



FLESH TEARERS BLOOD RAIN STRIKE FORCE

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During the Cryptus campaign, when nothing less than all-out assault would break the Tyranid lines, Gabriel Seth of the Flesh Tearers would call upon the apocalyptic fury of a Blood Rain Strike Force to lead the charge. Comprising a volatile mix of veteran warriors and battle-brothers that have succumbed to the Black Rage, a Blood Rain Strike Force combines a brutal drop assault with the murderous firepower of a Stormraven Gunship. A deadly cocktail of experience and berserk fury is set loose upon the foe the moment the first elements of the Strike Force hit the ground, and they hold their position with uncompromising determination until airborne reinforcements arrive to deliver the finishing blow. Released into the thick of the fighting by its winged steed, one of the Chapter's ancients is given the honour of leading this second wave.

FORMATION:

1 Death Company Squad

1 Vanguard Veteran Squad

1 Assault Squad

1 Furioso Dreadnought

1 Stormraven Gunship

RESTRICTIONS:

All models in this Formation must either be equipped with jump packs or begin the game embarked upon this Formation's Stormraven Gunship.

SPECIAL RULES:

Crusader.

Crimson Thunderbolt: On a turn in which a unit from this Formation disembarks from this Formation's Stormraven Gunship, it can re-roll failed charge rolls and has the Rage special rule.

Poised to Strike: All units in this Formation equipped with jump packs must be placed in Deep Strike Reserve. When making Reserve Rolls, make a single roll for the entire Formation, which you can choose to re-roll. If successful, all units in this Formation arrive from Reserve.

Rain of Blood: When a unit from this Formation arrives by Deep Strike, it gains the Counter-attack and Fearless special rules until the start of your next turn.