

SHALTARI UNITS

RONIN

- EXPERIMENTAL RULES 1.1



Ronin are the frontline assault troops of the Shaltari. Their primary role is to strike first and from unexpected places. Every one of these individuals lives for nothing but war, an obsession that is all-consuming and unyielding. In battle they favour heavy warsuits – towering constructs that emulate the joys of physical combat but on a much larger scale.

Though far too large to enter buildings, these suits are nonetheless surprisingly agile for their size. Armed with a pair of Gauss Carbines, they dart and weave across the open battlefield, delighting in the destruction they bring to bear on the foe.

RONIN	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	4"	A*/ P6+	1	20	VEHICLE	EXOTIC	3-6, STANDARD	MASS-0.5/FD.5, ALPHA STRIKE**

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GAUSS CARBINE	9	1	2+**	∞	12"	4"	F/S/R	SC

* **Active:** These Active Countermeasures only take effect against weapons of E6 or less.

****Special Rule - Alpha Strike** - You may prematurely activate this squad at the beginning of the turn before either player activates their first battlegroup. If two or more units have this special rule, dice off; the winner chooses who goes first, with any remaining squads activating alternately. Alpha Strike is superseded by the 'Quick Thinking' Card, which takes effect before any units with this rule. If you choose to use this rule, this unit suffers an Ac +1 modifier.