

SKYHAMMER ANNIHILATION FORCE



Without warning the twin Drop Pods of a Skyhammer Annihilation Force smash into the battlefield, their earth-shuddering impacts herald the violence to come. Armoured ramps slam open an eye-blink later and Devastator Marines advance, heavy weapons already raised and pouring fire into the foe. Even as they sow death across the killing fields, their brethren descend upon wings of flame and fury. The survivors of the initial blitz, still reeling from a punishing fusillade of bolt shells, missiles and energy beams, are all but defenceless as the Skyhammers' Assault Marines land in their midst to finish the slaughter, chainswords chewing through flesh before the smoke has even begun to clear. Skyhammer Annihilation Forces do not simply defeat the enemy; they utterly destroy them.

FORMATION:

- 2 Assault Squads
- 2 Devastator Squads

RESTRICTIONS:

Each Devastator Squad must take a Drop Pod as a Dedicated Transport. Each Assault Squad must be equipped with jump packs..

SPECIAL RULES:

Shock Deployment: All units in a Skyhammer Annihilation Force start the game in Deep Strike Reserve. Instead of using the normal deployment and reserve rules for these units, you can, during deployment, choose whether this Formation will arrive during your first or second turn. The entire Skyhammer Annihilation Force automatically arrives on the turn you chose – no Reserve Rolls are required. Ignore this Formation's Drop Pods for the purposes of the Drop Pod Assault special rule.

First the Fire, then the Blade: On the turn they arrive from Deep Strike Reserve, the Devastator Squads in a Skyhammer Annihilation Force have the Relentless special rule and the Assault Squads can charge even though they arrived from Reserves that turn.

Suppressing Fusillade: A unit targeted by a Skyhammer Annihilation Force's Devastator Squad in the Shooting phase must take a Morale test at the end of the phase on 3D6, regardless of how many casualties were inflicted. If the test is failed, the enemy unit does not Fall Back, but must immediately Go to Ground. If the test is passed, the enemy unit is unable to fire Overwatch for the rest of the turn.

Leave No Survivors: Assault Squads in a Skyhammer Annihilation Force can use their jump packs in both the Movement phase and the Assault phase. If an Assault Squad from a Skyhammer Annihilation Force charges a unit that has Gone to Ground as a result of the Suppressing Fusillade special rule, that Assault squad can re-roll failed To Hit and To Wound rolls in the ensuing Assault phase.