

STORM TROOPER STRIKE FORCE

POINTS: 150 + MODELS

The Storm Troopers are the most elite fighting force at the Imperial Guard's disposal. In exceptional circumstances, several Storm Trooper squads are required to combine forces to strike at a heavily defended, but vital objective. The Storm Troopers' role is not to hold or secure the location, but rather it is to eliminate all enemy presence, scouring any threat from the position. The casualties sustained in these actions are invariably high, only death or glory await those who undertake such missions. For the Storm Troopers however there is no better way to test their skills and no greater honour than to die in battle.

The Storm Trooper regiment is one of the few to have a permanent pool of Valkyrie Assault Carriers to carry them into battle. With the speed of these aircraft to deliver them to their mission coordinates, the Storm Troopers take their enemy by surprise, smashing through windows and doors before the enemy can mount an effective resistance. The Valkyries provide covering fire for the Storm Troopers as they towards the objective. Without pause or hesitation the Storm Troopers sweep through the enemy-held structure, cutting down their quarry with efficient bursts of high-powered lasfire.

STORM TROOPER SQUAD



COMMAND VALKYRIE ASSAULT CARRIER



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FORMATION:

3+ ten-man Storm Trooper squads

3+ Valkyrie Assault Carriers*

SPECIAL RULES:

Strike Force: All units in the Storm Trooper Strike Force must be deployed within 6" of the command craft, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command craft.

Strategic Assets: An army that contains a Storm Trooper Strike Force automatically gains the Vital Objective strategic asset.

*One Valkyrie must be designated as the Command Craft.

Storm the Objective: In any turn in which the Storm Troopers disembark from their Valkyrie transports, they may shoot, run, then shoot again. This second round of shooting may be at a different target if you wish. In addition, cover saves taken against hits caused from these shooting attacks suffer a -1 penalty, representing the defenders being caught by surprise. Note that this rule only applies to the Storm Troopers, not the Valkyrie transports.