

## HADES TYPE-4 WALKER - EXPERIMENTAL RULES 1.0



The Type-4 chassis Hades Super Heavy Walker is one of the largest frontline ground units yet encountered by the forces of the Reconquest. It is an armoured behemoth of staggering proportions, a pillar of strength and fighting prowess around which the centre of a PHR battlefield can be built.

It is armed primarily with a tail mounted Super-Heavy Rail Repeater, a weapon of epic proportions, awesome power and fearsome rate of fire.

The Hades is also armed with a less obvious, more insidious weapon. In the centre of the Hades' armoured hide lies the Nanomachine Hive. This technological marvel can expel vast clouds of nanomachines to attack enemy units or repair friendly units within range.

A pair of heavy RX-30 miniguns round off the Hades' impressive arsenal, firing at a calibre capable of engaging light vehicles and shredding enemy infantry unfortunate enough to be caught in the open!

At 135mm in length, the Hades is one of the largest, most imposing miniatures we have created so far. All the legs and arms are ball jointed and the tail and Rail Repeater are fully positionable.

For those keen dropship-modellers out there, the tail can fold flush with the body to allow it to fit under a Poseidon Heavy Dropship, providing that the legs have been posed to correspond with the six mount points under the Poseidon's hull.

HADES TYPE-4 WALKER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A	8	205	WALKER	HEAVY	1 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SUPER-HEAVY RAIL REPEATER	12	3	2+	∞	36	4	F/S	STRAFE*
RX-30 MINIGUN (LEFT)	6	3	2+	48	18	4	F/S (LEFT)	N/A
RX-30 MINIGUN (RIGHT)	6	3	2+	48	18	4	F/S (RIGHT)	N/A
BLACK NANOMACHINE SWARM**	10	1	2+	18	18	4	F/S/R	ALT-1, IF, AREA-M
REPAIR NANOMACHINE SWARM***	N/A	1	1+	18	18	4	F/S/R	ALT-1, IF

Transport: 1x Poseidon Heavy Dropship (1 unit each)

\* **Special rule - Strafing Fire:** This weapon may allocate its shots to multiple targets, providing that each target Unit/ Structure is within 3" of another Unit targeted by this weapon and may normally be fired upon (i.e. is in Line of Sight, range etc).

\*\* **Special rule - Black Nanomachines:** This weapon cannot target or damage structures.

\*\*\* **Special rule - Repair Nanomachines:** This ability counts as a weapon shot and follows all the normal rules for weapons (Line of Sight etc). It normally hits on a 1+ (i.e. automatically) and may only be fired against damaged friendly Units. Its accuracy may be modified by such things as command cards and indirect fire in the usual way. A successful hit replaces 1 lost Dp from the target Unit. The Hades may target itself with this weapon.