, Emperor's Champion, HQ, Infantry, Faction: Adeptus Astartes, Faction: Imperium

    Rules: *Angels of Death*

    Abilities: *Armour of Faith, Sigismund's Honour, Skilful Parry, Slayer of Champions*, **Unit:** *Emperor's Champion*, **Weapon:** *Black Sword, Bolt pistol, Frag grenade, Krak grenade*

Abilities	Description
Armour of Faith	The Emperor's Champion has a 4+ invulnerable save.
Sigismund's Honour	Add 1 to the Emperor's Champion's Strength and Attacks characteristics whilst he is within 1" of an enemy CHARACTERS.
Skilful Parry	When resolving an attack made with a melee weapon against this model, subtract 1 from the roll
Slayer of Champions	You can re-roll any failed hit rolls made for this model in the Fight phase when attacking enemy CHARACTERS.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Emperor's Champion	6"	2+	3+	4	4	4	5	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Black Sword	Melee	Melee	+2	-3	D3	You can re-roll any failed wound rolls when attacking with this weapon if the target is a CHARACTER or a MONSTER.
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Elites [31 PL, 648pts]

Aggressor Squad [10 PL, 222pts]

Selections: 5x Aggressor [105pts], Aggressor Sergeant [21pts]

Categories: Faction: Adeptus Astartes, Aggressor Squad, Faction: Imperium, Infantry, Mk X Gravis, Primaris, Elites

Rules: *Angels of Death*

Abilities: *Combat Squads, Fire Storm, Relentless Advance*, **Unit:** *Aggressor, Aggressor Sergeant*

Auto Boltstorm Gauntlets/Fragstorm Grenade Launcher [96pts]

Selections: Auto Boltstorm Gauntlets, Fragstorm Grenade Launcher

Weapon: *Auto Boltstorm Gauntlets (Melee), Auto Boltstorm Gauntlets (Shooting), Fragstorm Grenade Launcher*

Abilities	Description
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.
Fire Storm	When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.
Relentless Advance	Models in this unit do not suffer the penalty to their hit rolls for Advancing and firing Assault Weapons.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Aggressor	5"	3+	3+	4	5	3	3	7	3+
Aggressor Sergeant	5"	3+	3+	4	5	3	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Auto Boltstorm Gauntlets (Melee)	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit rolls.
Auto Boltstorm Gauntlets (Shooting)	18"	Assault 6	4	0	1	-
Fragstorm Grenade Launcher	18"	Assault D6	4	0	1	-

Cenobyte Servitors [1 PL, 6pts]

Categories: Faction: Adeptus Astartes, Black Templars, Faction: Imperium, Infantry, Cenobyte Servitors, Servitors, Elites

Abilities: *Chaplain's Retinue, Mindwiped, Relic of Helsreach*, **Unit:** *Cenobyte Servitors*

3x Cenobyte Servitor [6pts]

Selections: 3x Close Combat Weapon

Weapon: *Close Combat Weapon*

Abilities	Description
Chaplain's Retinue	If your army is battle forged this unit does not take up slots in a detachment that includes Chaplain Grimaldus
Mindwiped	Cenobyte Servitors improve their Weapon Skill to 4+ and their Leadership to 9, whilst they are within 6" of Chaplain Grimaldus.
Relic of Helsreach	When a model from a friendly BLACK TEMPLARS unit that within 6" of this unit would lose a wound as a result of a Mortal wound, roll a D6, on a 4+ that wound is not lost. Does not stack with any similar ability

Unit	M	WS	BS	S	T	W	A	Ld	Save
Cenobyte Servitors	5"	5+	5+	3	3	1	1	6	4+

Weapon	Range	Type	S	AP	D	Abilities
Close Combat Weapon	Melee	Melee	User	0	1	-

Centurion Assault Squad [8 PL, 156pts]

Categories: Faction: Adeptus Astartes, Centurion, Centurion Assault Squad, Faction: Imperium, Infantry, Elites

Rules: *Angels of Death*

Abilities: *Combat Squads, Omniscope*, **Unit:** *Centurion, Centurion Sergeant*

Centurion [52pts]

Selections: Hurricane bolter [10pts], Siege drills

Weapon: *Hurricane bolter, Siege drills*

Flamers [12pts]

Selections: 2x Flamer [12pts]

Weapon: *Flamer*

Centurion [52pts]

Selections: Hurricane bolter [10pts], Siege drills

Weapon: *Hurricane bolter, Siege drills*

Flamers [12pts]

Selections: 2x Flamer [12pts]

Weapon: *Flamer*

Centurion Sergeant [52pts]

Selections: Hurricane bolter [10pts], Siege drills

Weapon: *Hurricane bolter, Siege drills*

Flamers [12pts]

Selections: 2x Flamer [12pts]

Weapon: *Flamer*

Abilities	Description
Combat Squads	Before any models are deployed at the start of the game, this unit when containing its maximum number of models, may be split into two units each containing an equal number of models.

