

		D	aimyo		65լ	ots				1
		Move	Counter Measures		Armou		amage Points	Туре		Special
		3"	A, P5+		9		4	Infantry 2+	Cor	nmand Centre
	M&F	Arc	R(F) R		C)	Shots	Acc	E		Special
Web Projector	-	F/S/R	CQ	CQ	4		-	3	Tele	port Web,RW-1

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.

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)

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.

Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, reroll successful Collatoral Damage rolls against this unit.

		С	Coyote			90pts		 6		1
Ā	Move M			Counter Measures		10ur		nmage oints	Type	Special
	V	4''	A, P3+		1	4		4	Walker	
	•	•	•	•					•	
	M&F	Arc	R(F)	R((C)	Sho	ots	Acc	E	Special
Gauss Cannon	4"	F/S (Left)	∞	24"		1		2+	10	
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.

5	Comma	nd Module	0pts				1
	Move	Counter Measures	Armour	Dama Poin		Туре	Special
	0"	A, P3+	11	1	ĺ	Tank	

**			Puma		1	40pts		6			1
ā		Move	Counter Measures		Arn	our		nmage oints	Туре		Special
	1	4"	A, P3+		14		5		Walker		
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	E	1	Special
Gauss Cannon	-	F/S (Left)	∞	24"		1		2+	10		
Gauss Cannon	-	F/S (Right)	∞	24"		1		2+	10		
Sonic Cannon	-	F/S	36"	24"	4" 1			3+	8		vastator-4 enery)

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

***		Gl	harial	1	10pts		6			1
		Move	Counte Measure	Arm	our		mage oints		Туре	Special
A. A. C.		6''	A, P4+, E	+2 12	2		4	Sł	kimmer	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	С	E	Special
Heavy Microwave Cannon	-	F/S	12"	12"	2		2+		13	Alt-1
Heavy Microwave Cannon	-	F/S	6"	6"	6		3+		5	Alt-1,Flame
Neutron Launcher	-	F/S (Left)	12"	12"	1		3+		11	L-1,Area
Neutron Launcher	-	F/S (Right)	12"	12"	1		3+		11	L-1,Area

577		Frost	drake	175	5pts			1
		Move Cour Meas 20" A. P5+		Armo	III r	amage Points	Туре	Special
4		20" A, P5+, E+3		3 10		6	Aircraft	
	M&F	Arc	R(F)	R(C)	Shots	Ac	c E	Special
Disruption Cannon	10"	F	48''	48"	1	3+	8	Disruption,Area
Dragon Cannon (Wide Beam)	10"	F/S/R	18"	18"	12	3+	4	Alt-1,Through Cover (Soft, Body)
Dragon Cannon (Concentrated Beam)	10"	F/S/R	9"	9"	1	3+	9	Alt-1
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

- A		Tor	nahawk		,	35pts		= 2			3 - 9
		Move	Counte Measur		Arm	our		mage pints	Туре		Special
		9"	A, P4+, I	Ξ+2	12	2		1	Skimmer		
	M&F	Arc	R(F)	R(E	ļ	Special				
Gauss Cannon	6"	F/S/R	∞	24"		1		2+	10		
		Tarantula Battle Strider 50pts								2 - 6	
3/2		Tarantuia	Dattie Stil	uei		oopts		3			2-0
		Move	Count Measu		Armour			amage oints	Туре		Special
	•	6''	A, P5	+	1	3		2	Walker		
	M&F	Arc	R(F)	R((C)	Sh	ots	Acc	E	ļ	Special
Gravity Cannon	-	F/S	18"	18"		1		2+	11		vastator-2 (Tank, lker)
Laser Pod	-	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.



'A'		Pungari	Auxiliarie	5	20pts		iņi 1		4
		Move Counter Measures		Ar	mour		mage oints	Туре	Special
		2"	-		6		5	Infantry 5+	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Discus Launchers	-	F/S/R	18"	6"	10		5+	3	RW-2
Fists	-	F/S/R	CQ	CQ	5		-	2	RW-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.

'A'		В	raves		9	35pts		iņi 2				2
	Move Counter Measure			Arm	our		mage pints	T	ype		Special	
		3"	A		9			3		antry 2+		Resilient
	M&F	Arc	R(F)	F	R(C)	Sh	ots	Acc		E		Special
Discus Launchers	-	F/S/R	18"	6''		8		3+	3		RW	-4
Gauss Rifles	0''	F/S/R	∞	18"		1		2+	9		Pen	etrative
Warsuits	-	F/S/R	CQ	CQ		6		-	3		RW	-2

Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, reroll successful Collatoral Damage rolls against this unit.

