

STORM ARACHNS

/type.troops/storm_arachn

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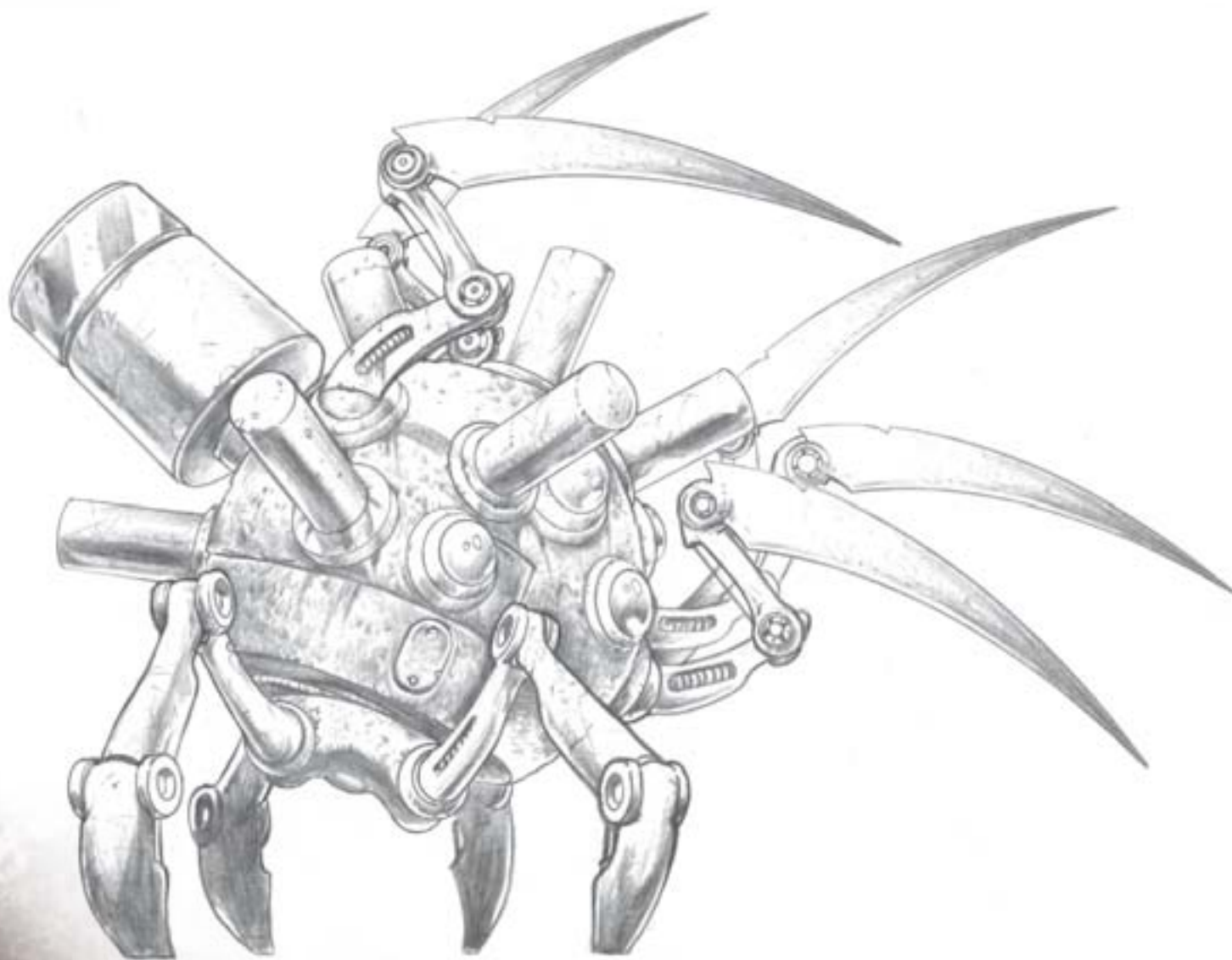
/technical_details

The storm arachns are type 1.2 attack systems assembled with a set of reaper blades and an anti-tank explosive charge. They benefit from decent close combat skills, even against armored fighting vehicles though more limited. Just like the grim arachns, their compact design helps them make the most of any obstacle and keep behind cover while their advanced sensors (vibration and motion) locate all the available targets within range. Their low production cost is less significant an advantage than for the grim arachns since these attack systems are designed to be sacrificed.

TACTICS

As anti-personnel units, they move at high speed, from cover to cover, until they reach a target they engulf with sheer numbers. Against tough enemies and targets whose tactical interest is high, they can use their explosive charges to secure the complete and definitive destruction of the enemy.

As anti-tank units, storm arachn units can count on their numbers to dash to their target, try to destroy it with their reaper blades and blow themselves up, preferably in contact with several enemy armored fighting vehicles. No one, not even class 3 "support" combat striders, is safe from the storm arachns' anti-tank charges.





Unit composition

Type: 1.

Numbers: 6 to 12.

Standard equipment: Reaper blades, explosive charge.

Optional equipment: Relay.

Special weapons: None.

Officer: None.

Equipment

Explosive charge: This equipment gives the “Autodestruct” ability. One or more storm arachn may be sacrificed during the unit’s activation. The explosion has area of 2 centered on each of the sacrificed fighters and Penetration/Damage 12/1.

Group sacrifice: This ability is activated when all the storm arachns of the unit use “explosive charge”. The player rolls as many dice for the Damage test as there are storm arachns in the unit. If at least one die indicates a success each enemy fighter in contact with a storm arachn of this unit suffers as many damage points as there were storm arachns.

Relay: This equipment can only be given to a unit leader. Activating a unit with a relay doesn’t cost any LP. This equipment is lost when the unit’s leader is eliminated.



battle_H/Babel

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/error_report

/situation synthesis.....

During attack 01, the .archn_1016 network unit sacrificed itself under the exit ramp of an aircraft, killing all the creatures/humans_UNA who were about to jump out. Because of the disturbances generated by the proximity of the vehicle’s reactors and the remnant ionization of the hull no data recovery was possible. However when unit .arachn_1032 was manufactured, it spontaneously renamed itself .archn_1016. It includes all the data from .arachn_1016, as well as records of its destruction.

/conclusion?

The soul exists.



Cost of a Storm arachn unit

EQUIPMENT	STANDARD NUMBER [1]	MAXIMUM NUMBER [2]	EXTRA FIGHTER
Standard	150 P.A.	300 P.A.	+ 25 P.A.
Relay	155 P.A.	305 P.A.	+ 25 P.A.
(1) 6 Storm arachns			
(2) 12 Storm arachns			