Omniscope	Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Centurian Sergeant.							

Unit	M	WS	BS	S	T	W	A	Ld	Save
Centurion	4"	3+	3+	5	5	4	3	7	2+
Centurion Sergeant	4"	3+	3+	5	5	4	4	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Siege drills	Melee	Melee	x2	-4	3	-

Contemptor Dreadnought [6 PL, 132pts]

Selections: Combi-bolter [2pts], Dreadnought combat weapon [20pts], Kheres pattern assault cannon [22pts]

Categories: Faction: Adeptus Astartes, Contemptor Dreadnought, Dreadnought, Faction: Imperium, Vehicle, Elites

Rules: *Angels of Death, Explodes (6"/D3)*

Abilities: *Atomantic Shielding*, **Unit:** *Contemptor Dreadnought*, **Weapon:** *Combi-bolter, Dreadnought combat weapon, Kheres pattern assault cannon*, **Wound Track:** *Row 1, Row 2, Row 3*

Abilities	Description
Atomantic Shielding	This model has a 5+ invulnerable save.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Contemptor Dreadnought	*	*	*	7	7	10	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Row 1	6-10+	9"	2+	2+
Row 2	3-5	6"	3+	3+
Row 3	1-2	4"	4+	4+

Contemptor Dreadnought [6 PL, 132pts]

Selections: Combi-bolter [2pts], Dreadnought combat weapon [20pts], Kheres pattern assault cannon [22pts]

Categories: Faction: Adeptus Astartes, Contemptor Dreadnought, Dreadnought, Faction: Imperium, Vehicle, Elites

Rules: *Angels of Death, Explodes (6"/D3)*

Abilities: *Atomantic Shielding*, **Unit:** *Contemptor Dreadnought*, **Weapon:** *Combi-bolter, Dreadnought combat weapon, Kheres pattern assault cannon*, **Wound Track:** *Row 1, Row 2, Row 3*

Abilities	Description
Atomantic Shielding	This model has a 5+ invulnerable save.

Unit	M	WS	BS	S	T	W	A	Ld	Save

Unit									
Contemptor Dreadnought		*	*	*	7	7	10	4	8	3+

Weapon	Range	Type	S	AP	D	Abilities
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought combat weapon	Melee	Melee	x2	-3	3	-
Kheres pattern assault cannon	24"	Heavy 6	7	-1	1	-

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Row 1	6-10+	9"	2+	2+
Row 2	3-5	6"	3+	3+
Row 3	1-2	4"	4+	4+

Heavy Support [4 PL, 92pts]

Thunderfire Cannon [4 PL, 92pts]

Selections: Thunderfire Cannon

Categories: Faction: Adeptus Astartes, Faction: Imperium, Heavy Support, Artillery, Vehicle, Thunderfire Cannon

Rules: *Angels of Death*

Abilities: *Artillery, Blessing of the Omnissiah, Techmarine Gunner*, **Unit:** *Techmarine Gunner, Thunderfire Cannon*, **Weapon:** *Thunderfire Cannon*

Techmarine Gunner [37pts]

Selections: Bolt pistol

Categories: Character, Infantry, Techmarine

Weapon: *Bolt pistol*

Servo-harness [11pts]

