

SPARTAN ASSAULT TANK 295 POINTS

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank all but unknown outside of the revered Adeptus Astartes and the secretive Adeptus Mechanicus. It is a huge armoured conveyer created to carry a large body of troops into the heart of an enemy's battle lines, and is capable of surviving weapons fire that would bring about the destruction of any lesser vehicle. Its design bears clear connections with that of the Land Raider, and the genius of those who made it was such that the majority of its interior space is given over to a transport capacity greater than almost any other Imperial vehicle. It is also considerably faster on the battlefield than its size would suggest thanks to potent reactor-driven motive drives.

Many Space Marine Chapters maintain these huge war machines as part of their arsenal and deploy them into the most hellish and destructive warzones, where even the mighty Land Raider would be torn asunder. Their greater transport capacity also finds particular favour amongst those Chapters who possess many suits of Terminator armour such as the Minotaurs.



	BS	Armour			HP
		Front	Side	Rear	
Spartan	4	14	14	14	5

Unit Composition

- 1 Spartan Assault Tank

Unit Type

- Vehicle, Tank, Transport

Wargear

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra Armour

Transport Capacity

- The Spartan has a transport capacity of 25 models.

Access Points

- The Spartan has one access point at the front and two on each side.

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Options

- A Spartan may exchange its hull-mounted twin-linked heavy bolter for:
 - Twin-linked heavy flamer Free
- A Spartan may exchange its lascannon sponsons for:
 - Laser Destroyers Free
 - A Spartan may take frag assault launchers +10 points
- A Spartan may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured ceramite +20 points
- A Spartan may take one of the following pintle-mounted weapons:
 - Storm bolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

Armoured Ceramite

The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite plating. Weapons with the Melta special rules may never roll an additional D6 against a vehicle with Armoured Ceramite.

Weapon	Range	Str	AP	Type
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser Destroyer	36"	9	2	Heavy 1, Ordnance*, Twin-linked

**Note: This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.*

A Spartan is a Heavy Support choice in a Codex Space Marines, Codex Black Templars, Codex Dark Angels, Codex Blood Angels and Codex Space Wolves army.

A Spartan is a Heavy Support choice in a Siege Assault Vanguard army (see Imperial Armour Volume 10).

A Spartan may also be selected in a Tyrant's Legion army under the restrictions for Astral Claws Chapter Support (see Imperial Armour Volume 9, pg.193).



Chaos Spartan Assault Tank

The Spartan is an ancient design, and some examples can be found amongst the Chaos Space Marines as well as their loyalist brethren. Chaos Spartan Assault Tanks are identical to the profile above, except that they do not have the Power of the Machine Spirit rule and may only use the options below.

- Exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flamer Free
 - Reaper autocannon Free
- A Chaos Spartan may take:
 - Daemonic Possession +20 points
- Take one of the following pintle-mounted weapons:
 - Havoc launcher +15 points
 - Combi-weapon +10 points
 - Twin-linked bolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

A Chaos Spartan Assault Tank is a Heavy Support choice in a Codex Chaos Space Marines army.