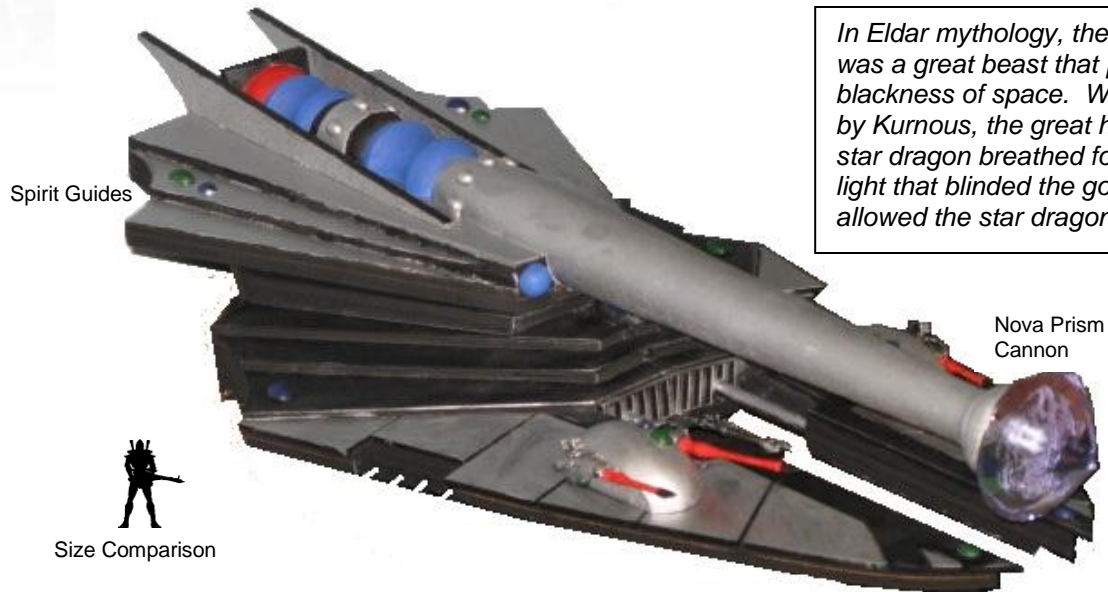


STAR DRAGON GRAV-TANK

POINTS: 1500

When the Eldar Empire spanned the galaxy from one side to the other, when the stars themselves lived or died by their hands, truly impressive were their machines of war. Vast grav-yachts, bristling with weaponry, plunged out of the webway to burn the enemy with plasma, flame, and light. The star dragon heavy tank employed a micro fusion reactor, directing the energy out of a tuned crystal where it could be used to cut a swathe in the enemy lines. The most ancient of Eldar can recall the days when the star dragons darkened the skies, although barely a handful are left now.



In Eldar mythology, the star dragon was a great beast that prowled in the blackness of space. When cornered by Kurnous, the great hunter, the star dragon breathed forth a brilliant light that blinded the god and allowed the star dragon to escape.

UNIT: 1 Star Dragon

TYPE: Super-heavy tank, Skimmer, Fast

STRUCTURE POINTS: 6 (18 Hull Points)

WEAPONS AND EQUIPMENT:

- One turret-mounted Nova Prism Cannon
- Two turrets, each with one Pulse Laser and one co-axial Bright Lance
- One twin-linked turret-mounted Starcannon

BS	ARMOUR		
	FRONT	SIDE	REAR
4	13	12	11

WEAPON	RANGE	STR	AP	SPECIAL
Nova Prism Cannon				
Focused	120"	D	2	Continuous Blast (4), Destroyer, Prism, Integrated Weapon, Primary Weapon
Dispersed	120"	6	4	Ordinance 1, 15" blast, Prism, Integrated Weapon, Primary Weapon
Pulse Laser	48"	8	2	Heavy 2
Bright Lance	36"	8	2	Heavy 1, Lance, Co-axial
Starcannon	36"	6	2	Heavy 2, Twin-linked

SPECIAL RULES:

Starshield: The Star Dragon grav tank is protected by a shimmering energy field. The tank has a 5+ invulnerable save, which increases to a 4+ invulnerable save if it has moved in this turn or in the previous turn. The tank is *Shrouded*.

Spirit Guides: The tank is covered in an array of precious gemstones containing the spirits of previous generations of the titan's pilots who may influence the control of the vehicle in desperate situations. If the Star Dragon suffers a Driver Stunned or Gun Crew Shaken result, these may be ignored on a D6 roll of 3 or more

Prism: The crystals mounted on a Star Dragon are several times the size of those on the more-common Fire Prism. The Star Dragon can join part with a Sunstorm Squadron, counting as four Prism Cannons on its own.

Integrated Weapon: The Star Dragon is as much a mobile weapon as a tank, with its systems deeply integrated into the maintenance of the Prism Cannon. When damage results are directed at the Nova Prism Cannon, the Eldar player may choose to apply any "Weapon Destroyed" applied to the Nova Prism Cannon results as "Drive Damaged" instead. The choice to transfer the damage must be made before the weapon makes its Primary Weapon save.