

Ravenwing Strike Force

Points: 100 + models

For millennia the Dark Angels have harboured a dark secret, a distant sin for which they have sought atonement for the last 10.000 years. During the Great Heresy when brother fought against brother and humanity tore itself apart, the Dark Angels stood loyally at their Emperor's side. All of this changed when the legion's second in command, Luther, and a large portion of the Chapter's troops rebelled against the other Dark Angels, destroying their home world in the process. Though they were eventually defeated, a large portion of them escaped the Dark Angels' vengeance. They became known as the Fallen and have ever since been hunted by the Dark Angels and their successor Chapters who refer to themselves as the

Unforgiven. For as long as a single Fallen Angel remains, a trace of their Chapter's failure remains. The Dark Angels have been unrelentless in their pursuit of the Fallen, abandoning battlefields and allies without warning at even the merest hint of the presence of a single Fallen Angel elsewhere. Often found at the forefront of this hunt is the Master of the Ravenwing, his already lightning fast Ravenwing turning into a brutal strike force who will stop at nothing to enact their vengeance on the Fallen. The traitors, whatever their allegiance or motives may be these days, have always been elusive. Often appearing and disappearing as if from nowhere, it is then when the Ravenwing's speed is essential. And this speed has spelled the doom of many a Fallen.



1 Master of the Ravenwing



2-4 Ravenwing Attack Squadrons

FORMATION:

- 1 Master of the Ravenwing
- 2-4 Ravenwing Attack Squadrons
- 0-2 Ravenwing Support Squads

OPTIONS: The Master of the Ravenwing and the other Ravenwing units all have the options as detailed in Codex – Dark Angels. In addition all their special rules also apply, unless stated differently in the formation rules to the right.

FORMATION RULES

Righteous Fury:

All members of the formation gain the Furious Charge Universal Rule, this bonus ends when the 'Fallen' has been killed or captured (see below).

Hunt the Fallen:

Nominate one of the enemy's Independent Characters as being a member of or associated with the Fallen. All members of the Formation must attack and destroy this character before they can attack any other units. The Formation however, receives the Hit and Run Universal Rule and the Flank March asset. This bonus ends when the 'Fallen' has been killed or captured.