

PREDATOR ASSASSIN SQUADRON

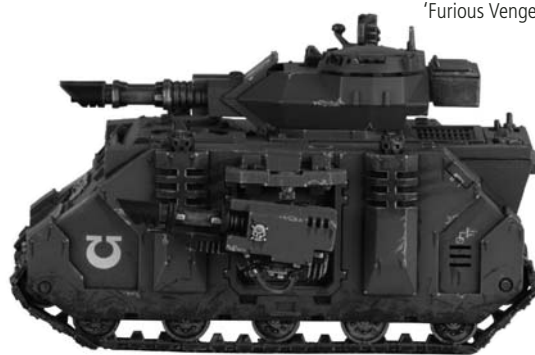
POINTS: 50 + MODELS

The crews of Predator Battle Tanks are the unsung heroes of the Space Marine armies. It is they who neutralise the Titans and traitor war machines that would otherwise gouge huge holes in the Astartes ranks. It is they who breach the impenetrable fortresses of the foe, allowing their comrades to strike deep into the heart of the enemy force, and it is they who scythe down the elite of the enemy reinforcements when their battle brethren are outnumbered almost beyond countenance. Though it is easy to appreciate the sheer scale of destruction a whole squadron of battle tanks can achieve, few truly realise the precision with which they enact their role.

When the Space Marines mass for war they collate as much intelligence as they can about their target. Guided by the ancient tenets of the Codex Astartes, the leaders of each

strike force give careful thought to how best to engage and destroy each element of their foe's forces. Predator battle tanks, bearing the optimum configuration for the destruction of a certain type of enemy, are eminently suited to particular roles in this battle plan. As a result Predators of similar or even identical configurations are often pooled into Assassin class squadrons, tasked with the destruction of a single enemy unit above all others. They are supplied with as much intelligence and tactical guidance as possible concerning their target, and fine-tune their weapons systems in a manner to best utilise this knowledge. Though they see it as no more than the enactment of their Emperor-given duty, a Predator crewman would rather die than see his allotted quarry escape his battle tank's wrath.

PREDATOR ANNIHILATOR COMMAND VEHICLE



'Furious Vengeance'

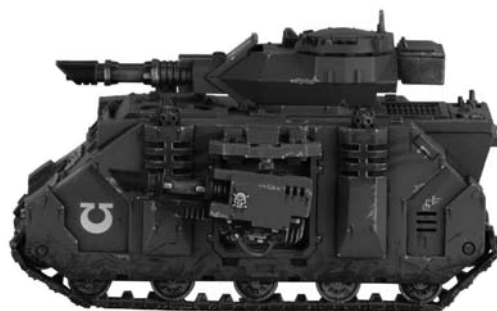
Over the last century of war in the annals of Imperial history there have only been three recorded instances of an Assassin class Predator Squadron failing to destroy its allotted target. Two of these were during combats fought within the Eye of Terror, where physics itself is the plaything of the Chaos Gods. The third was during the War of Quile's Folly, where a premature declaration of Exterminatus ensured that not only the squadron's target was destroyed, but also an entire Battle Company of Mantis Warriors and six hundred thousand of their Valhallan allies.

PREDATOR ANNIHILATOR



'Consummate Force'

PREDATOR ANNIHILATOR



'Boundless Hatred'

FORMATION:

3+ Predator Annihilators

OR

3+ Predator Destructors

One Predator must be designated as the command tank.

SPECIAL RULES

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

Target Acquired: A Predator Assassin Squadron is tasked with the destruction of a single entity, war machine or squad, and makes its destruction a priority above all else. Declare an enemy unit before the battle begins to be the Predators' target. The Predators in the Assassin Squadron may not fire at any other target until their nominated target is destroyed. If a Predator in the Assassin Squadron is within 6" of the command tank when they are firing at their nominated target, all failed To-Hit rolls made by the squadron may be re-rolled.