Heavy

7,45		С	aiman		11	15pts		6			1 - 3
		Move	Counte Measur		Armo	our		mage oints	Т	ype	Special
		6"	A, P5+, I	Ξ+2	12			4	Ski	mmer	
								-			
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	2	E	Special
Gauss Triad	-	F/S	∞	36"		3		2+	1	.0	astator-2 hicle)
Laser Pod	-	F/S (Right)	∞	∞		1		2+	7	7	
Laser Pod	-	F/S (Left)	∞	∞		1		2+	7	7	

747		Le	eopard		75	5pts	•	 6			1 - 3
N		Move	Counte Measur		Armo	our		mage	Type		Special
		4''	A, P5+	-	14	Ī		4	Walker		
	M&F	Arc	R(F)	ĺ	R(C)	Sì	ots	Ac	c E		Special
Dragon Cannon		F/S (Left)	18"	18	8''	12		2+	4	Alt Bo	-1,Cover (Soft, dy)
Dragon Cannon	-	F/S (Right)	18"	18	B''	12		2+	4		-2,Cover (Soft, dy)
Concentrate Dragon Beam	ed -	F	9"	9'	· ·	1		2+	12	Alt	-1,Alt-2
Thermal Lance	<u></u> -	F/S/R	9"	9'	1	2		2+	12		
747		Pa	anther		12	5pts		6			1 - 2
The state of the s	39	Move	Counte Measur		Armo	our		mage oints	Туре		Special
'		4"	A, P5+	+	14			4	Walker		_
	M&F	Arc	R(F)	R	R(C)	Sho	ots	Acc	E		Special
Particle Triad	2"	F/S/R	∞	∞	3	3		2+	8	AA	-3
Slow to Trav	verse: This	s unit may	not Reactio	n Fi	ire						
747		Cro	ocodile		11	5pts	C	 6			1 - 2
		Move	Counte Measure	es	Armo	ur		nage ints	Туре		Special
		6''	A, P5+, E	+2	12			4	Skimmer		
Heavy	M&F	Arc	R(F)	R	R(C)	Sho	ots	Acc	E		Special
)"	F/S/R	∞	∞	1	_		2+	14	Dev	astator-2 (All)

Cannon

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

7.45		J	aguar		95pts		6			1 - 3
	No.	Move	Count Measur	A 1	rmour		amage oints	Туре		Special
4		4"	A, P5	+	14	4		Walker		
	3.50 5		D(E)	D(C)	I 01		l a	1 -	ı	0 1
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	ļ	Special
Gauss Cannon	-	F/S (Left)	∞	24"	1		2+	10		
Gauss Cannon	-	F/S (Right)	∞	24"	1		2+	10		
Twin Ion Cannons	-	F/S/R	18"	18"	4		3+	6	A	A-2

7	ī		Ocelot			95pts		6		1 - 3
	N	Move	Measures		Armour			amage Points	Туре	Special
	A	4" A, P5+			14		4	Walker		
		_	_	_				_	_	
	M&F	Arc	R(F)	R(C)	Sho	ts	Acc	E	Special
Particle Cannon	2"	F/S/R	∞	∞		1		2+	13	Devastator-4 (Scenery),Devastator 2 (Vehicle)
Awesome	Power: Th	is unit's we	apons igno	re all	Coun	termea	sur	es includii	ng Passive a	and Evasion.

Exotic

		I	Ronin		15pts			řř 1		3 - 6
ţ		Move	Count Measur	Ar	mour		image oints	Туре		Special
		4"	A, P6	+	10		1	Walker		
		-	-	-			•	•		
	M&F	Arc	R(F)	R(C)	Sho	ots	Acc	E		Special
Gauss Cannon	-	F/S/R	∞	12"	2		2+	9	Pen	etrative,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.

2		Fir	rstborns			48pts		iņi 2		2
		Move	Counter Measures		Armour		Damage Points		Туре	Special
		3"	A		Ç)		3	Infantry 2+	Dodge 4+
	M&F	Arc	R(F)	R	.(C)	Sho	ots	Acc	E	Special
Energy Swords	Energy _ F/S/R		CQ	cq cq		3		-	6	RW-1
Wave Pistols		F/S/R	CQ	CQ		12		-	3	RW-4

Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less. In addition, reroll successful Collatoral Damage rolls against this unit.

