



ANGEL'S WRATH INTERVENTION FORCE



When decisive action is called for to turn the tide of battle, it is to the 1st Company that a Space Marine commander will turn. Yet with Captain Karlaen leading much of the Archangels Company against the Tyranid menace, even Commander Dante's astute tactical mind was put to the test during the Cryptus campaign. The Angel's Wrath Intervention Force was the result of Dante's improvisation. Using jump packs to deploy directly into the fray from high altitude, the Strike Force's Assault Marines are guided to their drop site with unerring accuracy by the Vanguard Squad at their head. The ferocity of their massed descent shakes the ground with seismic fury as they crush the slaving weapon-beasts of the Tyranid swarms beneath their ceramite boots, leaving the dazed survivors at the mercy of their howling chainswords.

FORMATION:

1 Vanguard Veteran Squad

2 Assault Squads

RESTRICTIONS:

All models in this Formation must be equipped with jump packs.

SPECIAL RULES:

Guided Drop: This Formation must be placed in Deep Strike Reserve. Make a single Reserve roll for the entire Formation. If successful, all units arrive from the Formation. The Formation's unit of Vanguard Veterans must be placed first, and units of Assault Marines do not scatter so long as the first model is placed within 6" of the Vanguard Veteran unit.

Meteoric Impact: Immediately after deploying, any enemy units within 6" of any units from this Formation suffer a Strength 4 AP- hit for each of their models which is within 6" of a model from this Formation. In addition, these enemy units must move as if they are in difficult terrain until the end of their next turn.