

WARHAMMER
40,000

DATASLATE



ADEPTUS ASTARTES STORM WING

DATASLATE

**ADEPTUS ASTARTES
STORM WING**

INTRODUCTION



DATASLATES AND DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTIONS

Each datasheet will list the Faction it is part of. The Faction determines which codex the the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any Detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

Formation Special Rules

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.



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**ADEPTUS ASTARTES
STORM WING**

BACKGROUND

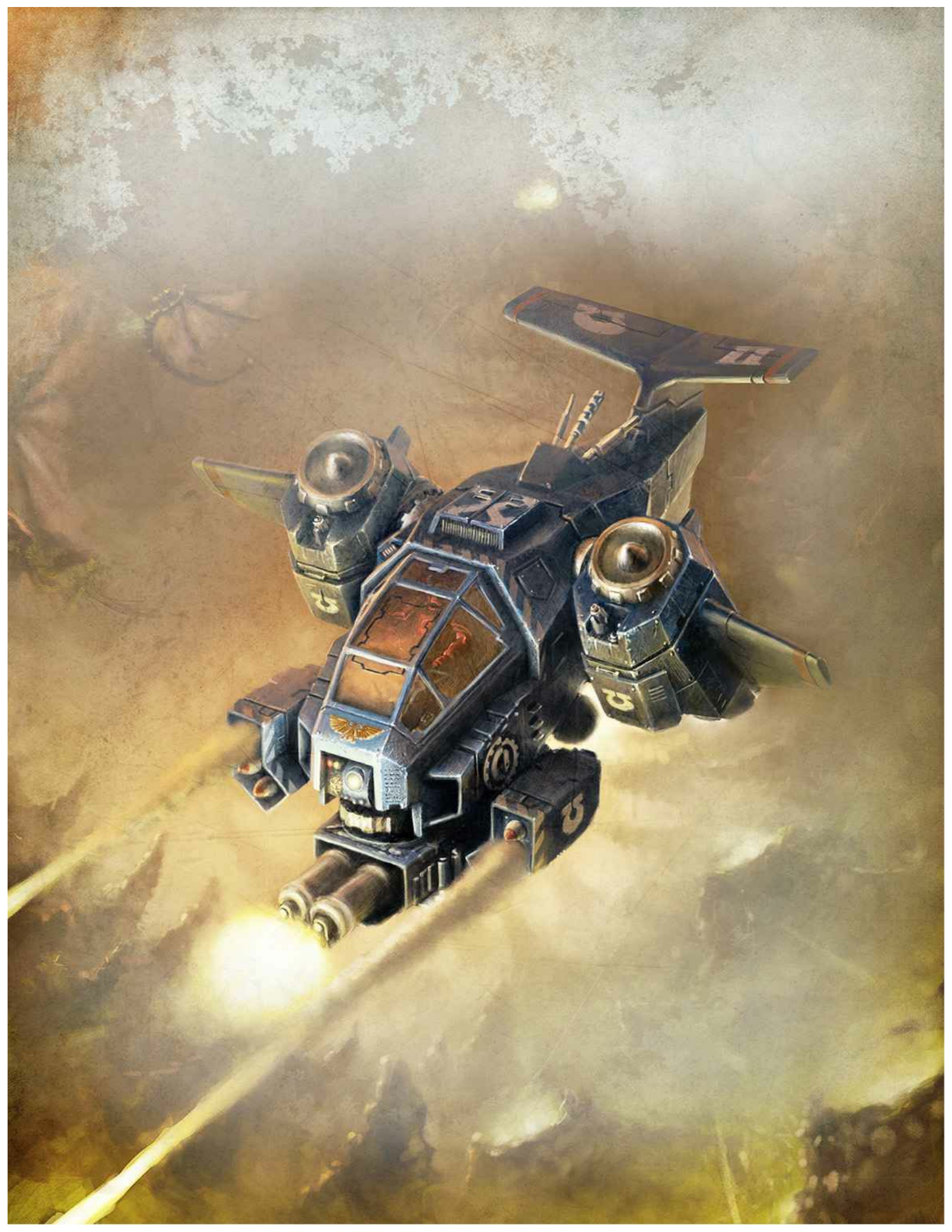


STORM WING SQUADRON

Storm Wing Squadrons are relatively recent additions to the arsenals of the Adeptus Astartes. Comprised of a Stormraven Gunship and two Stormtalon escorts, these squadrons have proven exceptional in countless shock assaults. It is a testament to their efficacy that the notoriously elitist Techmarines of the Iron Hands have recently declared them to be the optimum fusion of strength and speed. So effective is the sudden onslaught of a Storm Wing Squadron that traitors, heretics and xenos warriors alike have learnt to fear them, cowering at the triple silhouette and roaring afterburners of their approach.

'We are the skyborne, the angels macabre, the death that strikes from above. We cut the life-cords of our foes even before they realise the mortal danger they are in. We are the storm incarnate, and we will not be denied.'

– Captain Hougandez of the Mortifactors



THE COMING OF THE STORM

Since the discovery of the Standard Template Construct for the Stormraven Gunship it has been adopted by the vast majority of Adeptus Astartes Chapters. Its superb manoeuvrability twinned with its capacious transport bay is a potent combination – so potent, in fact, that it is considered too valuable an asset to be used lightly.

When a Chapter needs to ensure a specific squad reaches a vital point of the front line at a critical moment, the Stormraven's pilot will not fly alone, but will have two of his brother Techmarines assigned to accompany him in smaller gunships. This not only ensures its survival, but lends the principal gunship almost triple the firepower with which to clear a path to its objective.

The Stormtalon Gunships that escort their charge to the front line are nimble and deadly craft. Each is able to switch roles from agile fighter to hovering gunship with a single shift of their engine pods. Operating in pairs, they typically fly on either side of their allocated Stormraven, their wings scant yards apart in an impressive display of flight training and skilled manoeuvring. Should enemy aircraft launch an attack run against the central craft, however, the Stormtalons will fly