



# CARNODONS

Hailing from the prehistory of the Imperium, the Carnodon tank is a true relic of war. Those few that have survived the passage of the millennia are revered as links to the former incarnation of the Astra Militarum – that mainstay of the Great Crusade, the Imperial Army. With the hour so dark, and the need for trusted war assets greater than ever, the Priesthood of Mars has reinstated the STC for the Carnodon on several forge worlds, and under the light of the Great Rift the ancient tank has trundled forth from their manufactorums once more. Bristling with multi-lasers, the Carnodon is an ideal tool for mowing down elite infantry, blasting apart transports and crippling light tanks – it is respected as a fearsome asset for any armoured regiment. Carnodons are capable of mounting almost any heavy weapon in the Astra Militarum's arsenal – more than that, they have the power-rich infrastructure and fiery machine spirits needed to carry the little-understood volkite weaponry. Even those foes that cannot be laid low by high-intensity lasers will be reduced to ashes by the deflagratory fires of a volkite beam.

  <b>CARNODON</b>										<b>DAMAGE</b> Some of this model's characteristics change as it suffers damage, as shown below:			
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING WOUNDS	M	BS	A
Carnodon	*	6+	*	6	7	10	*	7	3+	6-10+	12"	4+	3
A Carnodon is a single model. It is equipped with two multi-lasers and a twin multi-laser.										3-5	8"	5+	D3
										1-2	4"	6+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Autocannon	48"	Heavy 2		7	-1	2	-						
Heavy bolter	36"	Heavy 3		5	-1	1	-						
Heavy flamer	8"	Heavy D6		5	-1	1	This weapon automatically hits its target.						
Heavy stubber	36"	Heavy 3		4	0	1	-						
Lascannon	48"	Heavy 1		9	-3	D6	-						
Multi-laser	36"	Heavy 3		6	0	1	-						
Twin autocannon	48"	Heavy 4		7	-1	2	-						
Twin lascannon	48"	Heavy 2		9	-3	D6	-						
Twin multi-laser	36"	Heavy 6		6	0	1	-						
Volkite caliver	30"	Heavy 2		6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage.						
Volkite culverin	45"	Heavy 4		6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage.						
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>This model may replace its twin multi-laser with a volkite culverin, twin autocannon or twin lascannon.</li> <li>This model may replace its two multi-lasers with two heavy flammers, two heavy bolters, two volkite calivers, two autocannons or two lascannons.</li> <li>This model may take either a heavy stubber or a multi-laser.</li> </ul>												
ABILITIES	<b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6, it explodes and each unit within 6" suffers D3 mortal wounds.												
FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, <REGIMENT>												
KEYWORDS	VEHICLE, CARNODON												

POINTS VALUES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Carnodon	1	60

WEAPONS	
WEAPON	POINTS PER WEAPON
Autocannon	12
Heavy bolter	8
Heavy flamer	17
Heavy stubber	4
Lascannon	20
Multi-laser	10
Twin autocannon	24
Twin lascannon	40
Twin multi-laser	20
Volkite caliver	12
Volkite culverin	24