




All Shaltari Units

Please be aware that Dropzone Commander unit stats are a living document so this is subject to change usually every 6 months. A post will be made on the Community site: <https://community.ttcombat.com> when changes are made.

Command Units

Command	Coyote	95pts	 6		
MV	CM	A	D	TYPE	SPECIAL
4"	A,P4+	14	4	Walker	

Command	Command Module x 1	0pts		Total Cost: pts	
MV	CM	A	D	TYPE	SPECIAL
0"	A,P3+	11	1	Tank	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon	4"	F/S (Left)	∞	24"	1	2	10	

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon	4"	F/S (Right)	∞	24"	1	2	10	

Eject!: If this unit is destroyed, roll a 4 dice. Place the Command Module within that many inches, no higher than 8" above ground level. The Command Module is best represented by the turret top of the Coyote or a small token. If there was a Commander in the Coyote, it survives in the Command Module. The Command Module is counted as the same Battlegroup as the Coyote was.



Command	Puma	145pts	 6	
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MV CM A D TYPE SPECIAL

4" A,P4+ 14 5 Walker

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon	4"	F/S (Left)	∞	24"	1	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon	4"	F/S (Right)	∞	24"	1	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Sonic Cannon	4"	F/S	36"	24"	1	3	8	Devastator-4 (Scenery)


Clairvoyance: When drawing Command Cards, draw one extra to your highest CV and discard 1 of your choice from your hand.

Command	Gharial	110pts	 6	
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MV CM A D TYPE SPECIAL

6" A, P4+, E+2 12 4 Skimmer



Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Microwave Cannon	6"	F/S	12"	12"	2	2	12	Alt-1
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Microwave Cannon	6"	F/S	6"	6"	6	3	5	Alt-1, Flame
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Neutron Launcher	6"	F/S (Left)	12"	12"	1	3	10	L-1, Area
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Neutron Launcher	6"	F/S (Right)	12"	12"	1	3	10	L-1, Area



Command	Frostdrake	175pts							
MV	CM	A	D	TYPE	SPECIAL				
20"	A,P5+,E+1	10	6	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Disruption Cannon		10"	F	48"	48"	1	3	6	Disruption, Area
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon (Wide Beam)		10"	F/S/R	18"	18"	12	3	4	Alt-1, Through Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon (Concentrated Beam)		10"	F/S/R	9"	9"	1	3	9	Alt-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Foe Crusher Cannon		10"	F	18"	18"	1	3	12	Devastator-3 (Tank, Vehicle)

Disruption: If the target of this weapon is within 24", increase its Energy by 2. If the target is within 12", instead increase the Energy by 4.



Foe Crusher Cannon: When firing the Foe Crusher Cannon against Large targets, add 1 to the Devastator Value.


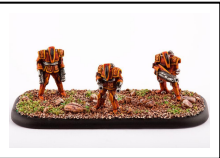
Standard

Standard	Tomahawk	35pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
9"	A, P5+, E+2	12	1	Skimmer					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon		6"	F/S/R	∞	24"	1	2	10	



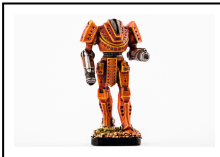
Standard	Tarantula Battle Strider	50pts	 3								
MV	CM	A	D	TYPE	SPECIAL						
6"	A,P5+	13	2	Walker							
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special		
Gravity Cannon		6"	F/S	18"	18"	1	2	10	Devastator-2 (Tank, Walker)		
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special		
Laser Pod		6"	F/S	∞	∞	1	2	7			
Climber: Instead of making a normal move, this unit may climb/descend to/from the roof of a structure less than 7” high if it is within 2” of any wall. To do so, place the unit on the roof/ground and within 4” of its starting point (measured along ground level). This counts as a 6” move.											
Gravity Cannon: When firing the Gravity Cannon against Large targets, add 1 to the Devastator Value.											



