

Toneladas de novedades

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Si señores, nuevo escorpion de bronce de Forge World y nueva valkyria, además de más novedades acerca del nuevo códex de la Guardia imperial

TROOPS

Penal Battalion: 50 pts. 1 Custodian and 9 Penal troopers. Ld 8. Rifle and close combat weapons. Scouts, Stubborn, "Desperate".

Chimera: 55 pts. 12 10 10 Tank, Amphibious, Mobile Command Vehicle. Multi-laser, hull Heavy Bolter, searchlight and smoke launchers. Options: Upgrade Multi-laser to Heavy Flamer or Heavy Bolter - free; hull Heavy Bolter to Heavy Flamer - free; Storm Bolter or Heavy Stubber +10pts, Hunter-Killer Missile +10pts, Dozer Blade +10 pts, Extra Armour +15pts, Camo Netting +20pts.

FAST ATTACK

Hellhound: 12 12 10 Tank, Fast. Inferno Cannon: 12" Template, S6 AP4 Heavy 1 (like the previous version but there is no roll to hit and no partials, but reaches 12").

Devildog: 12 12 10 Tank, Fast. Fusion Cannon: 24" S8 AP1 Heavy 1, Blast, "Fusion".

Banewolf: 12 12 10 Tank, Fast. Chemical Cannon: S1 AP3 Heavy 1, Template, Poison (wounds on a 2+ to "targets with resistance").

HEAVY SUPPORT

- Leman Russ Special Rule: Can choose to move 6" and fire all weapons or fire nothing and move 6" +1D6".

LR Battle Tank: 14 13 10 Tank. Battle Cannon.

LR Exterminator: 14 13 10 Tank. Exterminator Autocannon: Heavy 4, Twin-linked.

LR Vanquisher: 14 13 10 Tank. Vanquisher Cannon: AP2 Heavy 1, +1D6 penetration.

LR Eradicator: 14 13 10 Tank. Eradicator Nova Cannon: 36" S6 AP4 Heavy 1, Large Blast, Ignores cover saves.

LR Demolisher: 14 13 11 Tank. Demolisher Siege Cannon.

LR Punisher: 14 13 11 Tank. Punisher Gatling Cannon: 24" S5 AP- Heavy 20.

LR Executioner: 14 13 11 Tank. Executioner Plasma Cannon: 36" S7 AP2 Heavy 3.

Basilisk: 12 10 10 Tank, Open Topped^.

Medusa: 12 10 10 Tank, Open Topped^. Medusa Siege Gun: 36" S10 AP2, Heavy Artillery 1, Large Blast. "Fortification Buster" Ammunition: 48" S10 AP1 Heavy 1, Blast, +1D6 penetration.

Colossus: 12 10 10 Tank, Open Topped^. Colossus Siege Cannon: 24-240" S6 AP3 Heavy Artillery 1, Large Blast, Ignores cover saves.

Griffon: 12 10 10 Tank, Open Topped^. Griffon Heavy Mortar: 12-48" S6 AP4 Heavy Artillery 1, Large Blast, can choose to "repeat" (re-roll?) deviation dice roll.

Manticore: 12 10 10 Tank. Storm Eagle Missile: 4 only. 24-120" S10 AP4 Heavy Artillery 1D3, Large Blast.

Deathstrike: 12 12 10 Tank. Deathstrike Missile: 1 only. 12"-960" S10 AP1 Heavy Artillery***, Blast (radius 1D3+3").

Special Rules:

- Cannot be fired on Turn 1. Each turn roll a D6, weapon can be fired on a 6. Modifiers: +1 per turn, -1 for each crew stunned or weapon destroyed results sustained. Can always be fired on the roll of a natural 6.

- Any weapon destroyed results received are ignored, the only effect they have is to delay the launch.
- Hits on vehicles in the area of the Deathstrike Missile are not calculated at half strength but at S10.

^These four can also be enclosed.

Thats it ... I have heard on the other hand, from the same guy who took the photos, that:

Ogryns: 25 pts, S5 T5 A3 Sv4+ and have "rabid assault" (Furious Charge?).

Valkyrie: Skimmer. 24" move. Troops may disembark at any point in its movement, but more than 12" and they take a dangerous terrain check.

Conscripts: Gone.

y aqui más abajo(en leer más), fotos de la valkyria y del escorpión

Valkyria

y aquí el nuevo escorpión de bronce:

mirad el tamaño del bicho

más imagenes aqui <http://www.forgeworld.co.uk/brassscorp.htm>

fuentes: (BoLS)