

CHAOS ANNIHILATION FORCE

POINTS: 200 + MODELS

When a Chaos warlord makes up his mind to capture a particular enemy strongpoint, there are no half measures. He unleashes a maelstrom of destruction with such intensity that it leaves the opposing commanders reeling. Orbiting spacecraft rain barrage after barrage on the area. Every Chaos trooper in the vicinity is ordered to target the defenders. Finally, a large contingent of murderous Chaos

Terminators teleports right into the midst of the firestorm to eliminate any of the foe that by some miracle have survived thus far. If, on occasion, a squad of Terminators is mistakenly hit by one of the Chaos lance strikes, this is a small price to pay for proving the absolute supremacy of the warlord and claiming the devastated ruins in the name of the Dark Gods.

CHAOS TERMINATOR LORD



Lord Vrexis

CHAOS TERMINATOR SQUAD



The Soulfeasters

It is not uncommon for Annihilation Forces to be used for tactically useless purposes, that instead fulfill a Chaos Lord's personal whim or desire for vengeance. During his attack on the world of Palltech IX, Lord Harkresh the Soulless became obsessed with destroying a small shrine, many miles from the invasion route. The priests of the shrine had been broadcasting messages of defiance against the Renegades to the populace, and although the advance was proceeding well, Harkresh insisted that they be silenced. He diverted a large portion of his force to assault the shrine, initiated a ferocious bombardment and himself led thirty Terminators in a teleport attack into the central compound. The shrine had housed only ten poorly armed priests and their attendants.

CHAOS TERMINATOR SQUAD



The Gorehounds

CHAOS TERMINATOR SQUAD



The Slaughtermen

FORMATION:

0-1 Chaos Lord equipped with Terminator armour
3+ Chaos Terminator squads

SPECIAL RULES:

Target Objective: In addition to your normal Strategic Assets, your army gains the Scheduled Bombardment and Precision Strike assets. All three bombardments must be centred on a single objective in the enemy's deployment zone. The Precision Strike must be used on an enemy unit within 6" of that same objective.

Strike Force: The Annihilation Force cannot be deployed at the start of the game. They must be left in strategic reserve and deployed by Deep Strike, aiming to arrive within 12" of the target objective designated above (although they may scatter further away).