Nova

The Nova is a small, unmanned scout jet that is piloted by a Cuirassier AI brain module. Developed to act as a forward observer for Propaganda forces, its systems are directly linked into those Mirrorman units on the ground. Utilizing the same stealth technology that Mirrormen have, the

Nova is able to blend in against the backdrop of the sky or any other atmospheric conditions, effectively making it appear almost invisible. Once spotted, a Nova will drop its camouflage and activate its armour coating. This catches any light, no matter how ambient, and projects it to blind its enemies to its real position. While not a very hardy craft, the Nova packs a pair of SSW4200P HMGs to deal with lightly armoured targets, as well as an SSW5500 Rocket Launcher in case it has to tangle with armoured foes.

183		TAT	ISTIC	5							
SP	CC/DEF	RS	WP	LD	BODY A/W	WEAPON A/W	WINGS A/W	Engines A/W	A-REAR	SZ	PTS
8	-/-	13	15	18	26/3	26/2	26/2	26/2	-3	3	80

TYPE: Light Vehicle, Flyer, Large Base COHERENCY: 18" DEPLOYMENT OPTIONS: Regular, Flank Deployment

SQUAD COMPOSITION: 1-3 Nova

EQUIPMENT: Twin-mounted SSW4200P 'Suppressor' HMG, SSW5500C Rocket Launcher, Chromebird Alloy Armour **SQUAD OPTIONS:** This squad may also be taken as a Light Vehicle choice in the Mirrorman Propaganda and Rise of the Machines special formations.

MAIN WEAPON:



ABILITIES: Hard to Hit (3), Mirrorman Uplink, Optical Camouflage, Repair (4), Shimmering Armour

Mirrorman Uplink: Before the game starts, one Mirrorman squad per Nova model may gain the Stalk Deployment. Optical Camouflage: This model may not be targeted by Ranged Attacks using Battle Focus.

Shimmering Armour: RES(1): Models targeting this model with a Ranged attack receive R(-6) to all Ranged Weapons. The model loses Optical Camouflage while this ability is active.

