

LAND RAIDER ARES

The enemies of mankind cower behind their armoured fortifications as the might of the Imperium converges upon them. On the fields of battle, The Adeptus Astartes will use any means necessary to reach their quarry. The Land Raider Ares, with its nigh unstoppable destructive power, is a rare but effective tool of the Angels of Death.

In their unrelenting hunt for the Fallen, the Dark Angels, have had to adapt to many situations in order to successfully capture their prey. They cannot reveal their secrets to anyone in the Imperium and so must forgo their assistance. For this reason the Ares pattern Land Raider was developed.

Following years of rumors, the distant planet Murus, was found to be under the control of three Fallen Dark Angels calling themselves 'The Tribunal'. In order to reach their fortress citadel the Deathwing would be forced to traverse the city surrounding it. The Tribunal had anticipated this eventual confrontation and had fortified the city with weaponry made all the more powerful by their knowledge from ages past.

The Dark Angels Inner Circle, determined that the armour of the chapters vindicators could not stand up to the fire power they faced and so commissioned the Chapters Techmarines with finding a solution that would allow the Deathwing to reach the fortress and bring these Fallen to their redemption.

Day and night they worked, and finally after many weeks they had successfully developed a tank with the heavy armor of a Land Raider and the crushing power of the Vindicators Demolisher cannon.

The Ares was also equipped with a pair of Sponson-mounted twin-linked Heavy flammers and a hull-mounted twin-linked Assault cannon. Weapons that would prove invaluable during battle in the heart of a city.

The Ares has no troop carrying capacity as it must have room for the large demolisher shells it will unleash. For this reason it has been mostly used in conjunction with the other troop carrying patterns of Land Raiders.

Unfortunately the battle of Murus was a failure. The Tribunal was able to escape long before the battle began and the Deathwing lost their quarry. The Ares however was a success and of the six created only one did not make it through the city to the Fortress.

After the battle the Dark Angel's Master Techmarine, in a move unpopular with the Inner Circle, submitted this newly created pattern to the Adeptus Mechanicus on Mars, but it has never officially been accepted as a viable variant of the Land Raider. Thus It is one of the rarest Land Raiders. However in a very few cases other chapters Techmarines have acquired the plans detailed by the Dark Angels Techmarines and have used them to create the Ares for situations that might call for its use.

POINTS VALUES

HEAVY SUPPORT

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Land Raider Ares	1	220

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Dozer Ram	0

Use the point values for wargear from the appropriate ADEPTUS ASTARTES Codex. This datasheet can be from any Space Marine Chapter.

**"The city must fall.
Our chapters purity depends on it!"**

– Litany spoken by Interrogator Chaplain Bish
on the 42nd day of the siege of Murus.



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DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Ares	*	6+	*	8	8	16	*	9	2+

A Land Raider Ares is a single model equipped with a demolisher cannon and a twin assault cannon and two twin heavy flamers and a dozer ram.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D3	10	-3	D6	When attacking units with 5 or more models, change this weapon's Type to Heavy D6.
Dozer ram	Melee	Melee	User	-1	D6	Against INFANTRY units make three hit rolls for each attack rather than one if the Land Raider Ares has successfully completed a charge this turn.
Flamestorm cannon	8"	Heavy D6	6	-2	2	This weapon automatically hits its target.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	This weapon can only be fired once per battle.
Hurricane bolter	24"	Rapid Fire 6	4	0	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin assault cannon	24"	Heavy 12	6	-1	1	-
Twin heavy flamer	8"	Assault 2D6	5	-1	1	This weapon automatically hits its target.
Twin heavy plasma cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 2D3	7	-3	1	-
- Supercharge	36"	Heavy 2D3	8	-3	2	For each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapons shots have been resolved.

WARGEAR OPTIONS

- This model may replace its twin assault cannon with a twin heavy plasma canon.
- This model may replace its twin heavy flamers with two flamestorm cannons or two hurricane bolters.
- This model may take a hunter-killer missile.
- This model may take a storm bolter.
- This model may take a multi-melta.

ABILITIES

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield; on a 6 it explodes and each unit within 6" suffers D6 mortal wounds.

Power of the Machine Spirit: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Smoke launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, LAND RAIDER, LAND RAIDER ARES



The demolisher cannon of the Land Raider Ares can crack open the most hardened of defenses.