

# LEGION ARQUITOR BOMBARD

140 POINTS PER MODEL

The Legion Arquitor pattern Bombard is a heavy artillery platform designed to operate at the forefront of a Legiones Astartes advance. Equipped with a reinforced chassis and brutal short range firepower, it is called upon to break the most stubborn of fortifications or to annihilate massed enemy infantry and armour. The heavy guns and missiles most often carried by the indomitable Arquitor Bombard are more than capable of removing any obstacle to the advance of a Space Marine host in a series of devastating explosions.

	Armour				
	BS	Front	Side	Rear	HP
Arquitor Bombard	4	12	12	10	4

The Legion Arquitor Bombard is a Heavy Support choice for the Space Marine Legion army list found in The Horus Heresy Legiones Astartes – Age of Darkness Army List book.

## Unit Composition

- 1-3 Arquitor Bombards

## Unit Type

- Vehicle (Tank, Heavy)

## Wargear

- Hull-mounted Morbus heavy bombard
- Two sponson-mounted heavy bolters
- Smoke launchers
- Searchlight
- Auxiliary drive

## Options

- Any Arquitor Bombard may exchange its Morbus heavy bombard for one of the following:
  - Graviton-charge cannon..... Free
  - Spicula missile system..... Free
- Any Arquitor Bombard may exchange both its heavy bolters for two of the following:
  - Autocannon .....+10 points
- Any Arquitor Bombard may take one of the following pintle-mounted weapons:
  - Combi-weapon .....+5 points
  - Havoc launcher .....+15 points
  - Twin-linked bolter.....+5 points
- All Arquitor Bombards in a squadron may take any of the following options; all vehicles must select the same upgrades:
  - Armoured ceramite .....+20 points
  - Extra armour .....+10 points

### Morbus Heavy Bombard

	Range	Str	AP	Type
Morbus heavy bombard				
- Explosive shells	24"	10	2	Ordnance 1, Barrage, Large Blast (5")
- Carcass shells	24"	2	4	Ordnance 1, Barrage, Large Blast (5"), Fleshbane, Ignores Cover, Pinning

### Graviton-charge cannon

	Range	Str	AP	Type
Graviton-charge cannon	24"	*	4	Ordnance 1, Barrage, Large Blast (5"), Concussion, Graviton Pulse, Haywire

### Spicula rocket system

	Range	Str	AP	Type
Spicula missiles	24"	7	3	Ordnance 1, Blast (5"/7"), Rocket Salvo, Sunder, Wrecker

**Rocket Salvo:** When firing the Spicula rocket system choose a target point within range and Line of Sight (note that the target point does not have to be on a model's base) and place a Blast template of one of the following sizes: 5" or 7". Once placed scatter the Blast template as normal. Each unit under the template's final position suffers a number of hits based on the template size as shown on the table below. If the 7" template is used and a '6' is rolled on the D6 then the weapon has exhausted its ammunition and may no longer be fired.

Template	Hits
5" Template	5 Hits
7" Template	D6+4 Hits