

LANCE SUPER-HEAVY TANK

POINTS: 600

The Lance variant came about at the insistence of the Iron Warriors' Primarch Perturabo that the Space Marine Legions needed war machines that could not only keep pace but could also carried enough firepower to render the mightiest of fortresses to dust. Working in conjunction with the Mechanicum and Ferrus Manus of the Iron Hands Legion one of the end results was the last of the Glaive based super-heavy: The Lance.

This massive tank not only exceeded expectations as a siege breaker but also as a tank killer as well. Using stripped down titan level armaments installed in the main turret as oppose to a fixed chassis mount the Lance was a superlative weapon in the hands of the Astartes.

Noted Lance Fellblades:
Angel of Retribution- Dark Angel

Regardless of the target, the immense amount of firepower that could be unleashed by the Lance was more than capable of crippling even the heaviest armored of foes.

Although released late in the Great Crusade, the Lance variant still proved itself a great asset to the Legions until it was later replaced by the Fellblade super-heavy tank. In fact much of the weapon systems technology used in later Space Marine vehicles can be traced back to the Lance construct.



ARMOUR

BS	FRONT	SIDE	REAR
4	14	13	12

UNIT: 1 Lance
TYPE: Super Heavy Tank
STRUCTURE POINTS: 3

WEAPONS & EQUIPMENT:

- Turret mounted Laser Destroyer or Plasma Eliminator
- Hull mounted demolisher cannon and twin-linked heavy bolter
- Two sponsons, each with one lascannon and one twin-linked heavy bolter
- Mind of the Omnissiah
- Searchlight and smoke launchers

SPECIAL RULES:

Mind of the Omnissiah: The Lance can ignore the first "Gun Crew Shaken" or "Driver Stunned" result per turn. In addition, the tank may ignore difficult terrain tests.

Command Tank: The Lance is a mobile field HQ. All Space Marine units with 24" of the tank may re-roll failed Morale Checks.

WEAPON

Laser Destroyer

RANGE

STR

AP

SPECIAL

Plasma Eliminator

60"

7

2

Heavy 3, 5" Blast, Primary Weapon

Demolisher cannon

24"

10

2

Ordnance 1, 5" blast

Executioner Plasma Cannon

36"

7

2

Heavy 3, 3" Blast

Lascannon

72"

9

2

Heavy 1

Plasma cannon

36"

7

2

Heavy 1, 3" Blast

Heavy Bolter

36"

5

4

Heavy 3

OPTIONS:

- Replace hull mounted demolisher cannon with two turret mounted lascannons..... Free
- Replace hull mounted demolisher cannon with executioner plasma cannon..... +25 pts
- Replace sponson mounted lascannon with plasma cannon..... Free
- Replace hull mounted twin-linked heavy bolter with twin-linked plasma cannon or twin-linked lascannon..... +35 pts
- A Lance 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 Glaive has the same pintle-mounted weapon options as the Legion Fellblade Super-heavy Tank