**Vindicator stormshell** - 170 points

F S R
13 11 10

Unit Composition:
1 Vindicator stormshell

Unit type:
Vehicle (Tank)

Wargear:
Stormshell cannon\*
Storm bolter

Options:
Can take any of the following:
Storm bolter - 10 points
Up to 2 hunter-killer missiles - 10 points each
Extra armor: 15 points
Dozer blade - 5 points
Siege shield - 10 points
Searchlight - 1 point
Up to 2 Hellfire stormshells - 10 points each
Up to 2 Multi-shot shells - 50 points each

\*: **Stormshell cannon**
Launches a shell filled with hundreds of bomblets that explode at various ranges.
Range: template Str:10 AP:4 Type: heavy 1
Special rules:
**Hellfire stormshell**
A stormshell filled with poionous bomblets, each of which can melt a man in mere moments.
Range: template Str: - AP:4 Type: heavy 1 Special rules: Poisoned (2+), May not be used with multi-shot shells
**Multi-shot shell**
Uses multi-directional, semi-guided bomblets to eviscerate things in multiple directions.
Range: Template\* Str: 9 AP:5 Type: heavy 1 Special rules: Multi-shot: When shooting a multi-shot shell, you may use 3 templates instead of one. All templates are resolved at the same time and none of them may be overlapping.

**Spacemarines Sabre Tank** – 130 points

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The Sabre assault vehicle combines the firepower of a Leman Russ with the mobility of a rhino, availing the longer range of the Battlecannon to Spacemarine formations.

F S R
13 11 10

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| **Type:** Tank                                                                                              **Crew:** Spacemarines**Weapons :**  Hull mounted Battlecannon with a forward fire arc.**Options:** The Sabre may be equipped with the following vehicle upgrades for the cost listed in the Spacemarines Armoury: *Extra armour; Hunter-Killer missiles; Smoke Launchers; Pintle-mounter Stormbolter;**Searchlight.*  |

**RHINO Recovery -** 65 Points

Unit Composition:
• 1 Rhino
Unit Type:
• Vehicle (Tank)
RHINO Recovery. . .65 Points

Options:
• May take any of the following:
- a storm bolter +10 pts
- a hunter-killer missile +10 pts
- a dozer blade 5 pts
- extra armour 15 pts

Transport Capacity:
• one model

Special Rules:
• Repair
• Repair Tank \*\*
• Tow\*\*
• Blessing of the Omissiah
• Bolster Defences

Armour
 BS F S R
Rhino 4 11 11 10

Wargear:
• Storm bolter
• Smoke launchers
• Searchlight

\* Repair Tank instantly repair crew shaken/ crew stunned results with 2 inches
\*\* Tow can tow most tanks off the field. Towed units can be redeployed
in 2 turns from reserve

**Apothecarion Field Hospital -**100 + 40 points per Apothecary

Cost: 100 + 40 points per Apothecary. Rhino upgrades must be paid for separately.
Models: 3-6 Apothecaries, 1 Medical Rhino

Rules:

*Strike Force:* The apothecaries must deploy within 12" of the medical Rhino
*Narthecium:* As per Codex: Space Marines
*Medical Rhino:* The vehicle is specially converted to contain advanced medical equipment, fast acting drugs and surgical servitors that supplement the resources available in the Apothecaries Narthecia. Models that fail a 'feel no pain' role from the Narthecium rule that are also within 12" of the Medical Rhino may reroll the failed roll. Because of the room taken by the extra equipment, the Rhino has a reduced transport capacity equal to that of a Razorback.

**Land Raider Executioner** - 400 pts

(this costing is based the base crusader plus 6 TL plasma guns at 20 pts apiece, as well as 30 pts for special rules and to cover the cost of the TL plasma cannon, does this sound fair given the sacrifice in carrying capacity?)
BS4 14-14-14
Transport capacity: 6 models, no terminators

Weapons and equipment:
Sponson mounted Hurricane Plasma Guns
Hull turret Twin-linked Plasma Cannon
Smoke Launchers
Searchlight
May take a single Pintle mounted plasma cannon for 25 pts
May take a single Pintle mounted Plasma gun for 15 pts
May exchange it's twin-linked plasma cannon for an Executioner Plasma Cannon turret for 40 pts
May take Extra armor for normal cost

Special Rules:
Power of the Machine Spirit
Plasma Generator Overload
Assault Vehicle

Hurricane Plasma Guns count as three twin-linked plasma guns. For the purpose of moving and firing they count as defensive weapons.
Executioner Plasma Cannon 36" S7 AP2, Heavy3, Blast

Plasma Generator Overload: For every 1 on your "to hit" dice after twin-linked rerolls with the Hurricane Plasma Guns the vehicle suffers an automatic glancing hit with a -1 modifier on the damage table, and one plasma gun is disabled on that hurricane bolter sponson. This is to be kept track of on a piece of paper, as this can be repaired by a character with the "Blessing of the Omnissiah" special rule as if it were a "Weapon Destroyed" result, however otherwise each set of Hurricane Plasma Guns are to be treated as a single weapons system.

