

HARBINGER CHAOS SUPER HEAVY BOMBER

Version 1.0

The Harbinger is an enormous heavy bomber employed by the forces of Chaos. Once considered little more than a rumour, in recent times as the forces pouring forth from the Eye of terror have grown bolder and more numerous, the encounters with the dreaded Harbinger have grown more frequent and its terrible destructive power proved time and again.

Seen in support of Chaos incursions and heavy raids and flown from heavily defended spearhead bases or deployed from spacecraft in low orbit, they carry a massive and destructive payload of bombs and incendiaries, and a flight of Harbingers darkening the skies is a sight that has spelt the doom of whole cities in the past, and the appearance of one in a war zone is enough to make it a priority target for any Imperial Pilot.

Points: 84

With additional weapons load +14 pts

TYPE: Bomber

HITS: 12

TRANSPORT: -

MANOEUVRE: Low

MAX SPEED: 6

MIN SPEED: 2

MAX ALTITUDE: 9 – rocket boosters

THRUST: 1

WEAPONRY

WEAPON	FIRE ARC	FIREPOWER	DAMAGE	AMMO	SPECIAL
1. Autocannons	Front	2-3-2	4+	ul	
2. Autocannons	Left	2-3-0	4+	ul	
3. Autocannons	Right	2-3-0	4+	ul	
4. Bomb bay	Rear	13-0-0	2+	1	ground attack, extra damage 5+
5. Bombs	Rear	13-0-0	2+	1	ground attack, extra damage 5+

ADDITIONAL WEAPONS

A Harbinger may be armed with an additional weapons load.

Additional weapons load 1

6. Bombs	Rear	13-0-0	2+	1	ground attack, extra damage 5+
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Additional weapons load 2

6. Bomb bay	Rear	4-2-0	*	1	ground attack,
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* Any target hit is destroyed on a dice roll of 4+, regardless of how many hits it has.