

SPACE MARINE HQ COMMAND TANKS

Space Marine command tanks form the lynchpin around which many Adeptus Astartes assaults hinge, bringing rebellions, heresies and even alien invasions to a bloody halt. Ruby-red beams of killing light sear across the battlefield, gravity fields flatten those too slow to escape, and the skies open to rain megatonnes of devastating ordnance onto the enemy lines.

When a Space Marine Chapter Master requires a precise application of strategic genius, he will place a gifted Captain at the helm of a fabled Land Raider Excelsior, which will be supported in battle by a Rhino Primaris. A master of the Codex Astartes, the hero within the Land Raider Excelsior's hull can organise even the most disparate force into a hard-edged fighting unit that can overcome any obstacle. There are few greater concentrations of martial brilliance to be seen in all the Imperium, for those entrusted with such duties have usually fought at the forefront of the Adeptus Astartes' wars for centuries. The Land Raider acts as a command pulpit, the Captain inside using his unparalleled overview of the conflict to deliver vox-borne advice and targeting priorities to Space Marine squads nearby. An eagle-winged force field generator protects him in his cupola, an artefact so powerful its shield shelters not only the Captain but also the Land Raider itself.

These vehicles are not valued purely for the strategic edge they bring, but also for their combined destructive might. The Excelsior's firepower is formidable and the tank is a fearsome war machine in its own right, yet its link with its companion vehicle creates an even more potent weapon. When an Excelsior is twinned with a Rhino Primaris, the two tanks become the crux of entire battlefronts.

The Rhino Primaris has a distinctive silhouette, a massive augur dish dominating its robust hull. A meta-reliquary juts nearby; the servo-skulls that drift from its confines seek out Space Marine units to share data, affect delicate repair work, or broadcast the inspiring vox-casts of the Excelsior's Captain. This command vehicle maintains a direct uplink to one of the Chapter's Battle Barges high above the planet. This data connection allows the Battle Barge to provide instant support to the two tanks on the ground. Using the potent hunter arrays of that space-borne fortress in conjunction with the augur dish of its Land Raider companion, the Rhino Primaris triangulates the position of the enemy with uncanny precision. It is rare indeed for a shot fired by either of these tanks to miss its target; even the dense rockcrete ruin of an Imperial hive offers no shelter once the Rhino Primaris has scried its prey.

The most spectacular result of this orbital data-link comes not from the information the Battle Barge can share, however, but from its immense firepower. Targeting the coordinates sent by the Rhino Primaris, it rains down ruin with its dorsal bombardment cannons. A high whistle is swiftly followed by a planet-shaking detonation as shells the size of Drop Pods plough into the enemy and explode, reducing infantry to scattered ash and vehicles to smouldering, molten wreckage.





SPACE MARINE HQ COMMAND TANKS

400
POINTS



When working in concert, Space Marine command tanks can secure victory within hours of making planetfall. Orders weighed and delivered by one of the foremost tactical minds of the Adeptus Astartes galvanise those Space Marines nearby to heroic feats of war, whilst targeting augurs relay telemetries that make each punishing volley impossible to escape. Not only is the strategic worth of these tanks hard to overstate, but they also visit overwhelming destruction upon the foe. The Land Raider Excelsior's lascannons swivel and track, annihilating those enemy vehicles not crushed by its forward grav-cannon, while the Battle Barge high above unleashes the final blow. Guided by the augur array of the Rhino Primaris, the resultant orbital bombardment hurtles out of the sky, leaving nothing but a crater in the planet's crust where a strongpoint lay moments before.

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Land Raider Excelsior	4	14	14	14	4	Vehicle (Tank, Transport, Character)	1 Land Raider Excelsior
Rhino Primaris	4	11	11	10	3	Vehicle (Tank, Transport)	1 Rhino Primaris

WARGEAR:

Land Raider Excelsior

- Grav-cannon
- Two twin-linked lascannons
- Searchlight
- Smoke launchers

Aquila Aegis Field: An Aquila aegis field confers a 6+ invulnerable save. In addition, a model with an Aquila aegis field ignores Crew Shaken and Crew Stunned results on the Vehicle Damage table (but still loses a Hull Point).

