

THOR BOMBARD

- EXPERIMENTAL RULES 1.0



The Thor Bombard is rightly named after an ancient Earth Deity of war and thunder. It sports the 'Mjolnir' artillery system comprising four multiple launch howitzer barrels firing in synchronised order to carpet the target area in fire and death.

The Thor is usually deployed out of sight of possible enemy retaliation where it can strike with the maximum damage and minimum risk to itself. From there, the rapid and constant rain of shells that it deluges onto the foe is enough to make even the bravest warrior quake with terror. It is far and away the premier saturation bombardment vehicle of choice for PHR Commanders, literally hammering any possible opposition into submission. Working

in harmony, these weapon platforms are best employed in concert, where the relentless rain of munitions can overwhelm countermeasures at extended ranges.

THOR BOMBARD	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	7	6"	A	2	40	VEHICLE	HEAVY	2/4 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MJOLNIR ARTILLERY SYSTEM	11	1	3+	N/A	N/A	0"	F/S/R	BARRAGE-2

Transport: 1-2x Neptune Medium Dropship (2 units)