





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	Daimyo	65pts	 2						
MV	CM	A	D	TYPE	SPECIAL				
3"	A,P5+	9	4	Infantry 2+					
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Web Projector		-	F/S/R	CQ	CQ	4	0	3	Teleport Web, Reduced-1
<p>Nano Gateway: Instead of making a Moving action, this squad may immediately go into Holding. Any held objectives are dropped before this squad is put into holding.</p> <p>Warband: At the start of the game, before deployment, this unit may join any other squad of Shaltari Infantry. For all purposes it is treated as part of their squad and battlegroup, taking on their category too (although a Commander may still be mounted in it due to the Command Centre special rule)</p> <p>Teleport Web: When you deal damage with this weapon in a garrison, you may place the target squad outside the garrison within 2" of a wall instead of causing damage.</p> <p>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.</p>									

Command	Coyote	90pts	 6	
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MV CM A D TYPE SPECIAL

4" A,P3+ 14 4 Walker


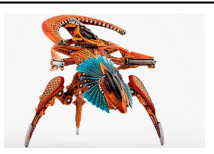
Command	Command Module x 1	0pts		Total Cost: pts
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MV CM A D TYPE SPECIAL

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	140pts	 6	
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MV CM A D TYPE SPECIAL

4" A,P3+ 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							
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	13	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	11	L-1, Area
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Neutron Launcher		6"	F/S (Right)	12"	12"	1	3	11	L-1, Area



Command	Frostdrake	175pts							
MV	CM	A	D	TYPE	SPECIAL				
20"	A,P5+,E+3	10	6	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 (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, Walker)

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, P4+, 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							
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	11	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		
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MV CM A D TYPE SPECIAL

2" - 6 5 Infantry 5+

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		
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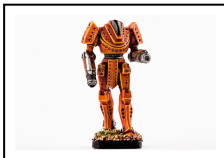
MV CM A D TYPE SPECIAL


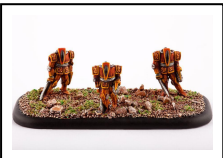
3" A 9 3 Infantry 2+ Resilient

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.



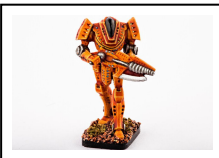
Exotic




Exotic	Ronin	15pts	 1	 1																			
MV	CM	A	D	TYPE	SPECIAL																		
4"	A,P6+	10	1	Walker																			
<table><tr><td>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>Gauss Carbine</td><td>-</td><td>F/S/R</td><td>∞</td><td>12"</td><td>2</td><td>2</td><td>9</td><td>Penetrative, Focus-2</td></tr></table>						Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Gauss Carbine	-	F/S/R	∞	12"	2	2	9	Penetrative, Focus-2
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special															
Gauss Carbine	-	F/S/R	∞	12"	2	2	9	Penetrative, Focus-2															
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. This unit may only use one Embarking or Disembarking action once per turn																							

Exotic	Firstborn	48pts	 2																																										
MV	CM	A	D	TYPE	SPECIAL																																								
3"	A	9	3	Infantry 2+	Dodge 4+																																								
<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">Energy Swords</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>3</td><td>0</td><td>6</td><td>Reduced-1</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">Wave Pistols</td><td>-</td><td>F/S/R</td><td>CQ</td><td>CQ</td><td>12</td><td>0</td><td>3</td><td>Reduced-4</td></tr></table>						Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Energy Swords		-	F/S/R	CQ	CQ	3	0	6	Reduced-1	Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	Wave Pistols		-	F/S/R	CQ	CQ	12	0	3	Reduced-4
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																				
Energy Swords		-	F/S/R	CQ	CQ	3	0	6	Reduced-1																																				
Name		M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special																																				
Wave Pistols		-	F/S/R	CQ	CQ	12	0	3	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	Tate	21pts	 2	 2	
MV	CM	A	D	TYPE	SPECIAL
12"	A, P5+, E+2	10	1	Skimmer	
<p>Shield Boosting Node: All friendly Shaltari units (including this one) with Passive Countermeasures gain a -1 modifier to their Passive Countermeasures save if they are within 3" of this unit (for example a 5+ becomes a 4+). A squad can only be affected by a single Shield Boosting Node at any time.</p>					

