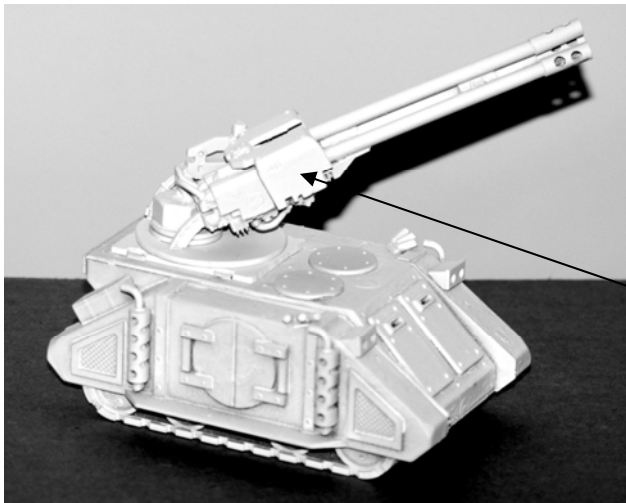


# Artemis Air Defense System

Points: 165

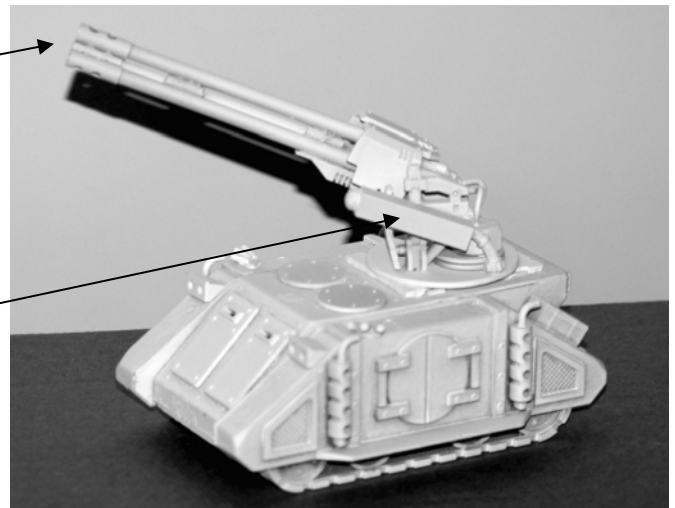
*In 857.M38 the 3<sup>rd</sup> Battle Company of the White Sword Chapter of Space Marines discovered the SDT of the Artemis Air Defense vehicle while purging the planet Morinet IV, overrun by Orks centuries earlier. In its golden years, some 3 millennia ago, Morinet IV had been a Forge World known for its innovative designs. The Artemis was an experimental weapon never distributed beyond Morinet. The brothers of the White Sword believed the design may have some merit and returned it to their homeworld of Haven. Upon initial prototype testing, the White Sword Techmarines were thoroughly impressed with the raw firepower of the gatling Autocannon and put the vehicle into full production, eventually replacing the Chapter's Hyperios Whirlwinds. Since then, the White Sword has shared the SDT with a number of other Chapters, who have adopted the vehicle to varying degrees.*



The Artemis is based on the ubiquitous Space Marine Rhino chassis, sacrificing the troop capacity for a massive, long-barreled, rapid-firing autocannon and the targeting gear necessary to track and engage fast moving aircraft. With its long range and extraordinary rate of fire, the Artemis can quickly rip apart even the best protected flyers.

Triple, Long-Barreled Autocannon

Anti-Aircraft mount and Targeting systems.



ARTEMIS AIR DEFENSE SYSTEM						
	Points	BS	F	S	R	
Artemis	165	4	11	11	10	

**Unit:** 1 Artemis Air Defense Vehicle

**Type:** Tank

### Weapons and Equipment

- One Artemis Gun
- Searchlight
- Smoke Launchers

Weapon	R	Str	AP	Special
Artemis Gun	72"	7	4	Heavy 2d3, AA Mount