Troops

Troops	Pungari Auxiliaries	20pts	 1																																										
MV	CM	A	D	TYPE	SPECIAL																																								
2"	-	6	5	Infantry 5+																																									
<table><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Discus Launchers</td><td>-</td><td>F/S/R</td><td>18"</td><td>6"</td><td>10</td><td>5</td><td>3</td><td>Reduced-2</td></tr><tr><td colspan="2">Name</td><td>M&F</td><td>ARC</td><td>Rf</td><td>Rc</td><td>Shots</td><td>Acc</td><td>Energy</td><td>Special</td></tr><tr><td colspan="2">Fists</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>5</td><td>0</td><td>2</td><td>Reduced-1</td></tr></table>						Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Discus Launchers		-	F/S/R	18"	6"	10	5	3	Reduced-2	Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Fists		-	F/S/R	CQ	CQ	5	0	2	Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																				
Discus Launchers		-	F/S/R	18"	6"	10	5	3	Reduced-2																																				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																				
Fists		-	F/S/R	CQ	CQ	5	0	2	Reduced-1																																				
Horde: If this squad has at least 2 units remaining it may re-roll the dice when making a Search action. Subservient: If at least one unit in this squad is within 3" of another friendly Infantry unit without this special rule when taking a Fortitude Test, increase their Fortitude to 3+ for the roll.																																													



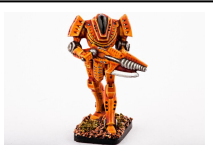
Troops	Braves	35pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
3"	A	9	3	Infantry 2+	Resilient				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Discus Launchers		-	F/S/R	18"	6"	8	3	3	Reduced-4
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Rifle		0"	F/S/R	∞	18"	1	2	9	Penetrative
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Warsuits		-	F/S/R	CQ	CQ	6	0	3	Reduced-2
Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, re-roll successful Collateral Damage hits against this unit.									




Exotic

Exotic	Ronin	15pts	 1	 1					
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P6+	10	1	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Carbine		-	F/S/R	∞	12"	1	2	9	Penetrative
Heavy Warsuit: This unit’s Active Countermeasures only take effect against weapons of E6 or less. Lightning Reflexes: This unit may shoot before Embarking, and suffers no penalties to shooting when Disembarking.									



Exotic	Firstborn	48pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
3"	A	9	3	Infantry 2+	Dodge 4+				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Energy Swords		-	F/S/R	CQ	CQ	3	0	6	Alt-1, Reduced-1
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Wave Pistols		-	F/S/R	CQ	CQ	12	0	3	Alt-1, Reduced-4
Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, re-roll successful Collateral Damage hits against this unit.									

Scout



Scout	Samurai	20pts	 1	 1					
MV	CM	A	D	TYPE	SPECIAL				
4"	A*,P6+	10	1	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Bio-Atomiser		4"	F/S/R	6"	6"	2	3	5	Flame
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Energy Blade		4"	F/S/R	2"	2"	1	2	11	Penetrative, Melee
Heavy Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less.									
Melee: This weapon can target any unit which has any part of it's miniature within range and can be used in Base to Base contact.									



Scout	Yari	20pts	 2	 2					
MV	CM	A	D	TYPE	SPECIAL				
12"	A, P5+, E+2	10	1	Skimmer					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Microwave Gun		6"	F/S	12"	12"	6	2	4	Cover (Soft)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Light Ion Cannon		6"	F/S/R	18"	18"	1	3	6	AA-2
May swap Microwave Gun with Light Ion Cannon for +5pts.									


