

IGNITUS SUPER-HEAVY TANK

POINTS: 525

The Ignitus pattern was another of the earlier variants of the Glaive super-heavy tank from the Great Crusade although it was never fully sanctified by the Mechanicum and thus saw little action beyond the Legion that created it.

Forged from fire as its name would suggest the Ignitus was constructed by the Salamander Legion in reverence to the Promethean Cult and the very first was believed to be crafted by the Primarch Vulkan himself. Carrying an arsenal of flame and melta based weaponry it was truly devastating in close quarters and could make a mockery of armour and ferrocrete alike.

The Ignitus was terrifying to behold, continuously wreathed in black smoke and belching flame. The sight of it alone could quell an enemy attack or bring a quick peace to a conflict. The few who stood in its way were met with quick incineration.

Although it never saw widespread usage through the Legions like some of the other Glaive variants, the Ignitus was the primary super-heavy of the Salamanders and also saw considerable usage in the Word Bearer Legion as well who relished its cleansing flame and the pain it brought to their foes.



ARMOUR				WEAPON	RANGE	STR	AP	SPECIAL
BS	FRONT	SIDE	REAR	Inferno gun*	Hellstorm	7	3	Heavy 1, Primary Weapon
4	14	13	12	Melta-ray	36"	9	1	Ordnance 1, 7" blast, Melta, Primary weapon
UNIT: 1 Ignitus TYPE: Super Heavy Tank STRUCTURE POINTS: 3 WEAPONS & EQUIPMENT: -Turret mounted Inferno gun, <u>or</u> melta-ray -Hull mounted demolisher cannon and flamestorm cannon -Two sponsons, each with one twin-linked heavy flammers and one twin-linked multi-meltas -Mind of the Ommissiah -Searchlight and smoke launchers SPECIAL RULES: Mind of the Ommissiah: The Ignitus can ignore the first "Gun Crew Shaken" <u>or</u> "Driver Stunned" result per turn. In addition, the tank may ignore difficult terrain tests. Command Tank: The Ignitus is a mobile field HQ. All Space Marine units with 24" of the tank may re-roll failed Morale Checks.				Demolisher cannon	24"	10	2	Ordnance 1, 5" blast
				Flamestorm cannon	Template	6	3	Heavy 1
				Magna-melta	18"	8	1	Heavy 1, 5" blast, Melta
				Multi-melta	24"	8	1	Heavy 1, Melta
				Heavy Flamer	Template	5	5	Heavy 1
				*To fire the Inferno Gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is treated like any other template weapon.				
				OPTIONS: -Replace sponson mounted twin-linked multi-meltas with flamestorm cannon..... +60 pts -Replace hull mounted flamestorm cannon with magna-melta..... +30 pts -Armoured Ceramite..... +25 pts -A Ignitus may be upgraded to a Command Tank..... +25 pts -A storm bolter (40K era game only)..... +10 pts -A hunter-killer missile..... +10 pts -A multi-melta..... +10 pts Note: If the game occurs during the time of the Horus Heresy the Ignitus has the same pintle-mounted weapon options as the Legion Fellblade Super-heavy Tank.				