

New Roster (Warhammer 40,000 8th Edition) [104 PL, 2000pts]

A Vanguard Detachment +1CP (Imperium - Blood Angels) [11 PL, 215pts]

HQ

Commander Dante [11 PL, 215pts] **Warlord**

A Vanguard Detachment (Imperium - Inquisition) [3 PL, 30pts]

Elites

Acolytes [1 PL, 10pts]

Acolyte

Laspistol, Storm bolter

Acolytes [1 PL, 10pts]

Acolyte

Laspistol, Storm bolter

Acolytes [1 PL, 10pts]

Acolyte

Laspistol, Storm bolter

B Air Wing Detachment +1CP (Imperium - Blood Angels) [45 PL, 822pts]

Flyer

Stormraven Gunship [15 PL, 274pts]

2x Stormstrike missile launcher, Twin assault cannon, Twin heavy bolter

Two hurricane bolters

2x Hurricane bolter

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C Air Wing Detachment +1CP (Imperium - Blood Angels) [45 PL, 933pts]

Flyer

Stormraven Gunship [15 PL, 311pts]

2x Stormstrike missile launcher, Twin assault cannon, Twin multi-melta

Two hurricane bolters

2x Hurricane bolter

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Profile Summary

Abilities

Name	Description	Ref
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 .	
Chapter Master	You can re-roll failed hit rolls for friendly BLOOD ANGELS units within 6" of Commander Dante.	
Crash and Burn	If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield and before any embarked models disembark. On a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.	
Death Mask	Enemy units suffer a -1 modifier to their Leadership while they are within 3" of any models wearing a death mask.	
Hard to Hit	Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.	
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 the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.	
Iron Halo	This model has a 4+ invulnerable save.	
Jump Pack Assault	During deployment, if this model has a jump pack, you can set it up high in the skies instead of placing it on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" away from any enemy models.	
Loyal Servant	Roll a D6 each time a friendly ORDO INQUISITOR loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the character does not lose a wound but the Acolyte suffers a mortal wound.	
Power of the Machine Spirit	This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.	
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.	

Transport

Name	Capacity	Ref
Stormraven Gunship	This model can transport 12 BLOOD ANGELS INFANTRY models and 1 BLOOD ANGELS DREADNOUGHT . Each JUMP PACK or TERMINATOR model takes the space of two other infantry models and each CENTURION takes the space of 3 other infantry models. It cannot transport PRIMARIS models.	

Unit

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Acolyte	6"	4+	4+	3	3	3	2	7	5+	
Commander Dante	12"	2+	2+	4	4	6	6	9	2+	
Stormraven Gunship	*	6+	*	8	7	14	*	9	3+	

Weapon

Name	Range	Type	S	AP	D	Abilities	Ref
Frag grenade	6"	Grenade D6	3	0	1	-	
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-	
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Krak grenade	6"	Grenade 1	6	-1	D3	-	
Laspistol	12"	Pistol 1	3	0	1	-	
Storm bolter	24"	Rapid Fire 2	4	0	1	-	
Stormstrike missile launcher	72"	Heavy 1	8	-3	3	-	
The Axe Mortalis	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon if the target is a CHARACTER.	
Twin assault cannon	24"	Heavy 12	6	-1	1	-	
Twin heavy bolter	36"	Heavy 6	5	-1	1	-	
Twin multi-melta	24"	Heavy 2	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	

Wound Track

Name	Remaining W	Characteristic 1	Characteristic 2	Characteristic 3	Ref
Stormraven Gunship		M	BS	A	
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	