

CLATTERING MECHANICAL NIGHTMARE

AN ANCIENT HEAVILY ARMED AND ARMoured SERVITOR FOR SPECIAL SCENARIOS

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HAILING FROM MILLENNIA AGO, AN ANCIENT PRODUCT OF THE DARK AGE OF TECHNOLOGY. ARMED WITH A PAIR OF TWIN-LINKED HIGH POWER LASGUNS, A MISSILE LAUNCHER, PRECISE SENSORS AND A REALLY BAD ATTITUDE. IT CANNOT BE TAKEN AS PART OF A GANG AND IS INTENDED TO BE USED AS A SPECIAL OPPONENT IN SCENARIOS, USUALLY CONTROLLED BY A NEUTRAL ARBITRATOR OR THIRD PARTY.

BASIC STATS:

M	WS	BS	S	T	W	I	A	Ld
4	4	5	5	6	5	5	2	6

GENERAL SPECIAL RULES:

STAND OFF: The Clattering Mechanical Nightmare will never willingly enter close combat, and it will never run. Its programming is to stand off and shoot. It will never charge, but can still be charged by those insane enough to try. If engaged in close combat it will never break or attempt to disengage.

TARGETING MATRIX: The Clattering Mechanical Nightmare does not follow the usual shooting procedure. The Machine will always target the two closest standing enemies in line of sight and will fire at both in the shooting phase with its supercharged lasguns (one target per gun arm). The closest enemy is the primary target, the next enemy is the secondary target and must be within a 90 degree arc of the first in either direction (ie 180 degree arc centred on the primary target). If no secondary target presents itself, both arms will fire at the primary target. If there are multiple equidistant secondaries, the easiest to hit will be chosen, otherwise dice off to decide. You cannot opt to fire twice at the primary target with the gun arms if there is a secondary target available. You cannot opt to take a check to fire the arm guns at a different target. If it is engaged in close combat it cannot shoot with its arm weapons.

BOMBARDMENT: The missile launcher can be fired once per turn if the controlling player chooses. In order to fire it, the Clattering Mechanical Nightmare must not have moved that turn. It can be fired at any enemy within range and LOS - target priority does not matter. It can still fire its arm weapons in the same turn as the missile launcher. If it is engaged in close combat it cannot shoot with its missile launcher.

INFALLIBLE: The Clattering Mechanical Nightmare will not Fumble in close combat – multiple rolls of 1 are ignored.

LARGE TARGET: The Clattering Mechanical Nightmare counts as a large target for the purposes of being shot at.

HOLY SH*T: The Clattering Mechanical Nightmare causes Fear.

WEAPONS:

TWIN LINKED SUPERCHARGED LASGUNS (ON EACH ARM):

Short	Long	THS	THL	Str	Dam	Save	Ammo	Special
0-8	8-24	+1	-	4	1	-1	4+	Rapid (1), Ancient Tech

ANCIENT TECH: Connected directly to the power core of the machine, they cannot run out of ammunition. Failing an ammo roll means the ageing cooling systems have been overloaded and that arm weapon cannot be used for the entire next turn.

MISSILE LAUNCHER (FRAG):

Short	Long	THS	THL	Str	Dam	Save	Ammo	Special
5-20	20-72	-	-	4	1	-2	6+	Gas Cloud, Minimum Range

MISSILE LAUNCHER (KRAK):

Short	Long	THS	THL	Str	Dam	Save	Ammo	Special
5-20	20-72	-	-	8	D6	-5	6+	High Impact, Minimum Range

MINIMUM RANGE: The missile launcher has a minimum range of 5" due to being mounted high up on the carapace.

FRAGSTORM:

Short	Long	THS	THL	Str	Dam	Save	Ammo	Special
0	-	-	-	3	1	-1	4+	Gas Cloud, Defensive, Limited

DEFENSIVE: The Fragstorm is a series of explosive charges packed with shrapnel that detonate from the legs and torso of the Clattering Mechanical Nightmare. It can only be used if the Machine has been engaged in close combat and after a round of the combat has been fought. If the Clattering Mechanical Nightmare is still standing and there is a standing enemy in base to base contact, the controlling player can choose to set off a Fragstorm. Centre the Gas Cloud template on the Clattering Mechanical Nightmare, everyone under it is affected as if it were a frag grenade. Naturally, the machine is not harmed itself.

LIMITED: The Fragstorm must make an ammo roll each time it is used.

NOTES ON REPRESENTATION AND BALANCE:

A number of suitably large walkers can be used to represent the Clattering Mechanical Nightmare – a Space Marine Dreadnought, Ork Dredd, or any number of kitbashed and scratch built wonders. The rules were written on the basis of using an old Epic scale Reaver Titan with two Turbo Laser Destructor arms and a Multiple Rocket Launcher Pod.

Generally it should stand approximately 50mm tall and 35mm wide on a base 50mm in diameter. Much smaller than this and it runs the risk of being harder to shoot in many situations – it is a terrifying prospect to engage it, but should not be impossible to defeat with a concerted effort.



"Boss, there's something coming and it doesn't look pleased..."