

WARMAUL SUPER-HEAVY TANK

POINTS: 550

The Warmaul variant based on the formidable Glaive super-heavy chassis can trace its origins back to the Imperial Fists Space Marine Legion and their siege of the fortress world of Stratovaust. Faced with a battlefield covered with near endless bunkers, trenches, and other fortifications the techmarines of the Legion were given the order to build something that would break through these forbidding defenses. The end result was the first Warmaul.

The Warmaul variant quickly found service in the other Legions such as the Iron Warriors and Death Guard that were often engaged in siege fights or steamroller actions that required massive amounts of firepower. In fact the Warmaul carried so many siege and close quarter weapons that nearly every available centimeter inside was needed for ammo storage.

This resulted in incredibly cramped conditions for the Space Marines gunners inside. Often enough, those faced with disciplinary actions or derelictions of duty were given the task of manning the guns of a Warmaul as punishment.

The success of this variant later resulted in the Mechanicum adopting the design for the Imperial Army and in a rare move named it posthumously after its creator the techmarine Olivander Stormhammer, or as it became known amongst the Imperial troops: The Stormhammer.



Noted Warmaul variants:
Iron Breaker- Imperial Fists

ARMOUR

BS	FRONT	SIDE	REAR
4	14	13	12

UNIT: 1 Warmaul

TYPE: Super Heavy Tank

STRUCTURE POINTS: 3

WEAPONS & EQUIPMENT:

- Two turret mounted siege breaker cannons or dual thunderfire cannons
- Hull mounted 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 Warmaul 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 Warmaul is a mobile field HQ. All Space Marine units with 24" of the tank may re-roll failed Morale Checks.

WEAPON

RANGE

STR

AP

SPECIAL

Siege Breaker Cannons	48"	10	2	Ordnance 1, 7" blast, primary weapon
Dual Thunderfire Cannons	60"	6	5	Apocalypse Barrage 4, primary weapon
Assault cannon	24"	6	4	Heavy 4, Rending
Flamestorm cannon	Template	6	3	Heavy 1
Lascannon	72"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta

OPTIONS:

- Add two extra sponsons, each with one lascannon and twin-linked heavy bolter +120 pts
- Replace sponson mounted lascannons with twin-linked multi-melta..... Free
- Replace hull mounted twin-linked heavy bolter with magna-melta cannon or Flamestorm cannon..... +35 pts
- A Warmaul 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 Warmaul has the same pintle-mounted weapon options as the Legion Fellblade Super-heavy Tank.