

# CTL-F800 Emancipator Combat Aircraft

Designed by Lockmann Aeronautics, a Capitol subsidiary, and built using Venusian steels provided by the Bauhaus Megacorporation, the CTL-F800 is a brutal looking aircraft. Dubbed the "Emancipator", the thick, riveted plates on its wings are able to

withstand even the most damaging attacks from ground fire and continue flying. It is primarily used as an anti-armour role, as its main cannons are able to punch large holes into tanks with ease.

The plane's primary armament is a pair of 32mm heavy machineguns, nicknamed 'Spidershredders' in the aftermath of the Battle of Icaria Plains on Mars, which saw a pair of F800s decimate seventeen Wolf Spider transports, resulting in the crippling of the attacking Algeroth force. Under the main fuselage is mounted an MG-40 light machinegun loaded with tracer ammunition, which allows the pilot to mark their quarry easier. When an enemy force is known to be light on armoured support, the HMGs can be replaced by UEXP-31 'Hedgetrimmer' Cluster Rockets. These weapons are very effective with making bombing runs against infantry and light vehicles.

## Statistics

SP	CC/DEF	RS	WP	LD	HULL R/W	WPNS R/W	WINGS R/W	ENG R/W	R-REAR	SZ	PTS
7	-/-	12	13	15	28/4	27/3	28/3	27/3	-3	4	120

Type: Light Vehicle, Flyer, Cartel Agent, Large Base

Coherency: 18"

Deployment Options: Regular, Preemptive Strike

Squad Composition: 1-2 CTL-F800 Emancipators

Equipment: 2 32mm 'SpiderShredder' HMGs, Twin-linked MG-40 LMG (Tracer Ammo), Riveted Armour Plating

Squad Options: May replace its 2 32mm 'SpiderShredder' HMGs with 2 UEXP-31 'Hedgetrimmer' Cluster Rockets for free.

### Main Weapon:

32MM 'SPIDERSHREDDER' HMG			
R	ST	ROR	TYPE
24	10	3	R
Armour-Piercing (8), Pinning			

UEXP-31 'HEDGETRIMMER' CLUSTER ROCKETS			
R	ST	ROR	TYPE
24/SE	11	1	GR
Critical Force (2), Deadly, Precision (4)			

### Secondary Weapon:

TWIN-LINKED MG-40 LMG (TRACER AMMO)			
R	ST	ROR	TYPE
24	12	3	H
If any shots from this weapon hit the primary target, the target loses any cover bonus and Hard To Hit against any other attacks made from this model			

Abilities: **Aeroplane**, **Hard To Hit (2)**, **Paired Weapons (R/GR)**, **Repair (5)**, **Still Flying**

**Aeroplane:** This model must always move a minimum of its current SP. It ignores any effects that would cause it not to move. It always counts as Flying and may never land.

**Still Flying:** The Wings location gains Durable. If the Wings location is reduced to W(0), the model does not crash. It may still move and pivot, but suffers SP(-3).