

Chimera Bridge Layer



The Chimera Bridge Layer is a combat bridge layer designed to bridge impassible or difficult terrain. A simple concept dating back to the beginning of mechanized warfare, the bridge layer has seen many variations. The Chimera Bridge Layer was created for the Combined Adeptus Mechanicus-Imperial Guard Engineering Battalions and as much effort was made to retain the Chimera's transport capabilities it is most often issued to Imperial Guard Squads with Tech Adept Advisors.

Imperial Chimera Bridge Layer					
	Points	BS	Armor		
			front	side	rear
Chimera Bridge	85	3	12	10	10

Substitution: An Imperial Chimera Bridge Layer may be taken instead of a Chimera anyplace where a Chimera is taken as a dedicated Transport option.

Type: Tracked, Normal

Crew: 2 Guardsmen

Transport: 12, remember that Ogryns and models in terminator armor count as two models.

Fire Points: None

Access Points: 1 rear hatch

Options: The Chimera Bridge Layer may take any options available to an Imperial Chimera; The Chiemra Bridge Layer may take the weapon options available to a Chimera for the same listed cost.

Weapons: Unarmed

Modeling: The model was created using a Games Workshop Chimera model kit for the base. The crew compartment was then built up using plastic card. The bridge is from a now very hard to find model kit. Detail was added from various tank kits and the front door from a Land Raider was used for the rear door.

Games Workshop also has a Chimera Bridge Layer modeling guide on their website.

SPECIAL RULES

Bridge Layer: A Chimera Bridge Layer which does not move or shoot can deploy its bridge over any section of impassible or difficult terrain which is not forest, and does not rise higher than 2" above the point where the start and end point of the bridge are placed, which must be of equal height. Vehicles (including the Chimera Bridge Layer itself) may move over the bridge as a road. The Chimera bridge layer may retract its bridge in the same way it deploys it.