close air support to guard from above and below, assault cannons blazing so that the enemy have only thoughts for their own survival. Airborne foes that attempt to strike the formation from behind will find the Stormtalon escorts dropping into hover mode before reengaging from an unexpected angle, all guns blazing. It is not unknown for a formation's Stormtalons to fly one in front of their charge and one behind, ensuring that they take the brunt of any surprise attacks the enemy might launch. Such selfless behaviour is considered only right and proper by the battle-brothers at the helm of each escort craft – they have been assigned a duty to protect their charge with their lives, and they do not take it lightly.

On approach to the battlefield, a Storm Wing Squadron will adopt one of two distinct attack patterns. If the enemy has significant aerial support, the squadron will ensure air supremacy as quickly and decisively as possible. At long range, skyhammer and stormstrike missiles are sent hurtling towards the enemy craft, each long-bodied projectile exploding with a deafening thunderclap of force that can tear apart the cockpit or rip the wings from the heaviest of enemy interceptors. Should the enemy craft survive these long-range munitions, the squadron will open up with its twin-linked assault cannons, heavy bolters and hurricane bolter arrays. This new salvo fills the air with whipping streams of solid shot ammunition that are all but impossible to avoid. Heavy craft veer away with glasteel cockpits shattered and damage signals blaring, their pilots forced to retreat or suffer further damage. Lighter craft, such as the dubiously constructed fighter jets of the Orks and the swift but delicate interceptors of the Eldar, are riddled with holes and sent soaring earthward on trails of flame.

If the enemy do not have any air support, the Storm Wing Squadron's pilots will instead concentrate its firepower on those ground forces not already engaged by their battle-

brothers. In this, the Stormtalon Gunships come into their own. Each has a powerful sensorium array that greedily consumes as much information from the battlescape ahead as it can. If his craft's machine spirit is willing, the pilot will then stitch this into a data lattice with the optical scans taken by his fellow escort craft and the Stormraven he has been assigned to guard. As the squadron rips into the midst of the foe, the resultant strafing fire is nothing short of devastating. Two of the craft will tear lateral lines of fire across the enemy ground forces, whilst the last craft rips several lengthwise furrows perpendicular to those of its fellows. Anything caught in this grid of death is blasted apart by a hail of bullets and mass-reactive bolts.

