

## NEMESIS COMMAND WALKER

### - EXPERIMENTAL RULES 1.0



This PHR command unit has been seen only fleetingly in previous battles. Confirmation of this command vehicle's very existence has been hard to verify given the lack of solid evidence and very few first-hand accounts as there so few survivors. It is likely that the Nemesis has been mistaken for the Hades in previous encounters, but hard intel from the Atlantia front has shown the clear difference in walker armament.

Its mandible weapons are the equal of two smaller walkers combined, but are only a sideshow to the construct's main gun – The Nemesis Laser. This fearsome tail gun has a seemingly infinite range, and has the ability to punch through the toughest armour with ease while causing maximum devastation. The Nemesis is deployed when implacable advance is needed; a mobile wall of firepower that grinds the foe to dust.

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

NEMESIS	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A	8	190	WALKER	COMMAND	1	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX1-L RAILGUN (LEFT)	10	1	2+	∞	24"	4"	F/S (LEFT)	N/A
RX1-L RAILGUN (RIGHT)	10	1	2+	∞	24"	4"	F/S (RIGHT)	N/A
NEMESIS LASER	12	1	2+	∞	∞	4"	F/S	DEVESTATOR-2