

## ANNIHILATOR

### - EXPERIMENTAL RULES 1.0



The Annihilator is a towering artillery walker of titanic proportions. Armed with the awesome Plasma Bombard, the Annihilator can decimate enemy units from a longer range than almost anything else in the Scourge armoury. Annihilators are only brought to the frontline against tenacious opposition, when the Scourge wish to utterly crush all those who oppose their will.

The Annihilator is an unusual vehicle in that it can transition to flight mode, thus dispensing with the need for a dropship. However, it cannot fire its weapon while airborne since all its power generators are required to keep its vast superstructure aloft. It is also more susceptible to crippling damage whilst airborne due to its running engines and precarious flight envelope.

Although they are mercifully rare, a single Annihilator can force an entire opposing force to change its battle plan. It's Plasma Bombard is an energy weapon of monstrous scale and earth-shattering power. Rather than a directed burst, the Bombard delivers death to a wide area, transforming whole enemy squads to molten glass in microseconds. Prudent adversaries have already learned to disperse their tank formations to try and minimise the carnage. Adding to this tactical nightmare, the Plasma Bombard fires its weapon in a high arc, thus allowing the Annihilator to rain fire from a concealed position.

ANNIHILATOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
GROUND MODE	7	2"	A	6	175	VEHICLE	SUPPORT	1 STANDARD	N/A	WALKER, TRANSITION*
FLIGHT MODE	5	18"	A	6	175	AIRCRAFT	SUPPORT	1 STANDARD	L	TRANSITION*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA BOMBARD*	11	1	4+	24"	24"	0"	F	IF, AREA-L, DEMOLISHER 2

\* This weapon may not fire in Flight Mode

**NOTE:** This unit uses the new Transition mechanic. Please refer to the ['Experimental Rules: New Mechanics'](#) document for rules.