Support

7		Tegu	egu			6	4 iii 6	1 - 3	
1		Move	Count Measur	A 1	rmour		nmage oints	Туре	Special
	1	4"	A, P5	+	14		4	Walker	Access
	1 MOT		D/E)	D(0)					0 1
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Sonic Cannon	-	F/S	36"	24"	1		3+	8	Devastator-4 (Scenery)

Auxiliary Gate: If any unit embarks or disembarks from this unit during a round, it cannot shoot its weapons. Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are left behind. This unit counts as Carrying the Objective. 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.

		Drear	nsnare	85	85pts		 6			1
		Move	Counter Measure	Armo	Armour		nage ints	Туре		Special
'		4"	A, P5+	14		4	4	Walk	er	
	M&F	Arc	R(F)	R(C)	S	hots	Acc		E	Special
Dragon Cannon	-	F/S (Left)	18"	18"	12		2+	4		Alt-1,Cover (Soft, Body)
Dreamsnare	-	F/S (Right)	18"	18"	12		2+	4		Alt-2,Cover (Soft, Body)
Concentrated Dragon - Beam		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.

			Kukri			40pts						3
		Move	Counter Measures		Armo	our		mage ints	r	Туре		Special
77		9"	A, P4+, E+2		12			1	Sk	kimmer		
	_		-	-							•	
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	-	E		Special
Twin Ion Cannons	-	F/S/R	18"	18"		4		3+		6	AA	-2

		Fire	13	135pts			ji 6	1	
		Move	Counter Measure	Armo	our		mage oints	Туре	Special
9		20"	A, P5+, E-	10			5	Aircraft	Access
		•	•	•			•		
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Disruption Cannon	10"	F	48"	48"	1		3+	8	Disruption,Area
Dragon Cannon	10"	F/S/R	18"	18"	12		3+	4	Alt-1,Cover (Soft, Body)
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.

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.

		Totem Warspire			50pts				1
A		Move	Counte	Arm	Armour		mage oints	Туре	Special
		0"	A, P5+	13	3		4	Tank	
	•		1	•					1
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E	Special
Energy Beam	0"	F/S/R	12"	12"	1		2+	12	
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 demateralises.

7			Birdeater Battle Strider		45pts		== 3		2
A		Move	Count Measu	An	nour		nmage oints	Туре	Special
	•	6"	A, P5	+ :	13		2	Walker	
		•	•				•	•	
	M&F	Arc	R(F)	R(C)	Sho	ots	Acc	E	Special
Twin Ion Cannons	-	F/S	18"	18"	4		3+	6	AA-2
Laser Pod	-	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.

72		Firebird		40	40pts			1 - 2
	/	Move	Counter Measures	Armo	IIIr	amage Points	Туре	Special
21		20"	A, E+4, P5	+ 10		1	Aircraft	
	M&F	Arc	R(F)	R(C)	Shots	Ac	c E	Special
Twin Disintegrators	10"	F/S/R	6"	6"	1	3+	10	Devastator-2 (Vehicle)

		Thunderbird			35pts					1 - 4	
		Move	Counter Measures		Armour		Damage Points		Туре		Special
		20"	A, P5+,	E+4	1	0		1	Aircraft		
			1	1	1	Ī		•			
	M&F	Arc	R(F)	R((C)	Sho	ots	Acc	E	ļ	Special
Short Barrel Gauss Cannon	10"	F/S/R	∞	18"		1		3+	10		

Scout

' (O')	r	Tate	21pts	= 2	iņi 2	2 - 8
	Move	Counter Measures	Armour	Damage Points	Туре	Special
	12"	A, P5+, E+2	10	1	Skimmer	

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.

	(())		Samurai			20pts			i i 1		3 - 6
		Move	Counter Measures		Arn	10ur		image oints	Туре		Special
		4''	A, P6	+	10			1	Walker		
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	E	1	Special
Bio- Atomiser	-	F/S/R	6"	6''		2		3+	5	Flar	ne
Energy Blade	-	F/S/R	1"	1"		1		2+	11	Pen	etrative
Heavy Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less.											