Grav-amp: When rolling To Wound with this vehicle's grav-cannon, or to determine its effect on a vehicle, you can re-roll the result. The second result must be kept, even if it is worse.

Rhino Primaris

- Twin-linked plasma gun
- Searchlight
- Smoke launchers

SPECIAL RULES:

Land Raider Excelsior

- Assault Vehicle
- Power of the Machine Spirit

Data Augurs: Whilst a Land Raider Excelsior is within 24" of one or more friendly Rhinos Primaris, it adds 1 to its Ballistic Skill.

Tactical Authority: At the start of your Shooting phase, select one friendly unit within 12" that has the same Faction as your Land Raider Excelsior. Choose one of the following special rules to apply to that unit until the start of your next turn: Counter-attack, Fearless, Hit & Run, Interceptor, Preferred Enemy, Skyfire, Split Fire or Tank Hunters.

'LET THEM BESTRIDE THE GALAXY LIKE THE GODS OF OLD, SHELTERING MANKIND
FROM DESTRUCTION AT THE HANDS OF AN UNCARING UNIVERSE.'

- from the teachings of Roboute Guilliman



Rhino Primaris

Orbital Array: At the start of each of your turns after the first, if this vehicle is on the battlefield you can choose to Coordinate Reinforcements or, once per game, call an Orbital Alpha Strike. To Coordinate Reinforcements, select one friendly unit that is in Reserves; that unit automatically arrives from Reserves (no Reserve Roll required). If you choose to call an Orbital Alpha Strike, your Rhino Primaris can make an attack using the following profile in the Shooting phase:

Range	S	AP	Type
Infinite	10	1	Ordnance 1, Barrage, Massive Blast, One Use Only, Orbital

Orbital: If an arrow is rolled on the scatter dice when firing a weapon that has this special rule, the shot always scatters the full 2D6" regardless of the firing model's Ballistic Skill.

Servo-skull Hub: At the start of your Shooting phase, you can select one friendly unit within 12" of this model and immediately apply one of the effects described below to that unit. Each of these effects can only be used once per game:

- **Targeting Data Skull:** The target unit can fire Snap Shots (including Overwatch) using their full Ballistic Skill characteristic until the start of your next turn.
- **Repair Skull:** Vehicle models only. Roll a D6; on a 2+, the target model regains 1 Hull Point lost earlier in the battle.
- **Vox Skull:** The target unit gains the Fearless special rule until the start of your next turn.

TRANSPORT:

Land Raider Excelsior

- **Transport Capacity:** Ten models.
- **Fire Points:** None.
- **Access Points:** A Land Raider Excelsior has one Access Point on each side of the hull and one at the front.

Rhino Primaris

- **Transport Capacity:** Six models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** None.
- **Access Points:** A Rhino Primaris has one Access Point on each side of the hull and one at the rear.

OPTIONS:

- Any vehicle may take any of the following:
 - Storm bolter 5 pts/model
 - Hunter-killer missile 10 pts/model
 - Extra armour 10 pts/model
- The Rhino Primaris may take a dozer blade 5 pts
- The Land Raider Excelsior may take one of the following:
 - Rod of command (increases the range of the model's Tactical Authority special rule to 18"). 10 pts
 - Combi-plasma 10 pts

Designer's Note: A Space Marine HQ Command Tanks unit has the Space Marines, Blood Angels, Dark Angels or Space Wolves Faction (choose when selecting your army). The two vehicles only take up one slot on a Force Organisation Chart but are otherwise individual units for all rules purposes (including awarding Victory Points when destroyed). Rules for weapons and vehicle upgrades can be found in Warhammer: 40,000: The Rules.