

## **IMPERIAL GUARD SIEGE ARTILLERY BOMBARD HEAVY SIEGE MORTAR (v1.1)**

These huge guns are deployed for sustained bombardments of static targets such as an enemy fortress or rebel held city. Launching huge rounds over long distances, the plunging fire of a battery of Bombards can quickly reduce walls, building and strong points to rubble. Deployed as part of heavy artillery or siege artillery companies, Bombards are amongst the heaviest artillery pieces routinely fielded by the Imperial Guard.

Each Bombard battery must be supported by many other vehicles. A battery will also include other support vehicles, like Chimeras as command vehicles or as crew transports, Trojans towing trailers of ammunition, Salamanders for forward observer teams and maybe even an Atlas recovery vehicle to help move a Bombards massive weight should it become bogged down. An Imperial Guard siege artillery company is a small army in its own right.

The Bombard is build upon the larger chassis of the Lemman Russ, heavily modified to accommodate the weight of the heavy siege mortar. The vehicle itself is crewed by a single driver, the rest of the gunners follow in transport vehicles and work outside the vehicle, loading ammunition and aiming the weapon.

	<b>Pts</b>	<b>Front</b>	<b>Side</b>	<b>Rear</b>	<b>BS</b>
Bombard	135	12	10	10	3

**Type:** Tank, Open topped

**Crew:** 5. Imperial Guard

**Weapons:** The Bombard is armed with a heavy siege gun. It has no other weapons.

**Options:** The Bombard may be equipped with the following vehicle upgrades from Codex: Imperial Guard: camo-netting, extra armour, hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Bombard may be equipped with Siege shells for an additional + 10 pts.

**Heavy Support:** A Bombard is a Heavy Support choice for an Imperial Guard Army.

### **SPECIAL RULES**

**Slow:** Due to the weight of its weapon the Bombard can only move slowly. A Bombard is limited to a maximum move of 6" per turn. A Bombard cannot move and fire in the same turn, it must remain stationary to fire.

## **Bombard Heavy Siege Mortar**

**Range:** G36"-240"    **Strength:** 8    **AP:** 3    **Type:** Ordnance 1/ Massive Blast

**Indirect Fire:** The heavy siege mortar always fires indirectly at targets it can't see. Bombards are always barrage weapons with a range of 36"-240". Note the minimum guess range is 36".

**Slow Rate of Fire:** The Bombard takes a long time to reload its huge shells. It can only fire once every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

**Massive Blast:** The Bombard uses its own massive blast template. You will need to make a 7" diameter template to represent the explosion of a bombard shell. In all ways this is treated as an ordnance template, deviating etc as per the normal rules - it just effects a larger area.

**Siege Shells:** A Bombard may be equipped with siege shells. When rolling to penetrate buildings or bunkers, roll 2D6 and add the results together.

**Dedicated Ammunition Vehicle:** Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombards dedicated ammunition vehicle. The Trojan counts as part of the same Heavy Support choice as the Bombard itself. Any vehicle upgrades for the Trojan must be paid for as normal. The Trojan is still worth its normal victory points should it be destroyed.

### **Designers Notes:**

In designing the rules for the Bombard I came to the conclusion that the large blast template isn't large enough to represent the biggest weapons of the 41<sup>st</sup> millennium, like Titan sized weapons. For the Bombard you will have to make a 7" diameter template out of card, or us a photocopier to enlarge the 5" template to the right size (140% will do it).

As heavy artillery the Bombards function in the close range fire fights of a standard 40K game are debatable, but given its heavy artillery role it was always likely this would not be a Bombards forte. I'd suggested in games on a 6 x 4' table a Bombard makes a good objective for an enemy raid. The Bombard will really come into its own in larger games, on larger tables, and especially in siege games, where it can sit in position and lob shell after shell over the opponent's walls.

We have debated long and hard if the Bombard should be used as a direct firing assault gun on a 40K battlefield, like the Basilisk or Medusa are, but I felt this compromised the Bombards character as heavy artillery, and to my mind the model does not suggest this kind of deployment.