

# EXPERIMENTAL RULES

## MALCADOR HEAVY TANK (1.0)

### Background

The Malcador is an ancient tank design, perhaps even predating the Leman Russ, but although it was once a common sight on mankind's battlefields, there are relatively few Malcador tanks still in operation with the Imperial Guard today compared with the commonplace Leman Russ and its many variants.

Named after a mysterious figure from the Imperium's earliest days, Malcador the Sigillite (-a close advisor to the Emperor during the Battles of Unification, and the man credited with founding the Administratum of Terra), the tank is a mobile fortress, heavily armed and armoured but slow. Mounting multiple heavy bolters for all-round defence, side-sponson weapons and a demolisher cannon in a limited-traverse hull mount. It has a large crew of eight crowded into its hull; a driver, main gunner and loader, two sponson gunners, and three heavy bolter gunners, one of whom is also the tank's commander.

Bristling with weapons, well armoured and robust, the Malcador's main drawback is the bulky engine needed to haul its great mass. This makes the tank's performance and speed relatively poor, and somewhat prone to mechanical failure when damaged compared to the Leman Russ, although many consider this a small price to pay for the Malcador's brutal combat effectiveness and staying power.

Although the Malcador has been all but forgotten in parts of the Imperium, it is believed large stockpiles of these tanks lay mothballed in Departamento Munitorium stores on several worlds awaiting the hour of their need. Some Malcador tanks also see regular service with some Imperial Guard regiments, militia units and local planetary defences forces, who use the Malcador out of tradition, suitability to their combat needs or simple lack of other supply.

	Front	Side	Rear	BS	PTS
<b>Malcador</b>	13	12	11	3	285

**Type:** Tank

**Size:** War Machine

**Speed:** Lumbering

**Structure Points:** 2

**Crew:** (8) Imperial Guard

**Weapons:** The Malcador is armed with a demolisher-cannon, five hull-mounted heavy bolters and two sponson-mounted heavy bolters.

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**Options:** The Malcador may exchange its side-sponson heavy bolters for a pair of heavy flamers for +5 pts, or a pair of lascannons for +30 pts.

The Malcador may take the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

**Super Heavy detachment:** 1-3 Malcadors are a super-heavy detachment.

## SPECIAL RULES

**Engine Damage:** If the Malcador suffer an engine damage result it loses 1D6" movement rather than the normal D3".