ASTRAEUS SUPER-HEAVY TANK

The Astraeus is a super-heavy tank, similar in form to the smaller Repulsor transport in use by the newly created Primaris Space Marines, but on a far grander scale. It mounts a formidable array of weapons, designed around a pair of immense macro-accelerator cannon. These complex mass drivers are capable of unleashing a barrage of high calibre ferro-carbide slugs, an onslaught against which even heavy armour cannot long stand. Providing a stable firing platform for these temperamental weapons are banks of enhanced repulsor plates, allowing the inexorable advance of the Astraeus to continue unhindered by hostile terrain or the vain defiance of the foe, while its layered void shields can shrug off even the most devastating weapon strikes. The Astraeus is a symbol of the Imperium's might, unbowed by the dawning of a bloody new millennium and unbroken by the onslaught of its foes.

Unusually, the design does not originate directly from the work of Archmagos Dominus Cawl's Repulsor transports designs, but instead blends his innovations with STC technology supposedly recovered by the Minotaurs Chapter during the so-called Perun Cross Incident, a battle whose records are sealed to all but the higher echelons of the Inquisition. As such, production of these vehicles is focused among the more distant Forge Worlds, primarily the fortress-forge of Mezoa, where the gaze of Mars cannot so easily pry.

		ST	RAE	SUE	DAMAGE									
dower	Astraeus Super-heavy Tank									Some of an Astraeus' characteristics change as suffers damage in battle, as shown below:				
NAME	М	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	Μ	BS	A	VOID SHIE
Astraeus	*	5+	*	9	8	24	*	9	2+	11-24+	12"	3+	8	5+
An Astraeus Super-heavy	Tank is a sin	ngle mo	del. It is	equippe	d with a	a twin h	eavy bo	lter, stor	m	6-10	9"	4+	6	6+
bolter, ironhail heavy stubb	ber, two las	-rippers	, enhanc	ed repul	lsor fiel	d and ty	vin mac	ro-accel	erator cannon.	1-5	5"	5+	D3	7+
WEAPON	RANGE	TYPE			S	AP	0	ABILI	TIES				- 23	ANIR MU
Twin heavy bolter	36"	Hea	'		5	-1	1	-					- 18	
Twin lascannon	48"	Hea	1		9	-3	D6	-					- 2	
Ironhail heavy stubber	36"	Hea	•		4	-1	1	-					-18	
Plasma eradicator			; with thi	s weapo				ofiles be	elow:				- 13	
– Standard	36"	Hea	vy D3		8	-4	1	-	1.1. 11. 6				. 8	
– Supercharge	36"	Hea	vy D3		9	-4	2			, the bearer suffers on's shots have beer			1	
Las-ripper	24"	Hea			8	-3	3	-					1	
Storm bolter	24"	Rap	id Fire 2		4	0	1	-					- 23	
Twin macro-accelerator cannon	72"	Hea	vy 12		8	-2	3			his weapon suffer n ng nits with the FL				
Enhanced repulsor field	Melee	Mel	ee		User	-2	D3	-					- 3	
ABILITIES	This I Power o	model n of the M	nay repla achine S	ce its tw	o las-ri	ppers w		plasma	eradicators. enalty to hit rol	lls for moving and fi	iring		_	
ABILITIES	This to the power of the p	model n of the M veapons T ank: In	nay repla achine S	ce its tw pirit: Th measurin	ro las-ri nis mod ng dista	ppers w lel does ances an	ith two not suff	ubber. plasma fer the p	enalty to hit rol	lls for moving and fi el's base, measure to		om this	_	
	• This n Power of Heavy w Hover T model's Enhance	model n of the M veapons Tank: In base or ed Repu	nay repla achine S stead of 1 hull (wh	ce its tw pirit: Th measurin ichever	ro las-rij nis mod ng dista is close r oppoi	ppers w lel does ances an r). nent mu	ith two not suff d range	ubber. plasma fer the p s to and	enalty to hit rol from this mod		o and fro			
	This t Power of Heavy w Hover T model's Enhance charge a Steel Be player's cannon	model n of the M weapons Tank: In base or ed Repu- gainst a hemoth turn. It which r	nay repla achine S stead of 1 hull (wh Ilsor Fie n Astrae n: This m may fire nay still f	ce its tw pirit: Th measurin ichever ids: You us Super odel ma its weap fire but r	ng dista ng dista is close r oppor r-heavy y Fall B oons if e nust tan	ppers w lel does ances an r). nent mu Tank. Back in t nemy u rget uni	ith two not suff d range ast subtr he Mov nits are ts that a	ubber. plasma fer the p s to and act 3 fro ement p within 1 re not w	enalty to hit ro from this mod om any charge 1 hase and still C " of it (except f	el's base, measure to colls made for units Charge during the co for its twin macro-a dition, this model o	o and fro that dec ontrollin ccelerato	lare a g or		
