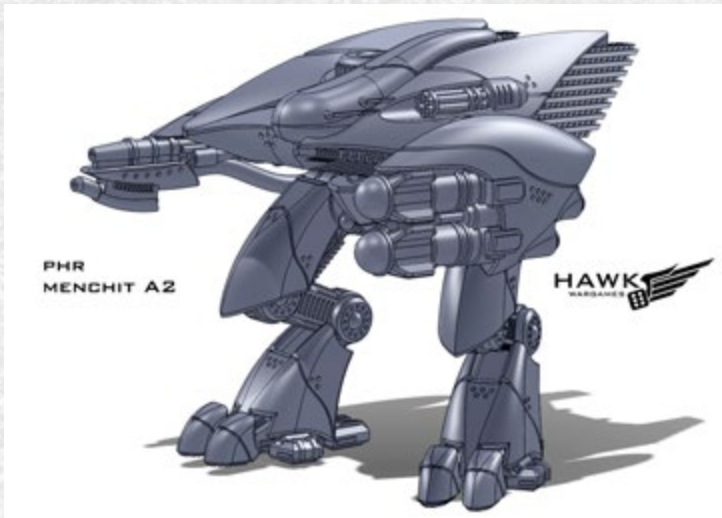


MENCHIT A2 - TYPE 1 BATTLE WALKER - EXPERIMENTAL RULES 1.0



The Menchit A2 represents a change from the usual PHR combat doctrine of task-specific units working in harmony for a finite goal. The Unit is deployed for close support and often in limited engagements or as reinforcement when PHR army groups are clearly on the back foot. So far the A2 seems to have a first wave assault or a fire-fighting roll – which is ironic given its weapons loadout.

Similar to the solely anti-infantry Menchit A1, the A2 sports the RX-666 Flamethrower which cuts a swathe through infantry units, cover or no. However it replaces the torrent of lead that its cousin's minigun triad provides with limited anti-tank capability. This comes in the form of two javelin missiles – large payload, short

ranged munitions designed to be the decisive armour killers. The size and limited numbers of these per unit indicate that they are for direct and sudden attacks and blunting armoured assaults to cover extraction rather than prolonged engagements.

MENCHIT A2	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	3"	A	2	42	VEHICLE	SUPPORT	1-6 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-666 FLAMETHROWER	4	8	3+	9"	9"	3"	F/S	CA-1, FLAME
RX-20 MINIGUN	3	3	3+	36"	12"	3"	F/S	CA-1
JAVELIN MISSILES	10	1	2+	48"	12"	3"	F/S	CA-1, L-2, DEVESTATOR-2

Transport: 1x Poseidon Heavy Dropship (6 units each), 1x Njord Heavy Dropship (4 units each) or 1-3 Neptune Medium Dropships (2 units each). May share 1x Poseidon Heavy Dropship or 1x Njord Heavy Dropship with another Type-1 Squadron, the total number of vehicles must equal 6 or 4 respectively.