

Space Marine Elite Strike Force

Points: 75 + models

There are times when the tactical and ranged skills of the Space Marines are not sufficient at taking out a target. Most often this will be the case when the enemy is fiercely protecting their commanders or holding on to well prepared defences. Long range bombardments may simply not be viable or the designated target may be worth more alive than dead. In these cases Space Marines will rely on an Elite Strike Force to lead the charge. A small number of tactical squads will replace Boltguns with close combat weapons. Striking with both surgical precision and devastating force the Space Marines

will unrelentlessly assault and pursue their target. Anyone foolish enough to stand between them and their intended target will feel the full brunt of a battle-brother's might in combat. Though fast moving a force like this often still carries with it heavy assault weaponry, using flamers and meltaguns to devastating effect. Elite Strike Forces have both been used on foot and mounted in fast transport vehicles like the rhino. On rare occasion the force even uses the more heavily armed razorback, delivering both a crushing assault and the firepower to support it deep into the enemy's lines.



FORMATION:

The formation consists of 20-40 Space Marines at their normal Codex cost, divided into squads of 5 to 10 Marines.

OPTIONS: May replace their Bolters for a Close Combat Weapon & Bolt pistol combination for free.

All unit options from the Codex are available to each squad. However, if one squad from the Elite Strike Force takes a transport the entire formation needs to be mounted in transport vehicles. A mixture of rhinos and razorbacks is allowed, though no more than half (rounding down) of the formation's razorbacks may take lascannon upgrades. For transport costs and upgrades see Codex: Space Marines.

FORMATION RULES

Strike hard, strike decisively:

Pursuing their target the unit cuts its way through swaths of enemies, no man or Xenos can stand before the might of the Imperium's strongest warriors

The Space Marines of this formation all count as having Terminator Honours and must move towards the designated Target Unit (see below) and attack it if at all possible until it is destroyed (or forcefully captured), at which point the bonus ceases to exist. Other units may be attacked, providing that doing so still moves the squads closer to their objective.

No plan without fault:

A sudden increase in close combat Space Marines certainly does not go unnoticed amongst the enemy and their leaders.

The formation's Target Unit must be chosen at the start of the game and written down on a piece of paper that is kept out of sight of your opponent(s). It must be revealed at the start of the first turn on 6+, 5+ in the second turn and so on, this is naturally not necessary if the Target Unit is killed earlier.