

LUCIFER ARMoured TASK FORCE

150 POINTS + MODELS

The Lucifer Armoured Task Force was one of many combat doctrines to arise out of the Second War for Armageddon. Acheron Hive, though saved from the Ork horde by the sudden arrival of Space Marine reinforcements, had uncertain lines of supply. Orks still ran riot across the Acheron flats, raiding Imperial supply convoys. Commander Dante refused to be distracted from his prosecution of 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. 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. Tycho was not concerned – his force was well supplied, and he was willing to trade ruggedness for speed. Task Force Lucifer spurred out onto the Acheron dust plains. When next the Orks attacked, Tycho was ready. Robbed of their speed advantage, the Orks stood little chance against Tycho's onslaught. So successful was the task force that Dante ordered similar alterations carried out across the Chapter's vehicle pool. These modifications later informed the template for the Baal Rhino, and a new era of armoured warfare for the Blood Angels.



FORMATION:

- 1 Blood Angels Captain (can be Captain Tycho)
- 1-6 full-strength Blood Angels Tactical Squads*
- 0-3 Baal Predators
- 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 court. 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.

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

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.

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.