

# RESISTANCE UNITS

## MEHMED SEIGE TANK

### - EXPERIMENTAL RULES 1.0



The Mehmed variant of the Hannibal tank was not often fielded in the early stages of the Reconquest with good reason. Created as a siege tank, it was not as versatile as the Hannibal in the early years of the fight. At that time, the Resistance were focused on out-lying Scourge defences and testing the alien invader with hit and run attacks. Wasting precious heavy tanks in situations where they would not be useful was not a strategy that most Resistance Commanders were willing to countenance – they had not survived this long by being fool-hardy.

As the Reconquest efforts on many planets (most notably Eden Prime) moves from beachhead and foothold operations to direct assault and bastion eradication, the Mehmed is coming into its own by cracking defensive positions and breaking into fortified areas. The huge calibre of the tank's main armament excels at siege operations, destroying bunkers and heavily armoured emplacements with ease. Most effective when deployed into the thick of the fighting by Lifthawk, the Mehmed will proceed to grind forward, heavy armour taking punishment countering with pulverising volleys that crush any defiance from the enemy.

MEHMED SEIGE TANK	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	3"	A	2	45	VEHICLE	HEAVY	2/4 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HAMMER OF CONSTANTINE	11	1	2+	12"	12"	3"	F/S	DEMOLISHER-4
90MM CANNON	9	1	2+	∞	18"	3"	F(NARROW)	N/A
MACHINE GUN	3	3	3+	24"	12"	3"	F/S/R	N/A

*Transport: 1-2x AT-77 Lifthawk Dropship (2 Units each)*