

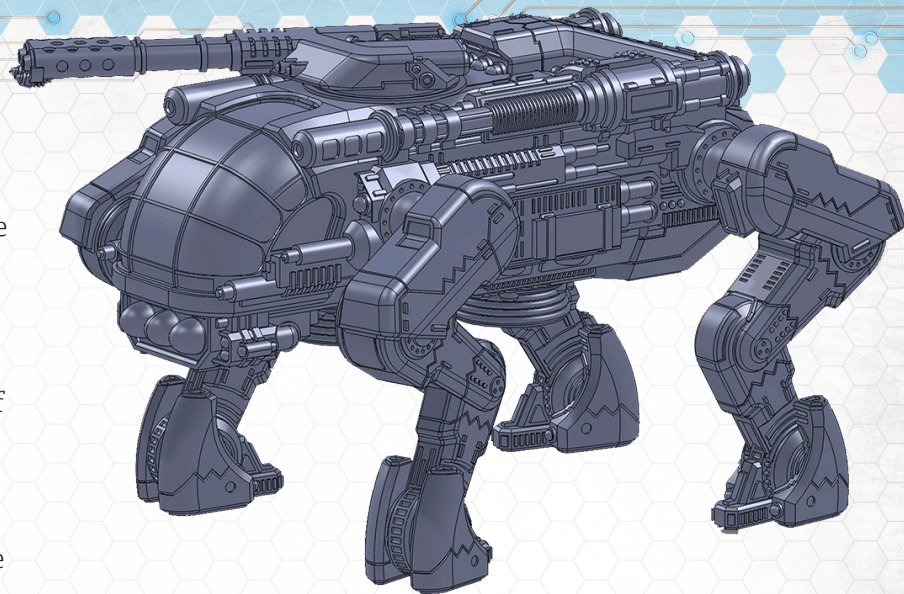
EAA COLUMBUS BATTLEWALKER

The Columbus was the first full production walker-type unit to enter military service before the Scourge invasion. This was something of a testbed for technologies which would go on to influence future armies. Pre-war, its primary purpose was heavy recon and escort for Jugger-nauts as they explored the hazardous jungles of the cradle worlds.

The project was ruinously expensive, with each unit costing thirty times that of a Hannibal Main Battle Tank, once development costs were factored in. As such, the UCM quickly abandoned the concept. However, the PHR would use the Columbus as the basis for a whole family of walkers for which the Republic is justly famous.

It is far heavier than a PHR Type-1, but not much taller. With four legs, it is more resilient but less 'poised' in combat. It packs considerable firepower, in the form of two hull mounted 120mm Punisher Cannons and a chin-mounted missile pod. A turret-mount is also available, for either a twin heavy machinegun or flamethrower. Unusually, it features short burn arrestor retros on its underside, allowing it to be deployed by freefall. This was due to the lack of landing sites in jungle locations, but the military soon exploited this unusual ability to deploy them as infiltrators.

Today, the type sees service primarily with the Resistance and Kallium, which occasionally builds these new. A small number are still in service with the UCM and PHR, who inherited them after the Scourge invasion and keep them on hand for when their unusual combination of abilities is useful.





EAA COLUMBUS BATTLEWALKER

70 PTS



MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A	14	3	WALKER	-

SQUAD SIZE: 1-3

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN PUNISHER CANNONS	3"	F	∞	18"	2	2+	10	-
MISSILE POD	-	F/S	36"	9"	1	3+	8	PENETRATIVE
AA CANNON	-	F/S/R	36"	18"	2	3+	6	AA-2
FLAMETHROWER	-	F/S/R	6"	6"	4	3+	4	FLAME

MAY SWAP AA CANNON WITH FLAMETHROWER.

RETRO THRUSTERS

When deploying this squad, you may declare that it will deploy via Retro Thrusters. It is placed in Reserve. An Infantry unit may use one action during their activation to call in this squad from In Readiness. Place 1 unit from this squad within 6" of one of the Infantry units. Then place any other units from the squad within coherency. All of these units must be placed on Passable terrain, and cannot be placed within 3" of enemy units. The squad is free to activate during their Battlegroup's activation, but any Shooting attacks made by them suffer a +2 penalty to their Accuracy.

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This squad may be taken in UCM, PHR, and Resistance armies.

EXPERIMENTAL V.1