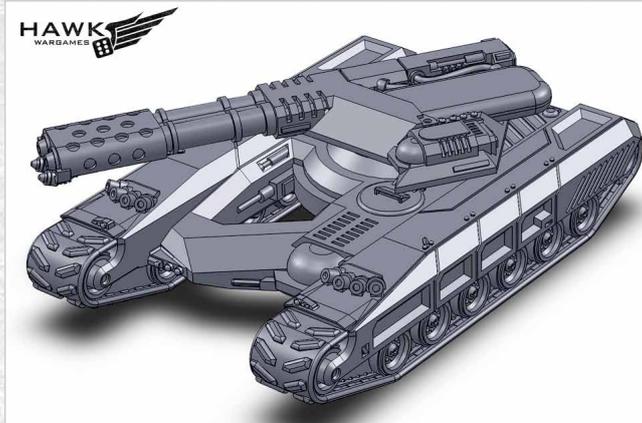


FIREBLADE LIGHT TANK

- EXPERIMENTAL RULES 1.0



The Fireblade is based on the same chassis as the Katana and features the same increased speed as its sister. Unlike the Katana, the Fireblade has a very specific battlefield role; to expunge enemy infantry from structures with its formidable flamethrower!

FIREBLADE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	6"	A	1	32	VEHICLE	SUPPORT	3/6/9 STANDARD	SMOKE LAUNCHER*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
FLAMETHROWER	4	6	3+	6"	6"	6"	F/S/R	FLAME

Transport: 1 x Albatros Heavy Dropship (9 units each) or: 1-3 x Condor Medium Dropship (3 units each). May share 1 x Albatros Heavy Dropship with another Fireblade Squad or Katana Squad. The total number of vehicles must equal 9.

*** Special rule - Smoke Launcher:** *Once per game, on a turn when this unit does not fire a weapon, it may instead use its smoke launchers. Weapons fired against this Unit suffer a +2 Ac modifier. This effect applies until this unit is next activated. Using the Smoke Launcher does not count as firing a Weapon, so may be used in the turn it deploys.*