

## KATANA LIGHT TANK

### - EXPERIMENTAL RULES 1.0



The Katana is built upon a lighter, nimbler version of the more common Sabre-type chassis. In a further effort to save weight, UCM military engineers have also adopted a less power-hungry weapon system; a twin high-velocity cannon, the UM-88T. This armament has a superior rate of fire to the more common railgun, although it does not have quite the same punch or range.

Katanas are typically deployed as flanking units and in theatres where extended time in the field are required. As such, they are becoming an increasingly common sight in UCM advance strike forces and even as armoured support for mobile scout groups. Due to its somewhat lower tech configuration than the Sabre it can also be

manufactured in smaller, less advanced facilities than the vast armour works on Ferrum.

KATANA	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	6"	A	1	30	VEHICLE	STANDARD	3/6/9 STANDARD	SMOKE LAUNCHER*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN CANNON	9	2	2+	48"	18"	6"	F/S/R	N/A

*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 Katana Squad or Fireblade Squad. The total number of vehicles must equal 9.*

**\* Special rule - Smoke Launcher:** *Once per game, when no units in this squad shoot, the squad may instead use its smoke launchers during its activation. Weapons fired against units in this squad suffer a +2 Ac modifier until it is next activated. Using Smoke Launchers does not count as shooting.*