

ASTRAEUS SUPER-HEAVY TANK

The *Astraeus* is a super-heavy tank, similar in form to the smaller *Repulsor transport* in use by the newly created *Primaris Space Marines*, but on a far grander scale. It mounts a formidable array of weapons, designed around a pair of immense macro-accelerator cannon. These complex mass drivers are capable of unleashing a barrage of high calibre ferro-carbide slugs, an onslaught against which even heavy armour cannot long stand. Providing a stable firing platform for these temperamental weapons are banks of enhanced repulsor plates, allowing the inexorable advance of the *Astraeus* to continue unhindered by hostile terrain or the vain defiance of the foe, while its layered void shields can shrug off even the most devastating weapon strikes. The *Astraeus* is a symbol of the Imperium's might, unbowed by the dawning of a bloody new millennium and unbroken by the onslaught of its foes.

Unusually, the design does not originate directly from the work of Archmagos Dominus Cawl's *Repulsor transports* designs, but instead blends his innovations with STC technology supposedly recovered by the *Minotaurs Chapter* during the so-called *Perun Cross Incident*, a battle whose records are sealed to all but the higher echelons of the *Inquisition*. As such, production of these vehicles is focused among the more distant *Forge Worlds*, primarily the fortress-*forge* of *Mezooa*, where the gaze of *Mars* cannot so easily pry.



ASTRAEUS SUPER-HEAVY TANK

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Astraeus	*	5+	*	9	8	24	*	9	2+

An *Astraeus* Super-heavy Tank is a single model. It is equipped with a twin heavy bolter, storm bolter, ironhail heavy stubber, two las-rippers, enhanced repulsor field and twin macro-accelerator cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36"	Heavy 6	5	-1	1	–
Twin lascannon	48"	Heavy 2	9	-3	D6	–
Ironhail heavy stubber	36"	Heavy 3	4	-1	1	–
Plasma eradicator	When attacking with this weapon, choose one of the profiles below:					
– Standard	36"	Heavy D3	8	-4	1	–
– Supercharge	36"	Heavy D3	9	-4	2	For each hit roll of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Las-ripper	24"	Heavy 2	8	-3	3	–
Storm bolter	24"	Rapid Fire 2	4	0	1	–
Twin macro-accelerator cannon	72"	Heavy 12	8	-2	3	Attacks made with this weapon suffer no penalty to its hit roll when targeting nits with the FLY keyword.
Enhanced repulsor field	Melee	Melee	User	-2	D3	–

- WARGEAR OPTIONS**
- This model may exchange its twin heavy bolter for a twin lascannon.
 - This model may take an additional ironhail heavy stubber.
 - This model may replace its two las-rippers with two plasma eradicators.

ABILITIES

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Hover Tank: Instead of measuring distances and ranges to and from this model's base, measure to and from this model's base or hull (whichever is closer).

Enhanced Repulsor Fields: Your opponent must subtract 3 from any charge rolls made for units that declare a charge against an *Astraeus* Super-heavy Tank.

Steel Behemoth: This model may Fall Back in the Movement phase and still Charge during the controlling player's turn. It may fire its weapons if enemy units are within 1" of it (except for its twin macro-accelerator cannon which may still fire but must target units that are not within 1"). In addition, this model only gains a bonus to its save when in cover if at least half of the model is obscured from the attacker.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Void Shields: An *Astraeus* Super-heavy Tank is protected by specialised void shield generators, near-impenetrable barriers of force projected out at a distance from their hulls in layers designed to deflect and absorb the impact of high-energy attacks and missiles against them. In game terms, void shields are represented by a unique kind of saving throw which the controlling player can opt to use instead of their normal save or invulnerable save against any form of attack, except from weapons with the *Melee* type. Like invulnerable saves, void shield saves are unaffected by the AP of an attack, but unlike invulnerable saves they may also be used to negate mortal wounds. In this case however, roll one dice for each mortal wound that has been inflicted on the model, with the mortal wound being ignored if the save roll is passed. Note that void shield saves may not be taken against mortal wounds inflicted by this model's plasma eradicators.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS VEHICLE, TITANIC, FLY, ASTRAEUS SUPER-HEAVY TANK

DAMAGE

Some of an *Astraeus*' characteristics change as it suffers damage in battle, as shown below:

REMAINING W	M	BS	A	VOID SHIELD
11-24+	12"	3+	8	5+
6-10	9"	4+	6	6+
1-5	5"	5+	D3	7+

UNIT POINTS COST

MODEL	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Astraeus Super-heavy Tank	1	500

RANGED WEAPONS POINTS COSTS

WEAPON	POINTS PER WEAPON
Twin heavy bolter	17
Twin lascannon	50
Las-ripper	30
Plasma eradicator	25
Twin macro-accelerator cannon	120
Ironhail heavy stubber	6
Storm bolter	2
Enhanced repulsor field	0