

RELIC SICARAN ARCUS STRIKE TANK

Once the Arcus strike tank was one of the most advanced support platforms available to the Space Marine Legions, but for reasons long since lost to the past, the Adeptus Mechanicus holds the pattern as a slight against the Omnia and refuses to produce or repair such vehicles. Without the specialised knowledge of the Machine God's adepts, the advanced launchers of the Arcus have slowly failed and been replaced with more common rotary launchers and stocks of its rare warheads have dwindled. Now it is used by the Space Marine Chapters that retain examples of this rare pattern as a fast strike tank, racing it forwards to saturate a target area with incendiary devices of a more commonplace provenance and using its renowned speed to escape unscathed, enabling them to clear otherwise redoubtable bunkers and fortresses with brutal efficiency.

		RELIC SICARAN ARCUS STRIKE TANK							
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Relic Sicaran Arcus	*	6+	*	6	7	14	*	8	3+
A Relic Sicaran Arcus is a single model. It is equipped with a twin rotary missile launcher and a heavy bolter.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Heavy bolter	36"	Heavy 3	5	-1	1	-			
Hunter-killer missile	48"	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.			
Lascannon	48"	Heavy 1	9	-3	D6	-			
Storm bolter	24"	Rapid Fire 2	4	0	1	-			
Twin rotary missile launcher	24"	Heavy 2D6	5	-2	1	Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. When targeting INFANTRY units, any wound rolls of 6 inflict a single mortal wound in addition to any other damage.			
WARGEAR OPTIONS	<ul style="list-style-type: none"> A Relic Sicaran Arcus may also be equipped with either two heavy bolters or two lascannon. A Relic Sicaran Arcus may also be equipped with a hunter-killer missile and/or a storm bolter. 								
ABILITIES	<p>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 6' suffers D3 mortal wounds.</p> <p>Vanguard Strike: When you shoot with this model's rotary missile launcher, you can choose to change its Type to Heavy 4D6, but if you do then you cannot fire this weapon again until after the end of your next turn.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; if it does so, until your next Shooting phase your opponent must subtract 1 from any hit rolls that target it.</p>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>								
KEYWORDS	VEHICLE, RELIC, RELIC SICARAN ARCUS STRIKE TANK								
DAMAGE									
Some of a Relic Sicaran Arcus' characteristics change as it suffers damage in battle, as shown below:									
REMAINING W	M	BS	A						
7-14+	14"	3+	4						
3-6	10"	4+	3						
1-2	6"	5+	2						

UNIT POINTS COST

MODEL	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Relic Sicaran Arcus Strike Tank	1	140

RANGED WEAPONS POINTS COSTS

WEAPON	POINTS PER WEAPON
Heavy bolter	10
Hunter-killer missile	6
Lascannon	25
Storm bolter	2
Twin rotary missile launcher	0

