



**ANGEL'S FURY
SPEARHEAD FORCE**



When lightning strikes against heavily-defended xenos positions were called for, Dante looked to the most experienced warriors of the Blooded to lead the attack. Fully half of the 2nd Company's Tactical squads were transported within the armoured hulls of Stormraven Gunships, where they would be delivered with practised efficiency into the heart of the Tyranid host to secure a beachhead. Once on the ground, the squad sergeants triangulated their teleport homers to call in additional support. With such logistical data at their disposal, inbound reinforcements could drop or teleport to their location with pinpoint precision, enabling them to respond to priority threats with immediate effect. On many occasions, a Spearhead Force would herald the arrival of an Angel's Wrath Intervention Force dropping from on high to smash the xenos.

FORMATION:

3 Tactical Squads

3 Stormraven Gunships

RESTRICTIONS:

Each Tactical squad must include 10 models. The Sergeant of each Tactical squad in this Formation must take a teleport homer as a free upgrade. This Formation's Tactical squads cannot take Dedicated Transports, and must begin the game embarked in the Stormraven Gunships from this Formation.

SPECIAL RULES:

Augur Triangulation: If a friendly unit with the Blood Angels Faction arrives from Deep Strike Reserve within 12" of at least two models from this Formation equipped with teleport homers, then it does not scatter, and can charge on the same turn it arrives.

Objective Secured: All Troops units from this Formation have the Objective Secured special rule (see page 122 of Warhammer 40,000: The Rules).

Spearhead Strike Force: When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. If successful, all units arrive from the Formation. **You can make a Reserve Roll for this Formation from the start of Turn 1.**