

DEFILER ASSAULT FORCE

POINTS: 100 + MODELS

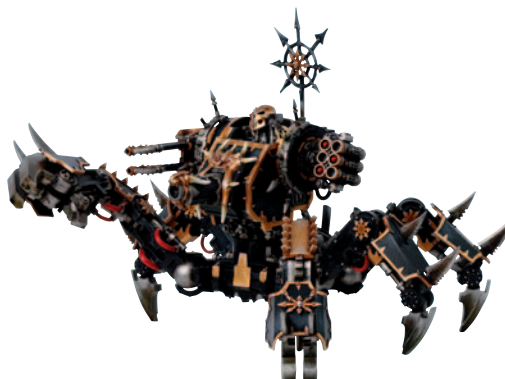
In 357.M41 the forces of Chaos landed on Urthwart, destroying all before them in a tide of destruction unseen in all the years since the Chaos Legions had fled to the Eye of Terror. At the head of the invasion, Abaddon the Despoiler, the Arch Enemy, led the warriors of the Black Legion, defeating every army that stood against him. Eventually the forces of Urthwart were forced to retreat to Bloden Keep.

After a lengthy bombardment the defenders were horrified to see a host of Defilers advancing toward the walls of the fortress, the giant cannons mounted on their backs blasting huge rents in the supposedly impervious walls. While some continued to pound the walls, others made straight for the main gate, attacking it with their claws and ripping through the thick adamantium with ease. Within the hour, Bloden Keep had fallen.

COMMANDER



DEFILERS



FORMATION:

3-6 Defilers. One Defiler must be the Assault Force Commander.

SPECIAL RULES

Assault Force Commander: The Assault Force Commander and any other Defiler from the formation that is within 6" of it receive a +1 bonus to their WS and BS.

Strike Force: All Defilers in the formation must be deployed within 6" of the Assault Force Commander or, if coming on from reserve, must enter the table within 6" of the point entered by the Commander.

Tear It Down!: If two or more Defilers from the formation are in contact with a terrain feature in the Assault phase, then they can attempt to tear it down with their claws instead of attacking any enemy models. The terrain feature is destroyed on a roll of 4+ (replace it with debris). Add +1 to the dice roll for each additional Defiler after the second that attacks the terrain. Models within a destroyed piece of terrain suffer 1 wound on a roll of 4+ (Saves are allowed) and each unit must take a Pinning test, while vehicles other than the Defilers suffer a glancing hit.