

LEGION SICARAN OMEGA TANK DESTROYER

235 POINTS

Retrofitted to allow the Sicaran hull to carry heavier firepower, the Omega is a formidable tank hunter. It utilises the speed provided by the Sicaran's engines to apply overwhelming short range firepower in battle, racing forwards to ambush and obliterate the lumbering siege tanks of enemy columns. Its simplified, some might say crude, systems are all capable of being produced by the lesser forges attached to many Space Marine strongholds, allowing them to replace losses of more complex vehicles even as the various Forge Worlds became isolated by war and mistrust at the height of the Horus Heresy. The main weaponry of the Omega reflects this stopgap approach, being imperfect, over-sized copies of the Mechanicum's plasma-fusil weaponry and relying on the brutal application of overwhelming force to reduce enemy armour to wrecks instead of the precise annihilation of more advanced weapons systems.

Despite these drawbacks, the Omega proved effective in battle and its designs quickly spread from Legion to Legion and, as examples were captured in battle, from faction to faction. Indeed, it is now difficult to say where the Omega was first fielded. The Iron Warriors are known to have fielded more of these vehicles than any other Legion, routinely deploying company-sized formations to counter enemy super-heavy armour, yet the first recorded instance of an Omega is under the colours of the Raven Guard during the raid on Ishtar Minor in 010.M31.

Armour

	BS	Front	Side	Rear	HP
Sicaran Omega	4	13	12	12	3

Unit Composition

- 1 Legion Sicaran Omega Tank Destroyer

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Turret-mounted Omega plasma array
- Hull-mounted heavy bolter
- Extra armour
- Searchlight
- Smoke launcher

Special Rules

- Volatile Plasma Containment

Options

- The Sicaran Omega may take any of the following:

- Hunter-killer missile +5 points
- Dozer blade +5 points
- Auxiliary Drive +10 points
- Armoured Ceramite +20 points
- The Sicaran Omega may take one of the following sets of two sponson weapons:
 - Heavy bolters +20 points
 - Lascannon +40 points
- The Sicaran Omega may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +5 points
 - Heavy bolter +10 points
 - Heavy flamer +10 points
 - Multi-melta +15 points
 - Havoc launcher +15 points

The Legion Sicaran Omega Tank Destroyer is a Heavy Support choice for the Space Marine Legion army list found in The Horus Heresy Legiones Astartes – Age of Darkness Army List book.

Omega Plasma Array

The plasma array mounted on the Sicaran Omega is capable of focusing and projecting a highly pressurised stream of volatile and highly charged plasma, vaporising outer armour layers and literally burning through an enemy tank's defences. This crude application of plasma technology is rarely capable of the elegant destruction of weapons of the same calibre as the ubiquitous lascannon, but is capable of eventually reducing even the toughest enemy vehicles to molten ruin.

	Range	Str	AP	Type
Omega plasma array				
- Plasma volley	24"	7	2	Heavy 6, Twin-linked
- Sustained burn	24"	9	2	Heavy 1, Plasma Burn, Twin-linked, Gets Hot

Plasma Burn: If the target of this weapon is a vehicle and that model loses one or more Hull points as the result of an attack from this weapon, roll a D6. On a 4+, the target vehicle loses additional Hull points with no cover saves allowed. If the attack resulted in a Glancing hit, the number of additional Hull points inflicted is 1. If the attack resulted in a Penetrating hit, the number of additional Hull points inflicted is D3.

Volatile Plasma Containment

The highly charged plasma utilised by the Sicaran Omega is contained at pressures that are difficult to regulate for even the most skilled Techmarines of the Legions, and even a slight miscalculation can lead to disaster. When such an engine suffers a catastrophic breach, the destruction wrought is far more terrible than for other vehicles of its class. Should a Sicaran Omega suffer an Explodes! result on the Vehicle Damage table, add +2 to the Strength and +3 to the radius of the blast.

