

# VENGEANCE TASK FORCE

**POINTS: 200 + MODELS**

Captain Darnath Lysander was never quite the same following his escape from the Iron Warriors' world of Malodrax. Tougher, possibly; more determined, certainly – but it was a new-found desire for vengeance that saw Lysander's feet set upon a new path. No sooner was he reinstated as Captain of the 1st Company than Lysander embarked upon a new crusade, one that he swore would erase the stain of the Iron Warriors from galaxy. After the Siege of Malodrax, which saw the benighted planet – and its garrison – pounded into rubble, Lysander's crusade broadened to encompass all Renegade Space Marines, wherever they could be found.

Ordinarily, at this point, Chapter Command would have issued orders for Lysander's task force to be recalled, for Space Marines are too rare for their efforts to be spent on personal acts of vengeance. Yet Vladimir, Chapter Master of the Imperial Fists, was ever a pragmatist. He saw that Lysander's rage was not an uncontrolled force, but channelled in such a manner that fed the errant Captain's determination and battle-prowess, rather than destabilised it. Lysander's task force, though scarce fifty Battle-Brothers, had achieved victories that would have been thought impossible for three or four times their number. More importantly, through Lysander's efforts, the Imperial Fists were taking the fight to the heart of the enemy for the first time in many centuries.

So it was that Vladimir gave orders that Lysander's crusade be given whatever support it required. As a weapon of war, Lysander was extremely valuable, but as a symbol, an exemplar of Mankind's ability to thwart Chaos in all its forms, he was without price.

*Lysander's crusade continues to this day...*

**DARNATH  
LYSANDER**



**TERMINATOR  
SQUAD**



**TERMINATOR  
SQUAD**



## FORMATION:

Captain Darnath Lysander  
0-1 Space Marine Chaplain in Terminator armour  
0-1 Space Marine Librarian in Terminator armour  
2-6 Terminator Squads or Terminator Assault Squads

## SPECIAL RULES:

**Strike Force:** Each unit in the Vengeance Task Force 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 the Vengeance Task Force. If deep striking, they must aim to arrive within 6" of another unit from the Vengeance Task Force.

**Teleport Assault:** If arriving via deep strike, units from the Vengeance Task Force can re-roll the scatter dice.

**Lysander's Fury:** All non-vehicle units in the Vengeance Task Force have the Preferred Enemy: Chaos Space Marines and Preferred Enemy: Chaos Daemons universal special rules.

**An Eye for an Eye:** After deployment, but before the game begins, secretly make a note of an enemy Independent Character – this is the chief target of Lysander's vengeance. If this character is slain, leave the model on the board – this is thereafter an additional objective that only units from the Vengeance Task Force can claim.