

ARMAGEDDON STOMPA HUNTERS

POINTS: 100 + MODELS

Traditionally, a Sentinel is considered ill suited to duelling with super-heavy, Titan-class war engines, being outgunned and out-classed in almost every regard. However, when organised into dedicated search-and-destroy teams, Armoured Sentinels hunt their quarry in large packs. Together, they are capable of unleashing a torrent of firepower that can topple giants.

Amongst the most illustrious of Armoured Sentinel formations are those that patrol the ash wastes of Armageddon. On this beleaguered world, Stompa Mobs rampage through the toxic landscape and the Imperium's Titan Legions are stretched too thinly to engage the enemy on all fronts. As such, the Armoured Sentinel patrols, the so-called 'Armageddon Stompa Hunters', were forced to step up to the challenge. Despite heavy losses during initial hunts, the Armageddon Stompa Hunters soon began to

reap a respectable tally of confirmed Titan-class kills. Having tracked their quarry, the Stompa Hunters close to within optimal firing range and pounce upon an unprotected flank. Then, in a desperate attempt to halt the beast before it has the time to alter course and flatten them to scrap, all power is diverted to the primary weapons systems. Such drastic measures quickly overload the Sentinels' machine spirits, forcing the walkers to enter a state of temporary shut-down whilst energy reservoirs replenish and machine spirits reawaken. During this time, the Stompa Hunters are extremely vulnerable and, without support from nearby troops, they are easy prey. The Sentinel pilots seldom have the time to contemplate the consequences of their actions for they knew too well that if their attack fails then no amount of support will help avert the terrifying fury of an enraged Stompa.

ARMoured COMMAND SENTINEL



ARMoured COMMAND SQUADRON



ARMoured COMMAND SQUADRON



ARMoured COMMAND SQUADRON



FORMATION:

Three 3-strong Armoured Sentinel Squadrons

1 Armoured Sentinel designated as the Command Sentinel.

SPECIAL RULES:

Strike Force: All vehicles in an Armageddon Stompa Hunters formation must be deployed within 12" of the Command Sentinel, or, if coming on from reserve, the formation must enter the table within 12" of the point entered by the Command Sentinel.

Super-heavy Hunters: All Armoured Sentinels within 12" of the Command Sentinel add +1 to their armour penetration rolls whenever they hit a vehicle with a shooting attack.

Divert Power to Weapons: Instead of firing normally, the formation can elect to Divert Power to Weapons. If the player elects to do this, select a single super-heavy vehicle or gargantuan creature within line of sight of the Command Sentinel as the target of the attack. All units in the formation must immediately fire twice at the target. An Armageddon Stompa Hunter formation that Diverts Power to Weapons cannot move or fire in their next turn.