

DEATHSTORM STRIKE FORCE

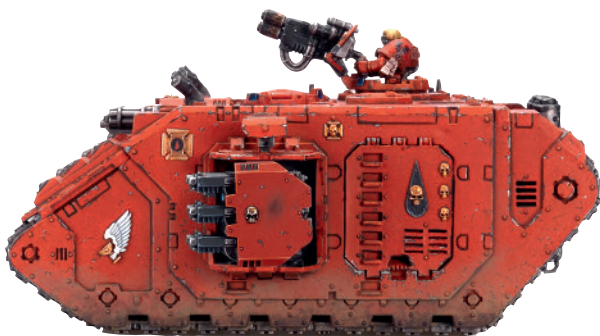
Deathstorm Strike Forces are deployed when the Blood Angles are fighting enemy formations that vastly outnumber their own forces. The Deathstorm formation's primary role is to combat mass infantry formations, halting their advance with a wall of heavy automatic weapons fire. Time and again, when Ork hordes, Tyranid swarms and Daemonic hosts have flooded the battlefields of the Imperium, Deathstorm strike forces have stemmed the tide, holding back the enemies' weight of numbers with sheer weight of firepower.

150 POINTS + MODELS

Deathstorm strike forces consist of a squadron of Baal Predators led by a Land Raider Crusader. The rate of firepower that these formations unleash is truly staggering. With muzzle flashes flaring and gun barrels glowing white with heat, the formation's tanks lay down a withering curtain of firepower through which none can pass unscathed. A single assault cannon can cut down a squad of enemy troops, but the thunderous hail of bullets and bolts unleashed by a Deathstorm strike force can shred entire battalions. It is a brave foe indeed that willingly advances into the gunsights of a Deathstorm strike force, and more often than not, the last thing they will ever do.

Valiant

LAND RAIDER CRUSADER



Formidable

BAAL PREDATOR



Storm of Steel

BAAL PREDATOR



FORMATION:

- 1 Land Raider Crusader.
- 2+ Baal Predators.*

* All Baal Predators in the formation must be armed with twin-linked assault cannons.

SPECIAL RULES:

Strike Force: All units in the formation must be deployed within 6" of the Land Raider Crusader, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Land Raider Crusader.

Combined fire: If three or more tanks from this formation fire at the same target, resolve the shots as a single Shellstorm attack instead, using the following profile:

RANGE	STR	AP	TYPE
24"	6	4	Heavy 1*, Rending

*To fire the Shellstorm place two counters (coins or other suitable markers are ideal), up to 18" apart such that both are within range and line of sight of the Land Raider Crusader leading the formation. Draw a straight line between the centres of these two markers. Any unit with at least one model within 1" of this line immediately suffers 4D6 hits. In addition, any unit that attempts to move across this line immediately suffers 2D6 Strength 6, AP4 hits. Remove the markers at the beginning of your next shooting phase.