		,	Yari		20pts			'n	2		2 - 8
THE STATE OF THE S		Move	Counte Measure	Arı	nour		mage pints		Туре		Special
		12"	A, P5+, E	+2	10		1		kimmer		
		•	•	•			•		-		
	M&F	Arc	R(F)	R(C)	Sl	ots	Acc	-	E		Special
Microwave Gun	6"	F/S	12"	12"	6		2+		4	Cov	er (Soft)
Light Ion Cannon	6"	F/S/R	18"	18"	1		2+		6	AA-	-2
May swap Microwave Gun with Light Ion Cannon for +5pts.											

Auxiliary

			Khopesh						1 - 2	
		Move	Count Measur	Arn	Armour		nmage oints	Туре	Special	
	20" - 48"		A, P5+,	E+5 1	10		1	Aircraft	Fast,Rare	
	M&F	Arc R(F) R(R(C)	(C) Shots		Acc	E	Special	Ī
Twin Heavy Ion Cannons	-	F	18"	18"	3		3+	7	Alt-1,AA-3	
Heavy Bio- Atomiser	-	F	12"	12"	6		4+	5	Alt-1,Flame	

		E	4	0pts	= 6		1	- 99	
		Move	Counter Measures	Arm		nmage oints	Туре	Speci	al
		20"	A, P5+	9	j	3	Aircraft	Acce	ss
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Spec	cial
Charged Atmosphere	10"	F/S/R	i i	4"	3	3+	6	AA-2	İ

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.

		G	aia	7	0pts	٥	18		1 - 99	
		Move	Counter Measure	Arm	our		nage ints	Туре		Special
		20"	A, P5+	9	j	7	7 A	ircraft		Access
	MOF	Δ	D/E)	D(C)	Cl 4		Λ	l E	i	C : - I
	M&F	Arc	R(F)	R(C)	Shot	S	Acc	E	ļ	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.

		S	3	30pts				1 - 99		
		Move	Counter Measure	Arm	our		mage oints	Туре		Special
•		30"	A, P5+	9			1	Aircraft		Access
		1 .	1					1 _	ı	
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E		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.

	4	Haven			20pts			 3	1 - 99	
W. T. T. T. W.		Move	Counte Measur	Arı	nour		mage oints	Туре		Special
			A, P5+, I	E+2	12		2	Skimmer		Access
	1400		D/E)	D(C)	61			1 -	ı	0 1
	M&F	Arc	R(F)	R(C)	Sh	ots	Acc	E		Special
Charged Earth	-	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 Cunit is dest	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.											
		W	arspear		60pts							1 - 2
		Move	Counter Measures		Armour		Damage Points		Туре			Special
		20" - 48"	A, P5+, E+5		1	10		1	A	ircraft		Fast,Rare
	M&F	Arc	R(F)	R	2(C)	Sho	ots	Acc	Ī	E		Special
Twin Heavy Ion Cannons	-	F	18"	18"		3		3+		7	Alt	-1,AA-3
Gauss Cannon	-	F	∞	24"		1		2+		10	Alt	1
		Mauler			23pts							1 - 3
		Move	Count Measur		Arn	10ur		nmage oints	ı	Туре		Special
		12"	<u> </u>		1	4		2	V	Valker		Fauna
	M&F	Arc	R(F)	R	2(C)	Sho	ots	Acc	Ī	E	Ī	Special
Claws & Teeth	-	F/S/R	3"	3"	. /	2		4+	i	8	Foc	us-2,Melee
Corrosive	-	F/S	6"	6"		1		5+		10		

		Da	ggers		12pts					1 - 3
		Move	Counte Measure	ATT	nour		mage oints	Type		Special
		3"	-		8		3	Infantry	Fa	una,Dodge 4+
	M&F		R(F)	R(C)	Sh	ots	Acc	Е		Special
Barbed Apendages	-	F/S/R	CQ	CQ	3		-	5	RW	7-1

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

Each Activation Daggers must attack another non-fauna Squad in the same garrison if they are able to, friend or foe. 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.

Daggers automatically pass all fortitude rolls.

			Apex	45pts					1	
		Move	Count Measur		Arn	our		nmage oints	Туре	Special
		12"	E+1	E+1		12		4	Walker	Rare,Fauna
	_		_	_						
	M&F	Arc	R(F)	R	(C)	Sho	ots	Acc	E	Special
Killing Tools	-	F/S/R	3"	3"		4		2+	9	
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 that 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.