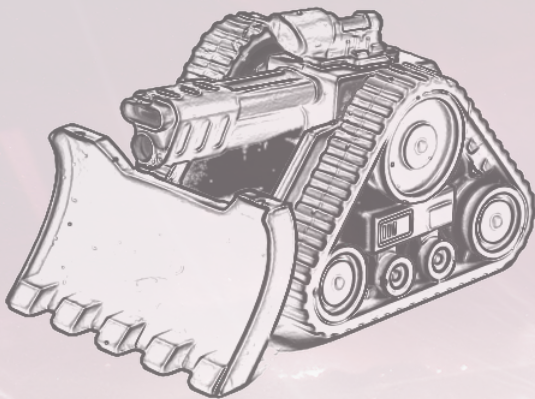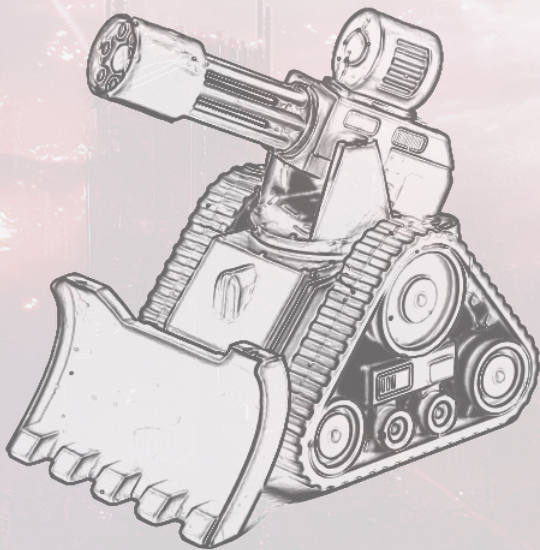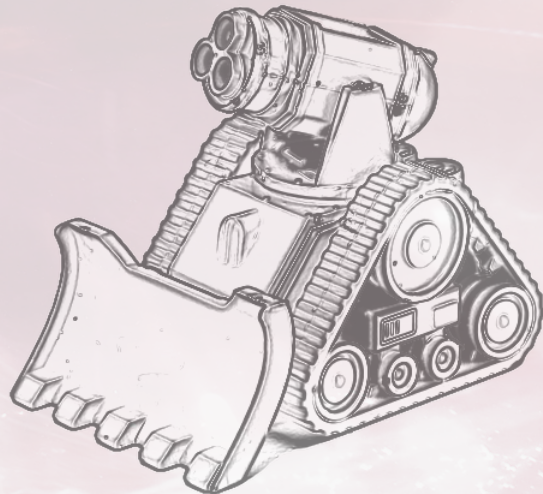# THUNDERBOLT SENTRY DRONE

Little more than a weapon mount added onto a multi-purpose motile unit with a low-range bot processor, the Thunderbolt is a common sight on frontier worlds lacking the budget for more advanced security bots. Thunderbolts will trundle around their assigned patrol areas, tracking for potential threats. When more direct action is required, nearby Bot Handlers can link into the Thunderbolt's comms network, prioritizing enemies and providing more advanced targeting data.
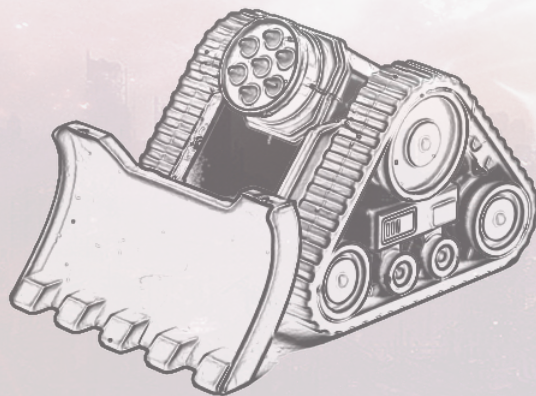
THUNDERBOLT SENTRY DRONE WEAPONS

MAGLOCK RAILCANNON

BOMBARDMENT CANNON ON ROTATING MOUNT

MAGLOCK CHAINCANNON ON ROTATING MOUNT

STRIKE MISSILE ARRAY

MODELING A THUNDERBOLT SENTRY DRONE

The Thunderbolt Sentry Drone is fielded on a 54mm base. The model shown here is a PDC Gaming Gun Carriage, which is available through the Maelstrom's Edge webstore, but you can use any appropriately-sized, suitable model.

THUNDERBOLT SENTRY DRONE

Points 12

Although possessing only limited autonomy, the Thunderbolt comes in handy when Epirian forces need some serious firepower in reserve.

MODEL NAME	MV	EVS	SKL	AV	CQA	FOR	WP	MODEL TYPE
Thunderbolt Senty Drone	2	1	2	4	1	8	5+	Vehicle

UNIT SIZE: 1 Thunderbolt Sentry Drone.

EQUIPMENT: Bombardment Cannon.

ABILITIES: Bot Protocol - Lock On, Scout.

OPTIONS:

- ◎ May replace Bombardment Cannon with:
  - ● Maglock Chaincannon: +0 pts.
  - ● Maglock Railcannon: +0 pts.
  - ● Strike Missile Array: +0 pts.
- ◎ May be equipped with Rotating Mount: +3 pts.

- ◎ Up to 2 separate Thunderbolt Sentry Drone units may be taken as a single **ANVIL** selection.

WEAPON NAME	RNG	SHO	PEN	DAM	SUP	TYPE	ABILITIES
Bombardment Cannon	36"	2+SB	3	1	2+	AoE, Superheavy	Indirect Fire
Maglock Chaincannon	36"	6	5	2	3+	Superheavy	
Maglock Railcannon	60"	3	6	3	2+	Superheavy	Armor Piercing
Strike Missile Array	30"	3	6	4	5+	Heavy	Armor Piercing, Guided

ABILITY & EQUIPMENT SUMMARY

ARMOR PIERCING: AV dice flips against this attack cost 1 more than usual.

BOT PROTOCOL – LOCK ON: During this unit's activation, if within command range of a Bot Handler, expend 1 CP to allow this unit to make a free Aim status action. This can allow the unit to make up to 2 Aim actions during a single activation.

COORDINATED BARRAGE: This unit gains +1 SHO to its weapons during a Fire action, provided it is within 6" of a friendly unit that also has the **COORDINATED BARRAGE** ability and who already shot at the same enemy target this turn.

GUIDED: When the target has at least one Painted token, this attack has unlimited range, does not require line of sight and each hit counts as 2 when blocked by the **DODGE** ability.

INDIRECT FIRE: May shoot at a target out of line of sight, but if so, fire with -1 SHO.

SCOUT: When deploying your force, this unit may set up in no-man's land, provided it is still entirely on your half of the table (measured from your reserve table edge). Alternatively, scout units in reserve may make a flanking maneuver.

DAMAGED: At FOR 4-5 weapons reduce SHO by -1. At FOR 1-3 weapons reduce SHO by -2.

UNIT DESIGNATORS: Bot Division, Robot, Solo

Ver: 2.0