

SHRIKE'S TALONS

POINTS: 125 + MODELS

Kayvaan Shrike of the Raven Guard is nothing less than a legend. For years untold, Shrike has led his company on an unrelenting war against the forces of Waaagh! Skullkrak, winning impossible victory after impossible victory. To the common man, Shrike and his followers are heroes, saviours unlooked for in the very darkest of times. To the Orks of Targus – including the otherwise unflappable Warboss Skullkrak – Shrike's Talons are wrathful spectres, hated and feared in equal measure.

The direr the need, the likelier it is that Shrike will intercede, arriving in the nick of time to seize victory. First, the enemy suffers a series of inexplicable accidents – sentries vanish, patrols disappear and supply depots are razed to the ground. Second, powerful static blankets the enemy's transmission, throwing them into confusion. Then and only then, jump pack and Drop Pod thrusters screaming like avenging angels, do Shrike's Talons descend from the skies – the last sight their enemies will ever see.

ASSAULT SQUAD



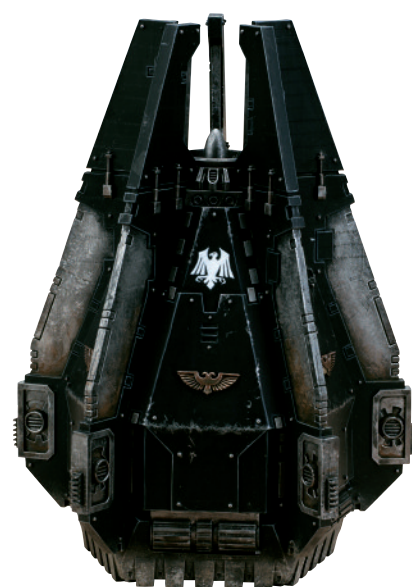
KAYVAAN SHRIKE



TACTICAL SQUAD



DROP POD



FORMATION:

- Kayvaan Shrike
- 0-1 Space Marine Chaplain
- 0-1 Space Marine Librarian
- 1-3 Space Marine Assault Squads
- 1-3 Tactical Squads
- 0-3 Vanguard Veteran Squads

Units without jump packs must select a Drop Pod as a dedicated transport.

SPECIAL RULES:

Strike Force: Each unit in Shrike's Talons must be deployed within 6" of another unit in the formation. If coming on from reserve, they must enter the table within 6" of the point entered by another unit from Shrike's Talons. If deep striking, they must aim to arrive within 6" of another unit from Shrike's Talons.

Hunters in the Darkness: Shrike's Talons grant your side the Ambush, Jammers and Surgical Raids Strategic Assets.

If Nobody Else Can Help: Shrike is famous for intervening in a battle when all hope seems lost. If, at the end of any friendly Movement phase, the other side controls more than half the objectives (i.e. would capture them if the game were to end at that point) then Shrike's Talons make an out-of-sequence deployment and immediately Deep Strike onto the board.

The first unit must arrive within 6" of whichever of the aforementioned objectives has the most enemy units within 6".

If this special rule has not been triggered when you are deciding which strategic reserves to commit to the game, Shrike's Talons may enter as normal strategic reserves at your discretion.