

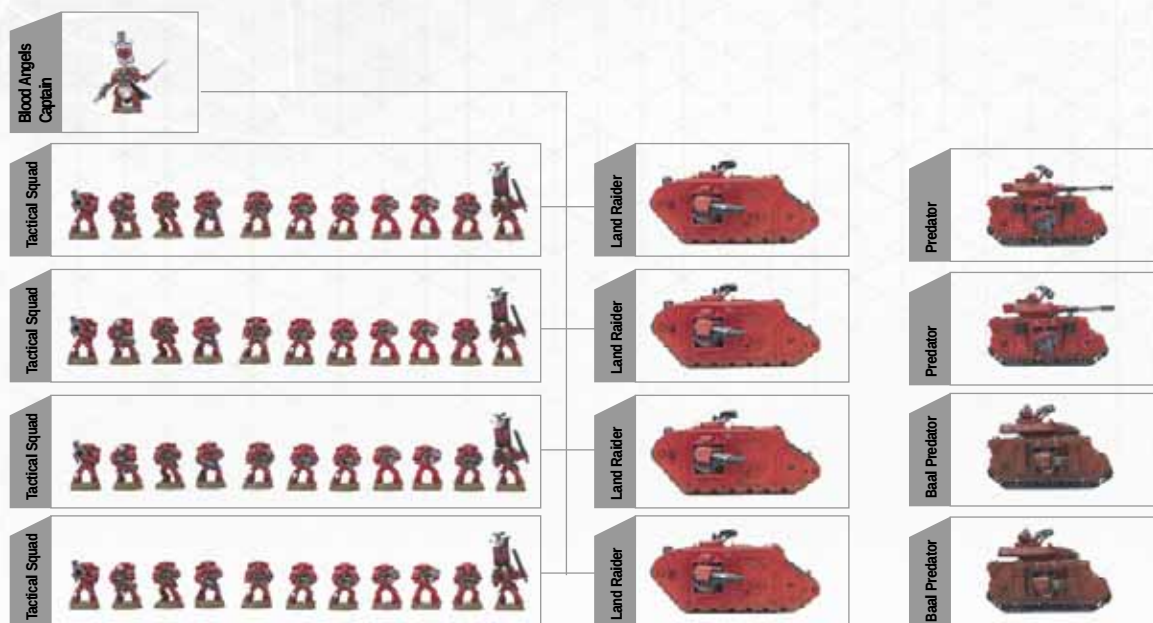
LUCIFER ARMoured TASK FORCE PTS: 200 + MODELS

The Lucifer Armoured Task Force was one of many new combat doctrines to arise out of the Second War for Armageddon. Ork survivors of the Battle for Acheron still ran riot across the Acheron Flats, performing hit-and-run raids against Imperial supply convoys. Dante, Commander of the Space Marine relief force, refused to be distracted from the wider war, but tasked his most trusted Captain, Erasmus Tycho, to seek and destroy the raiders.

Tycho immediately ordered that the tanks attached to his task force be refitted to better suit the needs of the mission. Techmarines laboured night and day, modifying engines, tinkering with armour configurations and stripping out non-essential equipment – all in search of a much-needed speed boost. These alterations made the tanks

unsuitable for extended campaigning, but the vehicles' machine spirits were more than up to the task of keeping their charges operational for the span of a battle. After three days and nights, the labour was completed. At dawn on the fourth day, Task Force Lucifer spurred out onto the Acheron dust plains. When next the Orks attacked, Tycho was ready for them.

Robbed of their speed advantage, the Orks stood little chance against the vengeful onslaught. Trukks were blown apart by autocannon shells, Deffkoptas shredded by assault cannon fire and Battlewagons blasted to unsalvageable hulks by Godhammer lascannons. These modifications would later inform the template for the Baal Rhino, and a new era of armoured warfare for the Blood Angels.



FORMATION:

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| 1 Blood Angels Captain | 0-3 Baal Predators |
| 1-6 full-strength Blood Angels Tactical Squads* | 0-3 Predators |

*Must choose a Land Raider (any type) as a dedicated transport. One Land Raider must be designated as the command tank.

SPECIAL RULES:

Strike Force: Each unit in the Lucifer Armoured Task Force must be deployed within 6" of another unit in the strike force. If coming on from reserve, they must enter the table within 6" of the point entered by another unit from the Lucifer Armoured Task Force. If deep striking, they must aim to arrive within 6" of another unit from the Lucifer Armoured Task Force.

Thunderhawk Insertion: The Lucifer Armoured Task Force can be deployed via Thunderhawk Transport. As a result,

the entire strike force can Deep Strike if you wish, but all non-vehicle units must begin the game in transports.

First Into Battle: All vehicles in the Lucifer Armoured Task Force are Fast in addition to any other rules they may have.

Command Tank: As long as the Lucifer Armoured Task Force command tank is mobile, any tank in the spearhead within 12" of it (including the command tank itself) re-rolls failed dangerous terrain tests.