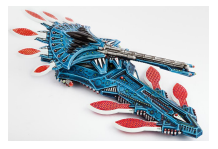
Heavy



Heavy	Caiman Heavy Grav-Tank	100pts	 6		
MV	CM	A	D	TYPE	SPECIAL
6"	A, P5+, E+2	12	4	Skimmer	



Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Triad	6"	F/S	∞	36"	3	2	10	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Laser Pod	6"	F/S (Right)	∞	∞	1	2	7	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Laser Pod	6"	F/S (Left)	∞	∞	1	2	7	

Heavy	Leopard	75pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P5+	14	4	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon		4"	F/S (Left)	18"	18"	12	2	4	Alt-1, Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon		4"	F/S (Right)	18"	18"	12	2	4	Alt-2, Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Concentrated Dragon Beam		4"	F	9"	9"	1	2	12	Alt-1, Alt-2
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Thermal Lance		4"	F/S/R	9"	9"	2	2	12	


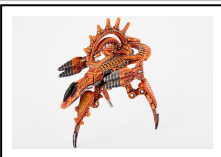
Heavy	Panther	125pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P5+	14	4	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Particle Triad		2"	F/S/R	∞	∞	3	2	8	AA



Heavy	Crocodile	115pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
6"	A, P5+, E+2	12	4	Skimmer					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Particle Cannon (Low Power)		6"	F/S/R	∞	∞	1	2	10	Alt-1, Devastator-2 (Scenery)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Particle Cannon (High Power)		0"	F/S/R	∞	∞	1	2	13	Alt-1, Devastator-2 (Vehicle), Devastator-4 (Scenery)
Awesome Power: This unit's weapons ignore all Countermeasures including Passive and Evasion.									



Heavy	Jaguar	110pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P5+	14	4	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon		4"	F/S (Left)	∞	24"	1	2	10	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon		4"	F/S (Right)	∞	24"	1	2	10	
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Ion Cannons		4"	F/S/R	18"	18"	4	3	6	AA-2



Heavy	Ocelot	95pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P5+	14	4	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Particle Cannon		2"	F/S/R	∞	∞	1	2	13	Devastator-4 (Scenery), Devastator-2 (Vehicle)
Awesome Power: This unit's weapons ignore all Countermeasures including Passive and Evasion.									

Support

Support	Dreamsnare	85pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
4"	A,P5+	14	4	Walker					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon		4"	F/S (Left)	18"	18"	12	2	4	Alt-1, Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon		4"	F/S (Right)	18"	18"	12	2	4	Alt-2, Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Concentrated Dragon Beam		4"	F	9"	9"	1	2	12	Alt-1, Alt-2
Shield Boosting Relay: All friendly Shaltari units (including this one) with Passive Countermeasures gain a -1 modifier to their Passive Countermeasures save if they are within 6" of this unit (for example a 5+ becomes a 4+). A squad can only be affected by a single Shield Boosting Relay at any time.									

Support	Kukri	40pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
9"	A, P5+, E+2	12	1	Skimmer					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Ion Cannons		4"	F/S/R	18"	18"	4	3	6	AA-2

Support	Firedrake	135pts	 6						
MV	CM	A	D	TYPE	SPECIAL				
20"	A, P5+, E+1	10	5	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Disruption Cannon		10"	F	48"	48"	1	3	8	Disruption, Area
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Dragon Cannon		10"	F/S/R	18"	18"	12	3	4	Alt-1, Cover (Soft, Body)
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Concentrated Dragon Beam		10"	F/S/R	9"	9"	1	3	9	Alt-1
Auxiliary Gate: If any unit embarks or disembarks from this unit during a round, it cannot shoot its weapons. Disruption: If the target of this weapon is within 24", increase its Energy by 2. If the target is within 12", instead increase the Energy by 4.									

Support	Totem Warspire	50pts	 6	
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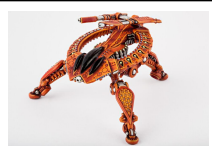
MV CM A D TYPE SPECIAL

0" A,P5+ 13 4 Tank

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Energy Beam	0"	F/S/R	12"	12"	1	2	12	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Energized Atmosphere	0"	F/S/R	6"	6"	3	3	6	AA-2

Shield: Once per activation choose a scenery piece in Line of Sight within 6". This selected item gains 5+ Passive Countermeasures until this unit is activate again. This ceases to work if this unit is removed from the board (embarking or being destroyed etc).

