

Chimera ACE (Combat Earthmover)



The Chimera Armored Combat Earth Mover (Chimera ACE) was created for the combined Adeptus Mechanicus-Imperial Guard Engineering Battalions to fill the role lesser armored bulldozers had filled in many units. It was fitted with a powerful engine to allow it to be deployed where it is most needed. However when making a breach using the blade, it is still slowed.

A Chimera ACE may move at full speed through non-water difficult terrain without risk of immobilization. Further, as the Chimera ACE passes over difficult terrain, it cuts a path which may be traversed by other vehicles (but not war machines) as normal terrain.

Because of the massive size and weight of the bulldozer blade, the Chimera ACE gains an additional point of armor on its forward facing, but losses its amphibious ability.

Imperial Chimera ACE					
	Points	BS	Armor		
			front	side	rear
Chimera ACE	85	3	13	10	10

Substitution: An Imperial Chimera ACE may be taken instead of a Chimera anyplace where a Chimera is taken as a dedicated Transport option.

Type: Tracked, Normal

Crew: 2 Guardsmen

Transport: 12, remember that Ogryns and models in terminator armor count as two models.

Fire Points: 1 top

Access Points: 1 rear hatch

Options: The ACE may take any options available to an Imperial Chimera; The ACE may take the weapon options available to a Chimera for the same listed cost.

Weapons: Unarmed

Modeling: The Chimera ACE comes in many forms but is always a base Chimera model kit with a massive bulldozer blade. The forgeworld one works particularly well.

SPECIAL RULES

Earthmover: The front of a ACE is covered by a massive bulldozer blade which serves as both armor and also helps to charge through the toughest obstacles. As armor, the blade is stronger than the traditional layered armor making the vehicle armor 13 on the front. As an earthmover the ACE completely ignores difficult and dangerous terrain effects and removes the difficult/dangerous terrain as it passes over it.