




Command




 	Daimyo		65pts		 2		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A, P5+	9	4	Infantry 2+	Command Centre		
Web Projector	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S/R	CQ	CQ	4	-	3	Teleport 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, re-roll successful Collateral Damage rolls against this unit.

 	Coyote		90pts		 6		1	
	Move 4"	Counter Measures A, P3+	Armour 14	Damage Points 4	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	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.








Command Module		0pts				1
Move	Counter Measures	Armour	Damage Points	Type	Special	
0"	A, P3+	11	1	Tank		

 	Puma		140pts		 6		1	
	Move 4"	Counter Measures A, P3+	Armour 14	Damage Points 5	Type Walker	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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"	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.




<div> </div>	Gharial		110pts		 6		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A, P4+, E+2	12	4	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	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




 	Frostdrake		175pts					1
	Move 20"	Counter Measures A, P5+, E+3	Armour 10	Damage Points 6	Type Aircraft	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	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




 	Tomahawk		35pts		 2			3 - 9
	Move 9"	Counter Measures A, P4+, E+2	Armour 12	Damage Points 1	Type Skimmer	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gauss Cannon	6"	F/S/R	∞	24"	1	2+	10	

 	Tarantula Battle Strider		50pts		 3			2 - 6
	Move 6"	Counter Measures A, P5+	Armour 13	Damage Points 2	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gravity Cannon	-	F/S	18"	18"	1	2+	11	Devastator-2 (Tank, Walker)
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.

Troops




 	Pungari Auxiliaries		20pts		 1			4
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	2"	-	6	5	Infantry 5+			
	M&F	Arc	R(F)	R(C)	Shots	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.




 	Braves		35pts		 2			2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	9	3	Infantry 2+	Resilient		
	M&F	Arc	R(F)	R(C)	Shots	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	Penetrative
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, re-roll successful Collateral Damage rolls against this unit.

Heavy





 	Caiman		115pts		 6			1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6"	A, P5+, E+2	12	4	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gauss Triad	-	F/S	∞	36"	3	2+	10	Devastator-2 (Vehicle)
Laser Pod	-	F/S (Right)	∞	∞	1	2+	7	
Laser Pod	-	F/S (Left)	∞	∞	1	2+	7	

 	Jaguar		95pts		 6		1 - 3	
	Move 4"	Counter Measures A, P5+	Armour 14	Damage Points 4	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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	AA-2

 		Ocelot		95pts		 6		1 - 3	
		Move 4"	Counter Measures A, P5+	Armour 14	Damage Points 4	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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.

Exotic

 	Ronin		15pts		 1  1		3 - 6	
	Move 4"	Counter Measures A, P6+	Armour 10	Damage Points 1	Type Walker	Special		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gauss Cannon	-	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.

 	Firstborns		48pts		 2		2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3"	A	9	3	Infantry 2+	Dodge 4+		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Energy Swords	-	F/S/R	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, re-roll successful Collateral Damage rolls against this unit.




Support

 	Tegu		85pts		 6  4  6			1 - 3	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	4"	A, P5+	14	4	Walker	Access			

	M&F	Arc	R(F)	R(C)	Shots	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.

 	Dreamsnare		85pts		 6		1	
	Move 4"	Counter Measures A, P5+	Armour 14	Damage Points 4	Type Walker	Special		



	M&F	Arc	R(F)	R(C)	Shots	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.

 	Samurai		20pts		 1  1		3 - 6	
	Move 4"	Counter Measures A, P6+	Armour 10	Damage Points 1	Type Walker	Special		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Bio-Atomiser	-	F/S/R	6"	6"	2	3+	5	Flame
Energy Blade	-	F/S/R	1"	1"	1	2+	11	Penetrative
Heavy Warsuit: This unit's Active Countermeasures only take effect against weapons of E6 or less.								

<div></div> <div></div>	Yari		20pts		 2  2		2 - 8	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12"	A, P5+, E+2	10	1	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Microwave Gun	6"	F/S	12"	12"	6	2+	4	Cover (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		70pts					1 - 2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20" - 48"	A, P5+, E+5	10	1	Aircraft	Fast,Rare		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
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

 	Eden		40pts		 6		1 - 99	
	Move 20"	Counter Measures A, P5+	Armour 9	Damage Points 3	Type Aircraft	Special Access		




	M&F	Arc	R(F)	R(C)	Shots	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.

 	Gaia		70pts		 18		1 - 99	
	Move 20"	Counter Measures A, P5+	Armour 9	Damage Points 7	Type Aircraft	Special Access		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	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.

 	Spirit		30pts		 6		1 - 99	
	Move 30"	Counter Measures A, P5+	Armour 9	Damage Points 1	Type Aircraft	Special Access		

	M&F	Arc	R(F)	R(C)	Shots	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.



 	Haven		20pts		 6  3		1 - 99	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9"	A, P5+, E+2	12	2	Skimmer	Access		

	M&F	Arc	R(F)	R(C)	Shots	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 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.

 	Warspear		60pts					1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	20" - 48"	A, P5+, E+5	10	1	Aircraft	Fast,Rare			

 	Mauler		23pts					1 - 3	
	Move 12"	Counter Measures -	Armour 14	Damage Points 2	Type Walker	Special Fauna			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Claws & Teeth	-	F/S/R	3"	3"	2	4+	8	Focus-2,Melee	
Corrosive Steam	-	F/S	6"	6"	1	5+	10		



 	Daggers		12pts					1 - 3
	Move 3"	Counter Measures -	Armour 8	Damage Points 3	Type Infantry	Special Fauna,Dodge 4+		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Barbed Apendages	-	F/S/R	CQ	CQ	3	-	5	RW-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 12"	Counter Measures E+1	Armour 12	Damage Points 4	Type Walker	Special Rare,Fauna		

	M&F	Arc	R(F)	R(C)	Shots	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 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.