

EXPERIMENTAL RULES



MACHARIUS VANQUISHER

	Front	Side	Rear	BS	PTS
Macharius Vanquisher	14	13	12	3	375

Type: Tank

Structure Points: 2

Size: War Machine

Crew: 8. Imperial Guard

Speed: Lumbering

Weapons: The Macharius Vanquisher is armed with two turret mounted Vanquisher Cannons, twin-linked hull mounted heavy stubbers, and two sponsons, both armed with heavy stubbers.

Options: The Macharius Vanquisher may exchange its sponson mounted heavy stubbers for heavy bolters for +10 pts or heavy flamers for +10 pts.

The Macharius may be equipped with the following vehicle upgrades from Codex: Imperial Guard: hunter-killer missile, improved comms, mine-sweeper, pintle-mounted Heavy Stubber, pintle-mounted Storm Bolter, searchlight, smoke launchers.

SPECIAL RULES:

Vanquisher Cannon:

Range 96"

Str 8

AP 3

Type Ordnance Blast

The two Vanquisher cannons are treated as a multiple barrage. After positioning the first blast marker roll a scatter dice for the second shot (see the Warhammer 40,000 rulebook for complete multiple barrage rules)

Vanquisher Anti-Tank Shells: The Vanquisher cannon can fire special Anti-Tank (AT) shells that can smash through the thickest of armour. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 96" and a strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crew's BS. If a hit is scored, roll 2D6 for Armour Penetration and add the scores together. On the Macharius both cannons must fire the same ammo type in the shooting phase. If firing the AT shell the Vanquisher cannons count as twin linked.

Ordnance: The Macharius may fire its ordnance and still fire other weapons, it may fire its ordnance even if it moves.

Targeting: Instead of Picking one target, pick a target for each of the Macharius' weapons. Both Vanquisher Cannons must fire at the same target.

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Tank shock: Enemy Infantry must test at -1 to their Leadership if they are tank shocked by the Macharius.

Lumbering vehicle: The Macharius can move 6" each turn. It must move straight ahead, but may pivot by up to 90 degrees at the end of the move.

Difficult terrain: The Macharius can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain it tests as normal. However, if it rolls a 1 it is not automatically immobilise, instead it loses D3" of movement, just as if it had suffered an engine damage result on the damage table.

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