

STORMTALON GUNSHIP

Few craft can match the Stormtalon's impressive combination of manoeuvrability, survivability and firepower. These nimble gunships are perfect for close-quarters dogfights, lining up one target after another and blasting them from the skies with ease.

MAXIMUM POWER	5	ACCELERATION/BRAKING	2+/1+	TOUGHNESS	4	STRUCTURE	5	DAMAGE CONTROL	3+
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WEAPONS

Twin-linked assault cannon, twin-linked heavy bolter. *The twin-linked heavy bolter can be replaced with skyhammer missiles, a twin-linked lascannon or a typhoon missile launcher.*

SPECIAL RULES

Skyhammer Missiles: A Stormtalon Gunship can be armed with six skyhammer missiles. Each may be used only once. Any number can be used as part of the same attack if desired.

Weapon	Arc	Range	Hit Rolls	Damage	Ground Attack
Twin-linked assault cannon	Forward 90°	10"	3+ 3+	2	0
Twin-linked heavy bolter	Fixed	15"	4+ 4+ 4+	1	0
Skyhammer missiles (6)	Forward 90°	25"	4+	2	+1 per pair fired
Twin-linked lascannon	Fixed	20"	5+ 5+	3	0
Typhoon missile launcher	Fixed	20"	5+ 5+	2	+1

MANOEUVRE TABLE

Manoeuvre	Power Setting & Danger Rolls				Execution
	2	3	4	5	
Level Flight	Always Safe				Move - Move
Bank	1+	1+	1+	1+	Move - Move - Turn
Turn	1+	1+	1+	1+	Move - Turn - Move
Barrel Roll	1+	1+	1+	2+	Move
Snap Turn	1+	1+	2+	3+	Turn - Move - Move
Stall Turn	1+	2+	3+	4+	Move - Turn - Turn - Move
Vector Thrust	1+	2+	3+	4+	Sideslip - Turn - Move