

TOTEM WARSPIRE

- EXPERIMENTAL RULES 1.0



The Totem is a particularly unusual unit, even for the Shaltari! It has a crew of one Shaltari, who sits within an armoured chamber at the base of the construct. A Warspire is essentially a towering, immobile emplacement. The Totem's primary function is to protect a building by projecting an all-encompassing energy shield over the entire structure. This Passive Countermeasures system increases the survivability of the building, allowing Shaltari troops inside to carry out their mission with a diminished chance of having the building demolished on top of them!

This is not, however, the Totem's only role - it can also focus its vast energy reserves into wild bursts of power, shattering armour and melting flesh. This gives the Totem a deadly (albeit fairly short-ranged) offensive capability. This can be particularly useful to Shaltari commanders late in the battle, when its primary role has been fulfilled.

The Totem also has the rare ability of being able to unleash one of these systems immediately after being Materialised from a Gate (or before Dematerialising - but not both!). This snake-like ability to strike instantly is granted by the Totem's vast power generator and its lack of mobility, since all this raw power can be channelled to weapons.

TOTEM WARSPIRE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	0	A, P5+	4	55	VEHICLE	SUPPORT	1 STANDARD, MASS-3	N/A*

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ENERGY BEAM	12	1	2+	12	12	0	F/S/R	ALT-1
ENERGY SHIELD	N/A	1	N/A	6	6	0	F/S/R	ALT-1, SHIELD**
ENERGISED ATMOSPHERE	6	3	3+	6	6	0	F/S/R	AA

* **Special rule - Lighting reflexes:** Warspires utilise all of their vast energy reserves for weapons power since they have no mobility drives. This Unit may fire weapons on the same turn as Materialising/ Dematerialising from a Gate, but may NOT do both and shoot in the same turn (i.e. it may Materialise and fire immediately OR it may fire and then Dematerialise in the same turn).

** **Special rule - Structure Shield:** This ability counts as a weapon shot and follows all the normal rules for weapons (Line of Sight etc). It hits automatically. A hit grants the Structure a 5+ Passive Countermeasures save until the Totem is next activated or Dematerialised. This effect is removed instantly if the Totem is destroyed.