

Judge Carston's Riot Tank



Judge Carston belongs to a branch of the Adeptus Arbites that specializes in establishing the Emperor's law among the lawless and bringing worlds that were lost or forgotten, back into the folds of the Imperium. This special branch of judges is usually assigned to an Inquisitional Expeditionary Fleet that seeks and investigates worlds that have been rediscovered. Sometimes the populace or governments of these lost and forgotten worlds resist or refuse to accept Imperial law. In these cases the people must be shown the error of their ways through aggressive diplomacy or in some extreme cases judged for their heresy.

Judge Carston is one of the more renowned judges among the Expeditionary Fleets and is sent to the most savage and battle torn worlds to establish or re-establish the Emperor's law. To assist Judge Carston in his duties the Adeptus Mechanicus, under an Imperial order from the Inquisition, have modified a Leman Russ to serve as a personal transport for Judge Carston and to also serve as his instrument of the Emperor's justice.

Since Judge Carston usually administers the Emperor's justice among the masses, the weapons are primarily designed as anti-personnel. To accommodate this, a pintle mounted storm bolter has been added along with a sponson mounted heavy bolter and a sponson mounted heavy flamer. In addition a fearsome 6-barreled gatling-heavy bolter is mounted to the forward hull of the tank. Sometime the rioting masses have more heavily armored assets. To deal with these cases Judge Carston's Riot tank is also armed with the mainstay weapon of the Leman Russ, a turret mounted battle cannon.

Judge Carston										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Judge Carston	n/a	4	4	3	3	2	4	2	8	4+

Judge Carston's Riot Tank					
	Points	BS	Armor		
			front	side	rear
Riot Tank	280	4	13	13	10

Substitution: Judge Carston and his Riot Tank is a Special Character and may be taken as a Heavy Support Choice which also takes up an HQ choice in any of the following armies: Imperial Guard, Witchhunters, or Adeptus Arbites. As Judge Carston sometimes is forced to operate alone, him and his riot tank may alternatively be fielded as a complete detachment of Adeptus Arbites (without the required two troops choices).

Type: Tracked, Normal

Crew: 3 Guardsmen and Judge Carston

Transport: 1

Fire Points: None

Access Points: None

Options: The riot tank already includes the following upgrades from Codex: Imperial Guard: Smoke Launchers, Extra Armor, Dozer Blade, Search Light, it may not take any other upgrades.

Judge Carston may select any gear from the Siegeworld: Judge, Jury, Executioner armory for the point cost listed there.

Weapons:

Battle Cannon
 Pintle Mount Storm Bolter
 Sponson Mounted Heavy Bolter
 Sponson Mounted Heavy Flamer
 Hull Mounted Gatling Heavy Bolter

Modeling: The Model is a standard Games Workshop Leman Russ kit modified with various vehicle and weapons bits.

SPECIAL RULES

Personal Transport: The riot tank has a transport capacity of 1, the only passenger being Judge Carston. As such Judge Carston may disembark and embark normally in the movement phase as stated in the 4th Ed Rules. However Judge Carston is also considered crew. This means when Judge Carston's Riot Tank suffers a penetrating hit Judge Carston is not required to disembark as normal passengers must do, as stated in the 4th Ed Rules. However, if Judge Carston's Riot Tank is destroyed while Judge Carston is embarked he is destroyed along with the rest of the crew with no save possible.