'You think us stranded. You think us defeated. Ha! Hear that, heretic? That is the sound of your death approaching...'

– Sergeant Vodius, the Ash World Insurrection

THE WARRIORS WITHIN

Despite the variety of heavy armaments it boasts, the most deadly of the Storm Wing Squadron's weapons is the cargo it carries. Within the cabled belly of the Stormraven is a squad of elite battle-brothers waiting for their chance to 'charge forth to mete out vengeance to the enemies of the Imperium. Because of the front-heavy design of the Stormtalon and the assault ramps that serve as its jaws, as soon as the craft settles upon its landing gear and its prow yawns wide, the unit inside can hurl themselves straight into combat, potentially changing the tide of battle within a few seconds of their arrival.

Each Chapter of the Adeptus Astartes has preferred units for their Stormravens to bear to the front line. The Ultramarines recognise that the Storm Wing Squadron affords a versatility unrivalled within the rest of the Chapter, and will frequently fill its hold with Sternguard Veterans to consolidate this strength. No matter the circumstance, the squadron will be able to tip the balance against everything from teeming Tyranid gaunts to looming Eldar wraith-constructs.

The Iron Hands and the Imperial Fists prefer to use their Storm Wing Squadrons to deliver Centurion Siegebreakers to the front line, each cohort bolstered by an Ironclad Dreadnought that is released on approach from the magnetic vice that holds it under the Stormraven's stern. Blood Angels employ a similar tactic, though they fill the gunship's hold with the battle-thirsty warriors of the Death Company and its rear-mounted mag-vice with a Death Company Dreadnought. In this way, they isolate those already consumed by the Black Rage from the rest of the battle company, ensuring their unbridled violence is unleashed on the foe and the foe alone.

'The appropriate level of force applied to an army's weakest point will break it, leaving it ripe for conquest. Ensure that force can be delivered, and the battle is all but won.'



DATASLATE

**ADEPTUS ASTARTES
STORM WING**

**WAR IN
THE SKIES**



WAR IN THE SKIES

The Imperium's bitterly contested skies have been lit by the engine jets of Storm Wing Squadrons across the galaxy. Each time a new formation is assembled, it quickly proves itself capable in a variety of battlefield roles.

761.M41 The Master Blades

When the Soulsmeater's army of Daemon Engines threatens to overwhelm Nocturne's Great Crucible, the Chapter Master of the Salamanders sanctions the opening of his master reliquaries. Dozens of immaculately crafted meltaguns, relic blades and thunder hammers are entrusted to the veterans of the Firedrakes, each warrior swearing a great oath that he will honour its machine spirit with great acts of slaughter. The veterans are scrambled to the Great Crucible in the holds of a dozen Stormraven Gunships, each craft ripping through Nocturne's smoky skies with a pair of Stormtalons at its side.

Upon arrival, the Firedrakes plough into the Daemon Engine horde like heroes of legend, their hammer blows and melta blasts slaying one metallic monstrosity after another. With their passengers safely delivered to the war zone, the Storm Wing Squadrons hunt down the Soulsmeater as he raids the Great Crucible's forgeworks and bring him low. The Warpsmith's body is later recovered from the pool of molten iron in which he met his end, mechatendrils severed and fleshmetal armour riddled with a hundred bullet holes. His cadaver, after being flung into the cargo bay of a bulk lander alongside the smouldering wreckage of his Daemon Engines, is flown into orbit and launched into Nocturne's sun.

812.M41 Abhor the Witch

The floating hives of Aralan are infected by the mind plague known as the Witch-curse. Citizens possessed of even the slightest psychic potential find their latent abilities blossoming into uncontrollable storms of etheric energy. The Black Templars, whose crusade had passed through the Aralan Sector less than a year beforehand, turn their battlefleet around as soon as they hear of the anomaly.

