War Machine Profile #2: IAR-2 Abolisher

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The Abolisher is a slightly older design that was once the CS's primary robot assault vehicle. Despite several shortcomings as a assault vehicle it performed reasonably well against the low level threats the CS faced at the time. Thankfully for the CS those threat levels in the early half of this decade (from 100 PA to 105 PA) was minimal compared to what it is faced with in 109 P.A.

Those shortcomings in part prompted the CS to design better robot vehicles, notably the Skull Smasher, as a replacement. With the arrival of that model, the Abolisher was relegated to a function it had always been better suited for, that of fire support. So let's look at how well it can perform that role.

Armor Protection
The Abolisher received an upgrade to its armor around 105 P.A. This enhancement, just over a 30% increase to its Main Body armor, is a major factor for the staying power of this huge unit.

Speed
Slightly slower than the latest CS models, the Abolisher's speed is still enough to allow it to keep up with the front armored elements or respond to new situations on the battlefield.

Firepower
The Abolisher has six big cannons, each facing a different direction. Obviously this allows the Abolisher to fire in any direction at any time. Each cannon is mounted in a ball turret, further enhancing its ability to target enemy units. The Abolisher also carries a large supply of ammunition, eliminating the need for a strong logistical support. Finally the entire upper torso of the Abolisher can rotate 360 degree's, allowing the crew to bring all six of the robots' cannons to bear on the same target if need be. These abilities make it highly ideal as a supporting unit. What the design lacks is secondary support weapons to defend it; it relies on escorting units for close-range defense.

Deployment
The Abolisher is best used in company (or a "battery" to use the artillery term) sized formations attached to a armored unit. However it needs bodyguard units, which commonly consist of Skelebots, up to a full squad for each Abolisher controlled by a crew member from inside the robot itself. Furthermore, each Abolisher platoon is also commonly assigned at least one Eagle Drone to use as a spotter unit for longer range targets. Each of these Abolisher units would also be assigned a support platoon comprised of technicians, sensor operators and additional security units, possibly in the form of Dog Boys.

Upgrades
Very few are really needed. Leg mounted grenade launchers, capable of discharging smoke or anti-personnel grenades would be a plus. GM's may also want to include using ammo comparable to that of the 200mm cannon found on the Iron Hammer to increase the overall usefulness of the Abolisher's design.

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