

EXPERIMENTAL RULES

GORGON, SUPER-HEAVY ASSAULT TRANSPORT (1.1)

Background

The Gorgon is a huge, heavily armoured transport vehicle used to carry large number of assault troops into the enemy front lines, before disgorging them directly into the enemy positions.

A Gorgon can carry a full platoon in its open hold, all be it in very cramped conditions. Troops inside a Gorgon are generally only required to make the short journey across no-man's land before disembarking directly into the enemy's trenches. As the Gorgon reaches its target the ramp drops and the men charge out, weapons blazing, to overrun the enemy positions by sheer weight of numbers.

The Gorgon is lightly armed, with heavy stubbers providing suppressing fire as the infantry disembark. Some Gorgons are fitted with additional sponsons to assist in this role, commonly these variants are equipped with heavy bolters or mortars to lob shells into enemy trenches as the Gorgon approaches. Despite its size, the Gorgon does not carry any larger weaponry. This is because its role is not to destroy the enemy, but to deliver an infantry platoon safely over a short distance, even in the face of the heaviest enemy fire.

As a specialist vehicle the Gorgon is only deployed for selected missions, such as attacking heavily fortified enemy defences, or delivering troops into a breach during a siege.

	Front	Side	Rear	BS	PTS
Gorgon	14	13	10	3	390

Type: Super heavy tank, open-topped

Size: War Machine

Speed: Lumbering

Structure Points: 3

Crew: (3) Imperial Guard

Weapons: The Gorgon has two twin-linked Heavy Stubbers.

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Options: A Gorgon may take the following Imperial Guard Vehicle Upgrades: camo-netting, extra armour, hunter-killer missile, searchlight, smoke launcher, track guards.

The Gorgon may be upgraded to mount sponsons with four heavy bolters for + 60 pts, or four heavy flamers for + 60 pts, or four heavy stubbers for + 30 pts, or with Gorgon mortars for + 20 pts.

Transport: The Gorgon may carry up to 50 men.

The following Imperial Guard squads maybe carried in a Gorgon. Command squad, Infantry squad, Heavy weapon squad, Storm Trooper squad, Hardened Veterans, Ratlings, Ogryns (each counts as 2 men) and Special weapons squads. Attached Advisors may also be transported.

Up to 2 Cyclops and their controllers may be transported in a Gorgon. Each Cyclops counts as 10 men.

Super Heavy Detachment: The Gorgon is a super-heavy vehicle and as such must be taken as its own detachment of 1-3 Gorgons.

SPECIAL RULES

Heavy Armoured Prow: The Gorgon 's prow is so heavy and thick that if it suffers a Glancing hit from the front, it may ignore the damage result on a dice roll of 4+. Note, this does not protect the vehicle from penetrating hits. The Gorgon's armoured prow also means that a Gorgon always counts as having rough terrain modification and the mine sweeper vehicle upgrades.

Gorgon Mortar: May be mounted upon the side of the vehicle to lob explosive charges into enemy trenches.

Range: G48" **Str:** 4 **AP:** 6 **Type:** Heavy4, Blast, one shot.

The Gorgon mortar is a one shot weapon, once it has fired it cannot be fired again.

Disembarking from the Gorgon: As an open-topped vehicle models disembark by being placed anywhere within 2" of the vehicle. The Gorgons armoured sides do not allow for the occupants to fire their own weapons. Even though it is open-topped, squads inside may not fire out of the Gorgon.

Amphibious: The Gorgon is an amphibious vehicle. It treats all water terrain as open terrain.

Note on Troop Capacity: The Gorgon model is capable of carrying 15 models, nowhere near the 50 that can actually fit in (if the soldiers were shoulder to shoulder, and didn't have circular bases attached to their feet!). Trust us, we've done the maths, 50 men will fit into the space provided. During a game, fill the Gorgon with as many models as you can and keep the others models at the side of the table. These maybe placed on the table when they disembark.