Selections: Flamer [6pts], Plasma cutter [5pts], 2x Servo-arm

Weapon: *Flamer, Plasma cutter, Standard, Plasma cutter, Supercharge, Servo-arm*

Abilities	Description
Artillery	Operated Artillery:You can only shoot with a Thunderfire Cannon if it is being operated. At the start of any phase, each Techmarine Gunner model from your army can operate one friendly <CHAPTER>Thunderfire Cannon model within 3" of it. Until the end of that phase, whilst it is within 3" of that Thunderfire Cannon, that Techmarine Gunner is said to be operating that Thunderfire Cannon
	Crewed Artillery:After this unit is set up on the battlefield for the first time, it is divided into two units, one containing the Thunderfire Cannon and the other the Techmarine Gunner. If at any point there are no friendly <CHAPTER> Techmarine Gunner units within 6" of a Thunderfire Cannon, that Thunderfire Cannon is destroyed.
Blessing of the Omnissiah	At the end of your Movement phase this model can repair a single <CHAPTER> VEHICLE within 1". That model regains D3 lost wounds. A model can only be repaired once per turn.
Techmarine Gunner	When a Thunderfire Cannon is set up on the battlefield, the Techmarine Gunner is set up in unit coherency with it. From that point onwards, the Techmarine Gunner is treated as a separate unit.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Techmarine Gunner	6"	3+	2+	4	4	4	3	8	2+
Thunderfire Cannon	3"	6+	2+	3	6	4	1	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Bolt pistol	12"	Pistol 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

Plasma cutter, Standard	12"	Assault 1	7	-3	1	-
Plasma cutter, Supercharge	12"	Assault 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Servo-arm	Melee	Melee	x2	-2	3	Each servo-arm can only be used to make one attack each time this model fights. When a model attacks with this weapon, you must subtract 1 from the hit roll.
Thunderfire Cannon	60"	Heavy 4D3	5	-1	1	This weapon can target units that are not visible to the firing model.

Flyer [15 PL, 311pts]

Stormraven Gunship [15 PL, 311pts]

Selections: Twin heavy bolter [17pts], Twin lascannon [40pts], Two Hurricane Bolters [20pts], Two Stormstrike Missile Launchers [42pts]

Categories: Faction: Adeptus Astartes, Fly, Faction: Imperium, Stormraven Gunship, Transport, Vehicle, Aircraft, Flyer

Rules: *Airborne, Angels of Death, Crash and Burn, Hard to Hit, Supersonic*

Abilities: *Hover Jet, Power of the Machine Spirit*, **Transport:** *Transport*, **Unit:** *Stormraven Gunship*, **Weapon:** *Hurricane bolter, Stormstrike missile launcher, Twin heavy bolter, Twin lascannon*, **Wound Track:** *Stormraven Gunship 1, Stormraven Gunship 2, Stormraven Gunship 3*

Abilities	Description
Hover Jet	Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses Aireborne, Hard to Hit, and Supersonic abilitied until beginning of your next Movement Phase.
Power of the Machine Spirit	This model does not suffer he penalty to hit rolls for moving and firing Heavy Weapons.

Transport	Capacity
Transport	This model can transport 12 CHAPTER INFANTRY models and 1 CHAPTER DREADNOUGHT. Each JUMP PACK or TERMINATOR model takes the space of two other infantry models and each CENTURION takes space of 3 other infanty models. It cannot transport PRIMARIS models.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Stormraven Gunship	*	6+	*	6	7	14	*	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

Wound Track	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3
Stormraven Gunship 1	8-14+	20-45"	3+	3
Stormraven Gunship 2	4-7	20-30"	4+	D3
Stormraven Gunship 3	1-3	20"	5+	1

Force Rules

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Bolter Discipline: All ADEPTUS ASTARTES and HERETIC ASTARTES models gain this ability. Instead of following the normal rules for Rapid Fire weapons, Rapid Fire bolt weapons used by models with this ability make double the number of attacks if any of the following

conditions apply: 1) The firing model's target is within half the weapon's maximum range. 2) The firing model is INFANTRY and every model in its unit remained stationary in your previous Movement phase. 3) The firing model is a TERMINATOR, BIKER, CENTURION, or DREADNOUGHT. For the purposes of this ability a Rapid Fire Bolt weapon is any weapon with the Rapid Fire type whose name includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.) This also applies when firing the boltgun profile of a combi-weapon (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a rapid-fire weapon (e.g. Primarch's Wrath, Fury of Deimos, etc) The gauntlets of ultramar and the Talon of Horus are also considered Rapid Fire Bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

Selection Rules

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Angels of Death: This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Explodes (6"/D3): If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Righteous Zeal: When a charge roll is made for a unit with this tactic, you can re-roll any or all of the dice. In addition, when a model with this tactic would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

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