

LEGION SICARAN ARCUS STRIKE TANK

205 POINTS

As part of a program initiated by the Primarch Guilliman, seeking to grant a Legion strike force access to highly specialised weapon systems without the need to employ numerous vehicles for each role, the Sicaran hull was chosen to mount the newly developed arcus launcher. Capable of deploying a wide range of warheads, each crafted to fulfil a distinct tactical niche, the Arcus was intended to become the cornerstone of a new tactical doctrine the Master of Ultramar had begun to formulate, allowing small Legiones Astartes forces to operate without extensive support and in smaller numbers than during the Great Crusade.

Despite being limited to a few prototype vehicles at the onset of the Horus Heresy, and the doctrinal issues that kept it out of production on most major Forge Worlds, a number of Legion home worlds produced small numbers of this variant. Of particular note is the inclusion of the neutron-flux warhead, a Terran development dating back to the years prior to the alliance with Mars. This weapon saturates the silica stratum of the cybernetica cortex employed by Mechanicum automata with xenon, causing terminal cascade failures in these systems. Continued production of these weapons was the cause of the Mechanicum's refusal to sanction the Arcus pattern hull.

Armour

	BS	Front	Side	Rear	HP
Sicaran Arcus	4	13	12	12	3

Unit Composition

- 1 Sicaran Arcus Strike Tank

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Turret-mounted twin Arcus launcher with Arcus warheads
- Hull-mounted heavy bolter
- Extra armour
- Searchlight
- Smoke launcher

Special Rules

- Ripple Fire

The Legion Sicaran Arcus Strike Tank 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.

Options

- The Sicaran Arcus may take any of the following:
 - Skyspear warheads+15 points
 - Pyrax warheads+20 points
 - Neutron-flux warheads+30 points
- The Sicaran Arcus may take any of the following:
 - Hunter-killer missile +5 points
 - Dozer blade +5 points
 - Auxiliary Drive+10 points
 - Armoured Ceramite+20 points
- The Sicaran Arcus may take one of the following sets of two sponson weapons:
 - Heavy bolters+20 points
 - Lascannon+40 points
- The Sicaran Arcus may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +5 points
 - Heavy bolter+10 points
 - Heavy flamer+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points

Ripple Fire

On any turn in which the Sicaran Arcus does not move in both the Movement phase and the Shooting phase, the controlling player may choose to have the twin arcus launcher fire twice in the Shooting phase. If the controlling player chooses to fire the weapon twice, both attacks must target the same unit and use the same profile.

Twin Arcus Launcher

The Arcus launcher is based upon the rotary missile launcher developed for the Xiphon strike fighter, however the greater size of the mounting on the Sicaran hull allows for a more complex feed mechanism and the employment of multiple warhead types.

	Range	Str	AP	Type
Twin Arcus launcher (Arcus warheads)	36"	8	2	Heavy 4, Cluster Warhead, Terminal Tracking
(Skyspear warheads)	48"	7	3	Heavy 4, Terminal Tracking, Skyfire, Interceptor
(Pyrax warheads)	36"	5	4	Heavy 2, Large Blast (5"), Ignores Cover
(Neutron-flux warheads)	24"	7	4	Heavy 4, Terminal Tracking, Neutron-flux

Cluster Warhead: If the weapon successfully scores a Penetrating hit on a target with an Armour value, roll D3 times on the Vehicle Damage table and select the highest result to apply.

Terminal Tracking: Successful Jink and Cover saves against this weapon must be re-rolled.

Neutron-flux: This weapon gains the Instant Death special rule when targeting models with the Cybernetica Cortex special rule.