Lightning Reflexes: This unit suffers no penalty to firing it's weapons on the turn it materialises or dematerialises.


Support	Birdeater Battle Strider	45pts	 3	
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MV CM A D TYPE SPECIAL

6" A,P5+ 13 2 Walker

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Ion Cannons	6"	F/S	18"	18"	4	3	6	AA-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Laser Pod	6"	F/S	∞	∞	1	2	7	


Climber: Instead of making a normal move, this unit may climb/descend to/from the roof of a structure less than 7" high if it is within 2" of any wall. To do so, place the unit on the roof/ground and within 4" of its starting point (measured along ground level). This counts as a 6" move.

Support	Firebird	40pts	
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MV CM A D TYPE SPECIAL



20" A,E+4,P5+ 10 1 Aircraft



Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Disintegrators	10"	F/S/R	6"	6"	1	3	10	Devastator-2 (Vehicle, Walker, Skimmer)

Support	Thunderbird	35pts							
MV	CM	A	D	TYPE	SPECIAL				
20"	A,P5+,E+4	10	1	Aircraft					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Short Barrel Gauss Cannon		10"	F/S/R	∞	18"	1	3	10	

Auxiliary

Auxiliary	Eden	40pts							
MV	CM	A	D	TYPE	SPECIAL				
20"	A,P5+	9	3	Aircraft	Access				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Charged Atmosphere		10"	F/S/R	4"	4"	3	3	6	AA-2
<p>Interference: This Unit may not make Shooting actions, but may Reaction Fire against Aircraft.</p> <p>Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are left behind. This unit counts as Carrying the Objective (even though Aircraft aren't usually allowed to carry Objectives). If this unit is destroyed while carrying an Objective, the Objective is also destroyed. When a squad disembarks from this unit they may automatically take the Objective.</p>									

Auxiliary	Gaia	70pts							
MV	CM	A	D	TYPE	SPECIAL				
20"	A,P5+	9	5	Aircraft	Access				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Charged Atmosphere		10"	F/S/R	4"	4"	3	3	6	AA-2
<p>Interference: This Unit may not make Shooting actions, but may Reaction Fire against Aircraft.</p> <p>Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are left behind. This unit counts as Carrying the Objective (even though Aircraft aren't usually allowed to carry Objectives). If this unit is destroyed while carrying an Objective, the Objective is also destroyed. When a squad disembarks from this unit they may automatically take the Objective.</p>									




Auxiliary	Spirit	40pts	 4	
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MV CM A D TYPE SPECIAL

30" A,P5+ 9 1 Aircraft Access

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Charged Atmosphere	10"	F/S/R	4"	4"	3	3	6	AA-2

Interference: This Unit may not make Shooting actions, but may Reaction Fire against Aircraft.
Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are left behind. This unit counts as Carrying the Objective (even though Aircraft aren't usually allowed to carry Objectives). If this unit is destroyed while carrying an Objective, the Objective is also destroyed. When a squad disembarks from this unit they may automatically take the Objective.


Auxiliary	Haven	20pts	 4	 3	
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MV CM A D TYPE SPECIAL

9" A, P5+, E+2 12 2 Skimmer Access

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Charged Earth	9"	F/S/R	4"	4"	6	3	3	

Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are left behind. This unit counts as Carrying the Objective (even though Aircraft aren't usually allowed to carry Objectives). If this unit is destroyed while carrying an Objective, the Objective is also destroyed. When a squad disembarks from this unit they may automatically take the Objective.

Auxiliary	Warspear	60pts	
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MV CM A D TYPE SPECIAL

20"-48" A,P5+,E+5 10 1 Aircraft Fast, Rare

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Twin Heavy Ion Cannons		F	18"	18"	3	3	7	Alt-1, AA-3
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Cannon		F	∞	24"	1	2	10	Alt-1