

# LEGION SABRE STRIKE TANK

65 POINTS PER MODEL

Fast, rugged and heavily armed, the Sabre serves the Legiones Astartes as a strike tank, attacking key enemy targets and destroying them long before they can pose a threat to any Legiones Astartes army. Fitted with a number of advanced weapons systems, from rapid-fire autocannon to exotic beam weapons, there are few foes that can resist the firepower of a full squadron of these swift hunters. Once the immediate foe is annihilated, the speed of these fleet vehicles allows them to evade any further counter-attack and reform to strike at the vulnerable flanks of the enemy army, keeping heavy armour suppressed as the Space Marine infantry advances to crush those who stand against the Emperor.

	Armour				
	BS	Front	Side	Rear	HP
Sabre Strike Tank	4	12	11	10	3

The Legion Sabre Strike Tank is a Fast Attack choice for the Space Marine Legion army list found in The Horus Heresy Legiones Astartes – Age of Darkness Army List book.

## Unit Composition

- 1-2 Sabre Strike Tanks

## Unit Type

- Vehicle (Tank, Fast)

## Wargear

- Hull-mounted Anvilus snub autocannon
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight
- Auxiliary drive

## Special Rules

- Missile Lock

## Options

- Any Sabre Strike Tank may exchange its Anvilus snub autocannon for one of the following:
  - Neutron blaster .....+20 points
  - Volkite saker.....+15 points
- Any Sabre Strike Tank may exchange its heavy bolter for one of the following weapons:
  - Heavy flamer..... Free
  - Multi-melta.....+25 points
  - Volkite culverin.....+15 points
- Any Sabre Strike Tank may take one of the following pintle-mounted weapons:
  - Combi-weapon .....+5 points
  - Havoc launcher .....+15 points
  - Twin-linked bolter.....+5 points
- All Sabre Strike Tanks 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
  - Up to four Sabre missiles..... +5 points each

### Anvilus Snub Autocannon

Compact and powerful, the autocannon constructed on the Forge World of Anvilus are known to surpass all others. The Sabre mounts an example of the masterful work of those forge-wrights, its short barrel and complex feed system allowing it to fit within the small chassis of the strike tank and still provide exemplary anti-armour firepower.

	Range	Str	AP	Type
Anvilus snub autocannon	24"	8	4	Heavy 2, Twin-linked, Sunder

### Neutron Blaster

Constructed in the same manner as the larger neutron cannon employed by the Sicaran Venator, these weapons are capable of slicing apart armour and damaging delicate circuitry. However, the intense radiation emitted by the capacitors and charge packs of the cannon is so deleterious that it will eventually degrade the Sabre's own control systems.

	Range	Str	AP	Type
Neutron blaster	24"	9	2	Heavy 1, Concussive, Shock Pulse

### Volkite Saker

A modified version of the Volkite culverin, the saker is optimised to provide a maximised spread of high energy particle beams while the Sabre manoeuvres at high speed. While it cannot penetrate heavy armour, it is more than capable of cutting a swathe through heavy infantry and shredding the hulls of lighter vehicles.

	Range	Str	AP	Type
Volkite saker	24"	6	5	Heavy 6, Deflagrate

### Sabre Missiles

Early prototypes of the Sabre experimented with racks of hunter-killer missiles as a secondary weapon, but the launch velocity of those weapons proved too severe for the Sabre's small chassis. The Sabre missile is a re-engineered missile with a lower launch velocity, but more advanced shaped warhead to compensate. They are often carried in large numbers by Sabre squadrons to maximise the chance of a kill on primary targets.

	Range	Str	AP	Type
Sabre missile	36"	6	4	Heavy 1, One Use, Rending