	This I Power of Heavy w Hover T model's Enhance charge a Steel Bee player's cannon bonus to Explode	model n f the M weapons Fank: In base or ed Repu gainst a hemoth turn. It which r o its save es: If thi	nay repla achine S stead of r hull (wh ilsor Fie n Astrae n: This m may fire nay still f e when ir	ce its tw pirit: Th measurin ichever Ids: You us Super odel ma its weap fire but r n cover i is reduce	ng dista ng dista is close r oppor r-heavy ny Fall E oons if e nust tan f at leas ed to 0	ppers w lel does ances an r). nent mu Tank. Back in t anemy u rget uni st half o wounds	ith two not suff d range ast subtr he Mov nits are ts that a f the mo	ubber. plasma fer the p s to and eact 3 fro ement p within 1 re not w odel is ol D6 befor	enalty to hit ro from this mod om any charge r hase and still C " of it (except f ithin 1"). In ad oscured from th re removing it f	el's base, measure to colls made for units Charge during the co for its twin macro-a dition, this model o	o and fro that dec ontrollin ccelerato nly gain	lare a g or s a		
	 This I Power of Heavy w Hover T model's Enhance charge a Steel Be player's cannon bonus to Explode explodes Void Shi impenet absorb ti by a uni invulner void shi negate n model, w 	model n f the M veapons Fank: In base or ed Repu gainst a chemoth turn. It which r o its save es: If thi s, and es ields: A trable ba he impa que kin rable save end save nortal with the	achine S achine S stead of r hull (wh Ilsor Fie n Astrae a: This m may fire nay still f e when ir s model ach unit n Astrae arriers of act of hig d of savin <i>r</i> e agains s are una rounds. I mortal w	ce its tw pirit: The measurin ichever ichever odel ma its weap fire but r n cover i is reduce within 2 us Super force pr h-energ ng throw t any for fifected h n this ca vound b	to las-ri- his mod ng dista is close r oppor r-heavy ty Fall E ons if e must tar f at leas ed to 0 ⁺ 2D6" suf r-heavy rojected y attack v which rm of at by the A use how being ig:	ppers w lel does ances an r). nent mu Tank. Back in t nemy u rget uni st half o wounds ffers D6 Tank is l out at a cs and n the cor tack, ex AP of an ever, ro nored if	ith two not suff d range ast subtr he Mov nits are ts that a f the mo , roll a I mortal s protect a distan- nissiles a attrolling cept fro attack, Il one di the sav	ubber. plasma fer the p s to and act 3 fro ement p within re not w odel is ol D6 befor wounds ted by sp ce from against t player of m weap but unli- ce for er er er oll is	enalty to hit ro from this mod om any charge n hase and still (" of it (except f ithin 1"). In ad oscured from the removing it f becialised void their hulls in la hem. In game t can opt to use i ons with the M ke invulnerable ach mortal wou	el's base, measure to colls made for units Charge during the co for its twin macro-a dition, this model o ne attacker.	o and fro that dec ontrollin ccelerato nly gain On a 6 ir ear- flect and re repre- nal save lnerable o be use flicted o	lare a g or s a t sented or saves, d to n the		
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UNIT POINTS COST							
MODEL	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)					
Astraeus Super-heavy Tank	1	500					

Card !!

20

RANGED WEAPONS POINTS COSTSWEAPONPOINTS PER WEAPONTwin heavy bolter17Twin lascannon50Las-ripper30Plasma eradicator25Twin macro-accelerator cannon120

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Ironhail heavy stubber

Enhanced repulsor field

Storm bolter