By the time they return to the hives that float within Aralan's gaseous borders, the Templars have marshalled all the gunships in their fleet. They launch a massed assault on the floating hives. Each Storm Wing Squadron slams through the stained glasteel orbs that protect each district and disgorge a dozen oathbound killers into the streets. The Templars cut down every citizen that stands in their path as they locate and exterminate the psykers wreaking havoc in their midst. Many of the bravest hivers unite against the hate-fuelled Adeptus Astartes, but after the bloody massacre of the Crimson Plaza, the

Space Marines are left to go about their persecutions unhindered.

989-990.M41 The Rynn's World Aftermath

A disastrous detonation during the Ork invasion of Rynn's World halves the Crimson Fists Chapter's numbers at a stroke. The resultant counter-attacks across the Loki Sector are hard-fought indeed. Storm Wing Squadrons are extensively employed to ensure the surviving Crimson Fists can engage otherwise insurmountable numbers of greenskin invaders. Wherever squads fall below operational capacity, they are extracted, reinforced and redeployed at full strength, enabling the Crimson Fists to slowly but relentlessly turn the tide against the greenskin menace.

995.M41 At First Unseen

A talented demagogue, the Water caste ambassador Por'O Myen O'Res convinces the populace of Lurid IX to join the Tau Empire one speech at a time. Wherever he appears, the ambassador is guarded by several Hunter Cadres from the Fire caste, and the skies above him are patrolled by Air caste pilots at all times. The Raven Guard are given the honour of his execution order, but have barely a dozen warriors with which to accomplish it.

Instead of mounting a direct attack, Shadow Captain Shrike leads a Storm Wing-led strike that bears all the hallmarks of his signature stealth tactics. The gunships fly in close formation through the winding miles of Lurid IX's graffiti-strewn underways, emerging from a pitch-dark culvert less than half a mile from the Water caste delegation. Myen O'Res is gunned down in mid-speech, the sheer volume of missiles and bullets thundering into his podium overcoming the shield generators intended to protect him. Three squads of Crisis battlesuits soar towards the low-flying Storm Wing Squadron to avenge their fallen ambassador, but they are met in mid-air when Shrike and his jump pack veterans effect an aerial deployment, barrelling into the Tau's midst with lightning claws flashing. The Raven Guard's dramatic victory is broadcast by the same pict-thief servitors that the Water caste had intended to use for their own ends, and the world of Lurid is returned to the Imperial fold within the hour.

998.M41 Efficiency Exemplified

When the presence of a shape-shifting xenos entity is confirmed in the command structure of the Vostroyan 9th, the Iron Hands of Clan Vurgaan are sent to destroy the same Imperial Guardsmen that were recent allies during the Cull of Ersatz Prime. Having extensive knowledge of the 9th's military capacities, the Iron Fathers of Clan Vurgaan can predict the minimum amount of materiel needed for the operation. A pair of Storm Wing Squadrons, each carrying a squad of ten Tactical Marines, are detached to the waterlogged

bunker complex in which the Vostroyans are purity-testing their troops. The gunships of the squadron enact pinpoint strafing runs that kill every soldier outside the bunker complex's walls, and the Tactical Marines disembark to scour the corridors inside. The devastation that follows turns the brackish water of the 9th's base pink with the blood of Imperial Guardsmen as the Iron Hands pitilessly execute every one of the Vostroyans, despite many of the Imperial Guardsmen calling their former allies by name in the hope of clemency. By the time the Storm Wing Squadrons depart the ruined facility, every bolter round has been fired and every power cell has been spent in accordance with the Iron Fathers' plans.

