

APOLLO STRIKE WALKER - EXPERIMENTAL RULES 1.0



The Apollo is a high speed attack walker, generally fielded in flanking, interdiction or expeditionary operations where heavier walkers would be unsuitable. The Apollo is particularly adept at this role, since it is equipped with jump jets, allowing it to cover short distances in the air and at high speed. In addition to the speed advantage, this allows the Apollo to jump from behind structures and high cover, making it an excellent ambush predator. It can be armed with either a lighter version of the standard RX-1 Railgun or with the Manslayer, a conventional cannon armed with advanced, air-bursting munitions.

The Apollo is based around the lighter Type-3 Strike Walker chassis. Type-3 walkers are considerably faster than Type-1's and have only recently been observed on the frontline. Type-3 walkers are equipped with more powerful drive systems and better motion damping hardware than Type-1 and 2's, allowing their pilots to pursue a more aggressive stance than their peers. Apollo squadrons in particular attract younger, fiery pilots who are generally hand-picked for transition direct from Janus Scout Walker Squadrons.

APOLLO	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
GROUND MODE	B	6"	A	2	40/35	VEHICLE	SUPPORT	2/4/6 STANDARD	N/A	WALKER, TRANSITION
FLIGHT MODE	5	24"	A	2	40/35	AIRCRAFT	SUPPORT	2/4/6 STANDARD	S	TRANSITION, SHORT HOP*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX1-L RAILGUN (APOLLO-A)	10	1	2+	∞	24"	12"	F/S	
RX-13 MANSLAYER (APOLLO-B)	6	3	2+	48"	12"	12"	F/S	THROUGH COVER

*Transport**:* 1x Poseidon Heavy Dropship (6 units each) or 1-3 Neptune Medium Dropships (2 units each)

* **Special rule - Short hop:** The Apollo's jump jets can only be run intermittently and cannot be used in sustained flight. As such, an Apollo **MUST** end its move in Ground Mode and may not use Flight Mode on turn-1 of the game or in the same turn as Embarking or Disembarking.

** **Special rule - Air Drop:** Apollo Strike Walkers routinely use their jump jets to affect a rapid deployment from their parent dropship. When Disembarking, their parent dropship may use its full **Mv** value and does not have to land (the usual rules apply when Embarking). Note that this does not count as using Flight Mode, since it is a Disembark placement.

NOTE: This unit uses the new Transition mechanic and the Through Cover weapon type. Please refer to the '[Experimental Rules: New Mechanics](#)' document for rules.