RETALIATOR
- EXPERIMENTAL RULES 1.0

UCM
SERAPHIM RETALIATOR

New operational parameters and a changing landscape have meant new thinking for many UCM designs. The production of the Seraphim Retaliator is a direct response to these changes, most notable in topography and enemy tactics. The Seraphim was originally designed to test Human Plasma weaponry and deliver a structure-levelling payload, and is frighteningly effective at both.

However battlefronts such as Star Casablanca on Eden Prime and the outskirts of Granum on Elysium Prime are either too spread out or too densely populated with structures to make a single strike worthwhile.

The Retaliator has a more obtuse approach. Instead of attacking singular buildings or ground targets, it saturates an area with a deadly payload of multiple high-explosive missiles. This is highly effective against enemy armour and dug-in units alike, and has a sweeping (if unsubtle) destructive impact on multiple small structures in one area. The crew can then trigger the Havenfire system to mop up any units hardy – or foolhardy – enough to be in the target area.

Retaliator	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	7	FM	A	2	115	Aircraft	Air	1-2 Open	M	Lumbering*

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Heavenfire, Focused Pattern	12	1	2+	6"	6"	N/A	F (Narrow)	Alt-1
Heavenfire, Wide Pattern	4	1	2+	6"	6"	N/A	F (Narrow)	Alt-1, Area-M
Missile Cluster	10	1	3+	N/A	N/A	N/A	F (Narrow)	Alt-1, Barrage-3**, L-2

*Special Rule - Lumbering: The Retaliator completes its attack run in steady, level flight. As such it is vulnerable to pursuing interceptors on its tail. Interceptors which follow the Retaliators's movement corridor may ignore the +2 accuracy penalty normally incurred durring an intercept.

**Special Rule - Independant Firing: Multiple Retaliators in the same squad do not combine thier barrage values when firing and resolve theit shots as if they were separate sqauds.