The Land Raider Exterminator was born as most things, as a necessity in the heat of battle. On Forex Primus the Ultramarines 5th company faced an overwhelming tide of greenskins under the maniacal leadership of Big Mek Ironpants, who made great use of his "teknorigy" for himself and several of his advising cabal of mekboys to craft several hundred sets of crude "mega armor" which the Orks deployed to great effect against the local PDF and several Imperial Guard companies, along with hulking heavily armored vehicles and superheavy walker support. When the Ultramarines made planetfall with a mere half company their Land Raider Crusader was severely damaged in the first engagement, most of it's armament destroyed. In order to counter the heavily armored Orks, the 5th companies' Techmarines modified the hurricane bolter sponsons, replacing the bolters with plasma guns. This modification necessitated the installation of several aux generators in the transport hold space, reducing the carrying capacity to a mere 6 marines.
In it's first engagement the newly christened Land Raider Executioner "Gladius of Judgement" slew no fewer than seventy-five orks in their clumsy Mega Armor, routing the Orks primary advance practically singlehandedly. With the success of the design apparent, the Ultramarines Techmarines have submitted the design as a variant of the Land Raider Crusader to the Mechanicus of Mars for their review.

EDIT: The firepower bit should be obvious, it can move 6", fire the Executioner or TL Plasma Cannon, as well as 6-12 TL plasmagun shots depending on range, and PotMS the pintle Plasma Cannon. Stationary it can fire the Pintle Plasma Gun in addition, for a total of maximum 14 plasma shots and up to 4 blast templates(this however would make the tank cost 480 pts). The idea with the transport capacity is that I can pack in an honor guard+chapter master or captain+command squad as a sort of command vehicle.

**Predator Hellfire -** 180 Points

Unit Composition:
• 1
Unit Type:
• Vehicle (Tank)
Predator Hellfire. . 180 Points

Options:
• May take side sponsons with heavy bolters for +25 pts
or Plasma Cannons for +40 pts
• May take any of the following:
- a storm bolter +10 pts
- a dozer blade +5 pts
- a hunter-killer missile +10 pts
- extra armour +15 pts

Special Rules:
• Executioner Plasma Cannon \*

Armour
BS F S R
Rhino 4 13 11 10

Wargear:
• Smoke launchers
• Searchlight
• Executioner Plasma Cannon

\*Executioner Plasma Cannon

Range Strength AP Type
36” 7 2 Heavy 3,
Blast

fluff: created by Techmarine Saldor during the Passifcation of Justion city the tech marine used STC technoloy blueprints and the heavly damaged "Hellfire" to create the "Predator HELLFIRE" after attaching the Plasma cannons and the Executioner Plasma Cannon to the Hull of the hellfire the tank then proceded to destroy the foul forces of chaos in rightous fury at the end of the conflict the Hellfire was set back to the chapters home work were it rest untill called for

**Space Marine Mega Dread**

Front Armour Side Armour Rear Armour
 14 14 12

Weapons: On arm 1: Inferno Cannon, Punisher Cannon and Lascannon
On arm 2: Inferno Cannon, Punisher Cannon and Lascannon
On shoulders: 2 missile launchers

Basic space marine statline.

Structure points: 2

PREDATOR DECIMATOR

**Cost:** 80 points

**Armour
F S R
13 11 10**

**Wargear:**

• Twin Linked Turret Mounted Autocannon
• Searchlight
• Smoke Launchers

**Options**

May take side sponsons with:

• Autocannons – 40 points
• Plasma Cannons – 50 points
• Heavy Bolters – 25 points
• Heavy Flamers - 30 points

May take the following wargear:

• Hunter Killer Missile – 15 points
• Dozer Blades – 5 points
• Extra Armour – 15 points

History

Of similar design to the Destructor, the Decimator’s primarily used against lightly armoured vehicles or heavily armoured infantry. First created by the Decimator chapter during the siege of Hive Tritus against Waaagh! Bonebusta, the Decimator proved its capability against the Ork vehicles and heavily armoured troops. The most common variant uses 2 sponson-mounted autocannons to compliment the twin-linked autocannon on the turret, but later variants that wielded sponson-mounted plasma cannons have proven to be very effective against large clusters of heavily armoured units.

A number of chapters have built and utilised the Predator Decimator for key battles, notable chapters include the Crimson Fists, Aurora Chapter and the Sons of Doom. The variant’s most famous action has unarguably been the “Siege of Traitor’s Gorge” in 634.M38 upon the planet Inertis, where the Crimson Fists defended a gorge that led into the military installation “Ferrus Malleus”, from a large Ork horde of the Red Sunz clan. Three Decimators guarded the gorge along with a retinue of the 4th company and as the Orks reached the range of the tanks, they opened fire and under the Command of Techmarine Cuprus. The Ork assault was smashed to pieces in a very short time as the autocannons blasted the numerous Ork vehicles apart and the Orks themselves were torn apart by the heavy bolter fire from the devastators of the 4th Company. The assault had been halted in less than a day and ended the power of Waaagh! Defftoof upon the planet and the cleansing of the planet became much more rapid than any Imperial scholar could have predicted.

Special Rules

**Plasma Blast:**

If the Decimator has sponson mounted plasma cannons, the player can choose to combine both charged up plasma cannon shots, to form a large explosion from both orbs of plasma as they blast in the same place simultaneously. Both cannons must be within the line of sight of the desired target.

The player will roll 1 dice and if a 1 or 2 is rolled, the plasma cannons overheat simultaneously and explode. The tank receives a glancing hit to the side armour and the Plasma Blast cannot be used in the next shooting phase. If the cannons do not overheat, the weapon scatters normally and the large blast template is used.

**| Plasma Blast | Range: 24” | S-7 | AP-2 | Large Blast, Gets Hot!\* |**