

VINDICATOR

129 POINTS

<p style="text-align: center;">VEHICLE DATA</p> <p style="text-align: center;">MOVEMENT</p> <p style="text-align: center;">SLOW SPEED: 7" COMBAT SPEED: 20" FAST SPEED: 25" TYPE: TRACKED</p> <p style="text-align: center;">RAM VALUE: STRENGTH 8 D12 DAMAGE -5 SAVE</p> <p style="text-align: center;">CREW: 1 SPACE MARINE DRIVER 1 SPACE MARINE GUNNER</p>	
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WEAPONS

One **demolisher cannon** mounted in the hull, with a 90° field of fire. One **storm bolter** with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points. All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track ¹	15	15
2 - 5	Hull	20	18
6	Demolisher Cannon ²	17	-

¹ Hit the nearest to the attacker.

² If the Demolisher Cannon isn't visible, count as hull instead.

TRACK DAMAGE	
1	The track is damaged but keeps running. The tank may only move at slow speed for the rest of the game.
2 - 5	Track blown off. The tank will move out of control next turn then come to a permanent halt.
6	Track blown off, flipping the vehicle over. Wreck stops D6" away in a random direction, any model crushed suffers D6 S7 hits, -2 save. Models on board are killed on a 4+.
HULL DAMAGE	
1 - 3	A large explosion tears through the crew compartment, killing any model on board on a 4+
4	The Vindicator's engine explodes, killing the crew. The tank is spun around to face a random direction and then comes to a permanent halt.
5	A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" suffers damage as if hit by a heavy flamer.
6	The tank's ammunition explodes. The model is destroyed and anything within 3" suffers D6 S10 hits, -3 save.
DEMOLISHER CANNON DAMAGE	
1 - 2	The Demolisher Cannon is damaged and may only be fired if you first roll a 4+.
3	The turret gunner is killed.
4 - 6	The ammunition explodes and the tank is destroyed. All crew are killed and anything within 3" suffers D6 S10 hits, -3 save.