

Deathstrike Missile Launcher (Graia Pattern)



The Deathstrike missile launcher, is essentially a single shot tactical warhead transport. It is primarily used as an anti-titan or anti-structure weapon. The Graia pattern shown carries the older pattern “obliterator” missile which is designed for atmospheric ground hugging flight as opposed to more modern designs which use a more sophisticated reentry system. The Deathstrike, as a single shot missile, is the largest single weapon in the Imperial Guard armory that is vehicle portable. Because Deathstrikes missile are so valuable, the chassis always includes targeting equipment to help the crew to deliver their payload on target.

Deathstrike Transporters will basically never see frontline combat, instead delivering their payload from a massive distance.

Imperial Deathstrike Launcher					
	Points	BS	Armor		
			front	side	rear
Deathstrike	230	4	12	10	10

Substitution: An Imperial Deathstrike Launcher is a very specialized piece of equipment and may only be fielded as a heavy support choice for an Imperial Guard Artillery Company.

Type: Tracked, Lumbering

Crew: 3 Guardsmen

Transport: None

Fire Points: None

Access Points: None

Options: None

Weapons:

Deathstrike Launcher
Heavy Bolter

Modeling: A GW Chimera model kit was used as a base. The launch section was constructed of plasticard and aluminum tubing and edging. The missile is an anti-knock copper pipe fitting, cut to shape, with the fins made of plasticard.

SPECIAL RULES

Deathstrike Launcher: The entire rear of the vehicle is taken up by a tactical missile platform which takes time to deploy. It takes a full turn with the launcher doing nothing to raise the Launcher into position. The Launcher has a single deathstrike missile.

Deathstrike Missile

Range	Str	AP	Special
480"	10	1	Superheavy Ordnance, One Shot, 2x Titan Killer (D6)