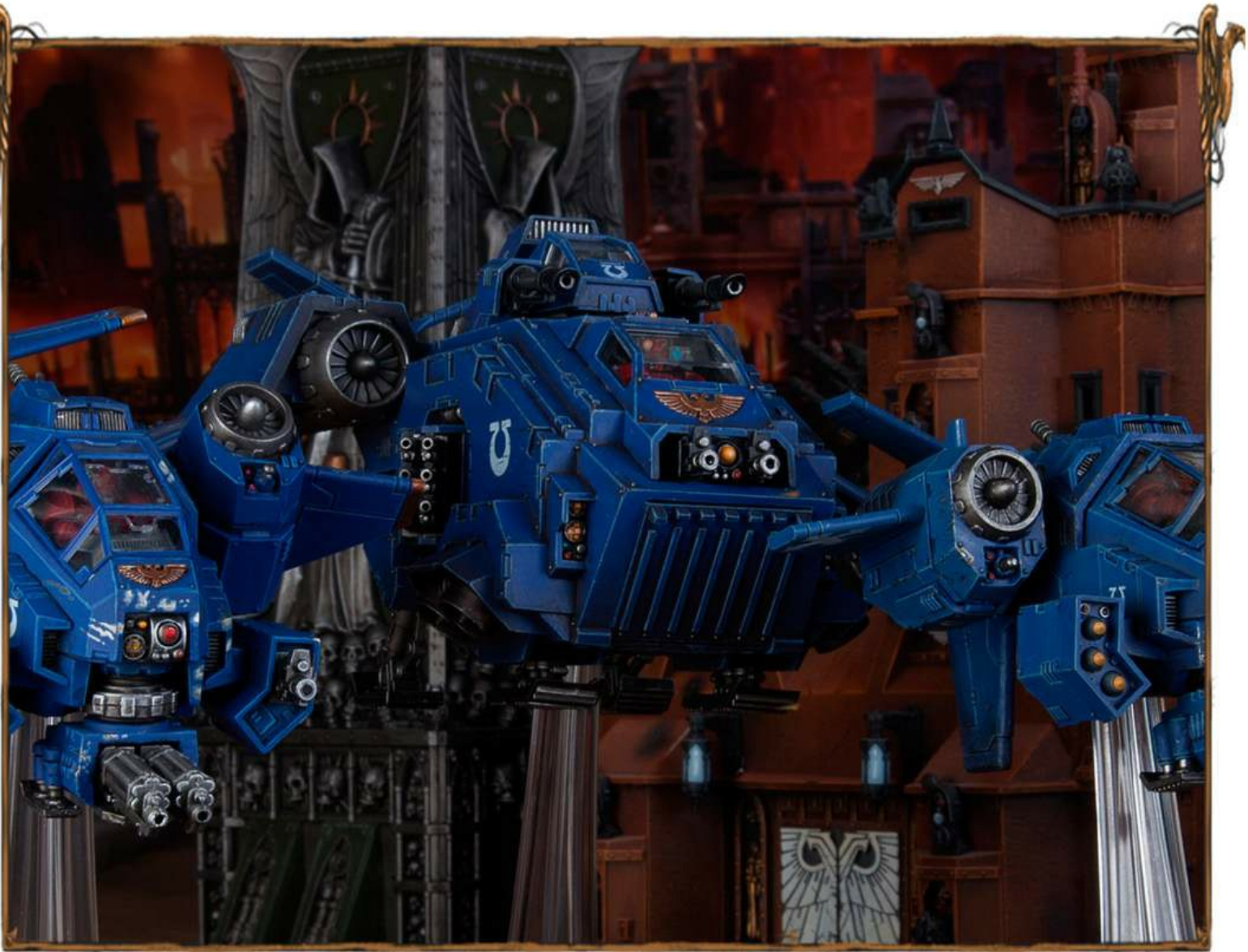


DATASLATE

**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.
- 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.

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



DATASLATE

**ADEPTUS ASTARTES
STORM WING**

SHOWCASE

Units can deploy directly to where they are needed using the Stormraven's forward assault ramp.



Stormraven Gunship with twin-linked lascannon, twin-linked heavy bolter and hurricane bolters



Stormtalons can be equipped with a variety of weaponry depending upon their target.



**Stormtalon Gunship
with twin-linked
assault cannon and
skyhammer missile
launcher**

DATASLATE

**ADEPTUS ASTARTES
STORM WING**

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STORM WING**

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