DREAMSNARE
- EXPERIMENTAL RULES 1.0

The Dreamsnare is a specialist Warstrider variant which carries an energy shield boosting relay device, improving the effectiveness of passive countermeasures on all nearby Shaltari units. This makes it an excellent support unit for the nucleus of any Shaltari Warhost. Tactically adept Shaltari Warchiefs can use modest numbers of Dreamsnares to maximum effect by rapidly relocating them to flashpoints where the fighting is fiercest.

The Dreamsnare also armed with a pair of twin, long-barrelled Microwave Cannons (an arrangement known as the Dragon Canon), giving it exceptional anti-infantry firepower. This supports Warstrider groups effectively, since Jaguars, Ocelots and Coyotes do not carry specialised anti-infantry weapons. The Dreamsnare can also concentrate all four of these formidable weapons onto a single target, delivering such energy that it can boil crews inside armoured vehicles, obliterate electronics and fuse moving parts into lumps of inanimate matter. This gives it powerful (albeit short ranged) anti-armour firepower.

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
Dreamsnare	9	4"	A, P5+	4	65	Vehicle	Support	1 Standard	Walker, Mass-3, *

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Dragon Canon	4	12	2+	18"	18"	4"	F/S (Left)	Alt-1, Through Cover
Dragon Canon	4	12	2+	18"	18"	4"	F/S (Right)	Alt-2, Through Cover
Concentrated Beam	12	1	2+	9"	9"	4"	F	Alt-1&2

* Special rule - Shield Boosting Relay: *This device improves the effectiveness of Shaltari energy shields. All friendly Shaltari units within 6" of the Dreamsnare (including itself) gain a -1 modifier to their Passive Countermeasures value (but only if they have one). Measure this distance as you would measure weapon range. This effect is NOT cumulative if multiple Dreansnares are in range.*

NOTE: This unit uses the Through Cover weapon type. Please refer to the *‘Experimental Rules: New Mechanics’* **document for rules.**