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	115pts	 6	
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MV CM A D TYPE SPECIAL

6" A, P5+, E+2 12 4 Skimmer


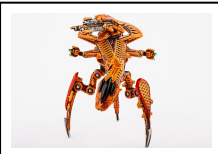
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Gauss Triad	6"	F/S	∞	36"	3	2	10	Devastator-2 (Vehicle)
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Laser Pod	6"	F/S (Right)	∞	∞	1	2	7	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Laser Pod	6"	F/S (Left)	∞	∞	1	2	7	

Heavy	Leopard	75pts	 6	
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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	


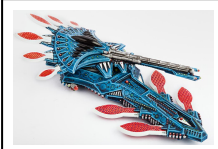
Heavy	Panther	125pts	 6	
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MV CM A D TYPE SPECIAL

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-3

Slow to Traverse: This unit may not Reaction Fire



Heavy	Crocodile	115pts	 6	
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MV CM A D TYPE SPECIAL

6" A, P5+, E+2 12 4 Skimmer

Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Heavy Particle Cannon	0"	F/S/R	∞	∞	1	2	14	Devastator-2 (All)



Awesome Power: This unit's weapons ignore all Countermeasures including Passive and Evasion.

Heavy	Jaguar	95pts	 6	
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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, P4+, E+2	12	1	Skimmer	
Name		M&F	ARC		Rf Rc Shots Acc Energy Special
Twin Ion Cannons		-	F/S/R		18" 18" 4 3 6 AA-2

Support	Firedrake	135pts	 6	 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)



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	Khopesh	70pts							
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
Heavy Bio-Atomiser			F	12"	12"	6	4	5	Alt-1, Flame

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	 18		
MV	CM	A	D	TYPE	SPECIAL
20"	A,P5+	9	7	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
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	Spirit	30pts	 6		
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	 6	 3	
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							
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	

Auxiliary	Mauler	23pts							
MV	CM	A	D	TYPE	SPECIAL				
12"	-	14	2	Walker	Fauna				
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Claws & Teeth	-	F/S/R	3"	3"	2	4	8	Focus-2, Melee	
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Corosive Steam	-	F/s	6"	6"	1	5	10		

Auxiliary	Daggers	12pts							
MV	CM	A	D	TYPE	SPECIAL				
3"	-	8	3	Infantry	Fauna, Dodge 4+				
Name	M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special	
Barbed Apendages	-	F/S/R	CQ	CQ	3	0	5	Reduced-1	
<p>Lie In Wait: This Squad may enter play up to 6" away from the centre line and must be placed in a garrison if able. This unit may choose to not move during its activation</p> <p>Each Activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe.</p> <p>Whenever a Unit of Daggers suffers damage from a close quarters attack, roll that many d6. For each result of 3+ the attacking squad suffers a point of damage.</p> <p>Daggers automatically pass all fortitude rolls.</p>									

Auxiliary	Apex	45pts									
MV	CM	A	D	TYPE	SPECIAL						
12"	E+1	12	4	Walker	Rare, Fauna						
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Killing Tools				-	F/S/R	3"	3"	4	2	9	Melee
Name				M&F	ARC	Rf	Rc	Shots	Acc	Energy	Special
Acid Breath				-	F/S/R	6"	6"	3	3	5	Flame
Genetic Modification: The Apex is a highly adaptable creature and has a variety of biomorphs across a number of worlds. At the start of the game, roll 1d3 and apply the result. 1: Ferrum Apex: Killing Tools gains Strafe-2 and increase Damage Points to 7. 2: New Eden Apex: Increase Counter Measures to E-3 and at the start of the Apex's Activation it recovers 1 lost Damage Point. 3: Magnum Apex: Increase Armour to 15 and increase Killing Tools Energy to 12. Intelligent: Apexes have more intelligence than other fauna and can be coerced or tricked into predictable actions. When it activates, it moves towards the closest enemy unit instead of the closest unit.											