



Command

	Daimyo Battlesuit		65pts			1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3	A, P5+	9	4	Infantry 2+	Command Centre, Resilient		
Web Projector	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	-	CQ	CQ	4	-	3	

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)



Web Projector: When this weapon deals damage, instead of causing damage you may place the target squad in coherency outside the Garrison within 2 inches of a wall.

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.




	Lynx Chiefstrider		100pts			1		
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	0	A, P3+	11	1	Tank			
Twin Gauss Cannons	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F/S	infinite	24	1	2	10	




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

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

 	Frostdrake Command Ship		160pts					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
Foe Crusher Cannon	10	F	18	18	1	3	12	
Disruption Cannon	10	F	48	48	1	3	8	
Dragon Cannon	-	F/S/R	12	12	12	3	6	
Disruption Cannon: If the target of this weapon is within 24 inches, increase its Energy by 2. If the target is within 12 inches, instead increase the Energy by 4.								




Standard

<div> </div>	Tomahawk Gravtank			35pts		 2		3 - 9	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	9	A, E+2, P5+	12	1	Skimmer				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Gauss Cannon	-	F/S/R	infinite	24	1	2	10		

 	Tarantula Battlewalker		55pts		 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	
Laser Pod	-	F	infinite	infinite	1	3	7	




Climber: This unit may move onto scenery pieces up to 8 inches high as part of its Moving action. Simply measure horizontally, ignoring the vertical distance.




<div><div></div></div>	Jaguar Warstrider		100pts		<div>6</div>			1 - 3	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	4	A, P5+	14	4	Walker				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Gauss Cannons	-	F/S	infinite	24	1	2	10		
Twin Ion Cannons	-	F/S/R	18	18	4	3	6		
Twin Heavy Bio-Atomisers	-	F/S	12	12	6	3	5		

This unit may replace its Twin Gauss Cannons with Twin Heavy Bio-Atomisers for no cost.






Troops

 	Brave Warsuits		35pts		 2		2	
	Move 3	Counter Measures A	Armour 9	Damage Points 3	Type Infantry 3+	Special Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Discus Launchers	-	F/S/R	18	6	8	3	3	
Gauss Rifle	0	F/S/R	infinite	18	1	3	10	
Warsuitd	-	-	CQ	CQ	3	-	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.								




 	Firstborn Duelists			50pts	 2			2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	3	A	9	3	Infantry	Dodge 4+, Resilient		
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Energy Swords	-	-	CQ	CQ	3	-	8	
Wave Pistols	-	-	CQ	CQ	12	-	3	

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.




 	Pungari			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 Launcher	-	F/S/R	18	6	10	5	3	
Heads	-	-	CQ	CQ	5	-	2	

Horde: If this squad has at least 2 units remaining it may re-roll the dice when making a Search action.
 Subservient: If this squad is in the same Garrison as another friendly Infantry unit without this special rule increase its Fortitude to 3+.




Heavy




 	Caiman Heavy Gravitank			115pts	 6			1 - 3
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	A, E+2, P5+	12	4	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gauss Triad	-	F/S/R	infinite	36	3	2	10	
Laser Pod	-	F/S (Right)	infinite	infinite	1	3	7	
Laser Pod	-	F/S (Left)	infinite	infinite	1	3	7	
Heavy Microwave Cannon	-	F/S/R	18	18	6	3	10	

This unit may replace its Gauss Triad with a Heavy Microwave Cannon for no cost.

 	Crocodile Heavy Gravtank		115pts		 6		1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	A, E+2, P5+	12	4	Skimmer			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
High Power Particle Cannon	0	F/S/R	infinite	infinite	1	2	14	
Low Power Particle Cannon	-	F/S/R	infinite	infinite	1	2	10	




Particle Cannon: Both Alts of this weapon ignore Evasion and Passive Countermeasures.

 	Leopard Warstrider			75pts		 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	
Twin Dragon Cannons	-	F/S	12	12	12	3	6		
Concentrated Dragon Beam	-	F	12	12	6	3	6		
Thermal Lance	-	F/S/R	9	9	2	2	12		




 		Panther AA Warstrider		125pts		 6		1 - 2	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		4	A, P5+	14	4	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
High Power AA Particle Triad	0	F/S/R	infinite	infinite	1	3	11		
Low Power AA Particle Triad	-	F/S/R	infinite	infinite	3	3	8		

Slow To Traverse: This unit may not Reaction Fire.

Particle Triad: Both Alts of this weapon ignore Evasion and Passive Countermeasures.





 		Ocelot Ordnance Warstrider		115pts		 6		1 - 3	
		Move	Counter Measures	Armour	Damage Points	Type	Special		
		4	A, P5+	14	4	Walker			
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
High Power Particle Cannon	0	F/S/R	infinite	infinite	1	2	14		
Low Power Particle Cannon	-	F/S/R	infinite	infinite	1	2	10		

Particle Cannon: Both Alts of this weapon ignore Evasion and Passive Countermeasures.

<div><div></div></div>		Puma Sonic Warstrider			115pts		<div>6</div>		1	
		Move	Counter Measures	Armour	Damage Points	Type	Special			
		4	A, P5+	14	5	Walker				
Twin Gauss Cannons	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special		
	-	F/S	infinite	24	1	2	10			
Sonic Cannon	-	F/S/R	36	18	1	3	8			



Exotic

 	Ronin Battlesuit		15pts		 1  1		3 - 6	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	4	A, P6+	9	2	Infantry 2+			




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Gauss Carbine	-	F/S/R	infinite	12	2	3	10	
Battlesuit	-	-	CQ	CQ	2	-	5	
Bio Atomiser	-	F/S/R	CQ	CQ	3	-	3	
Energy Blade	-	F/S/R	CQ	CQ	1	-	7	




Tough: Re-roll successful Collateral Damage hits against this unit. In addition, this unit may enter a Garrison from any direction, regardless of entrances.

This unit may replace its Gauss Carbine and Battlesuit with a Bio-Atomiser and Energy Blade for +5 points.






Support






 		Kukri AA Gravtank			40pts		 2		3	
		Move	Counter Measures	Armour	Damage Points	Type	Special			
		9	A, E+2, P5+	12	1	Skimmer				
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Ion Cannons		4	F/S/R	18	18	4	3	6		

 		Birdeater Batlewalker			45pts		 3		2	
		Move	Counter Measures	Armour	Damage Points	Type	Special			
		6	A, P5+	13	2	Walker				
		M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Twin Ion Cannons		-	F/S	18	18	4	3	6		
Laser Pod		-	F	infinite	infinite	1	3	7		

Climber: This unit may move onto scenery pieces up to 8 " high as part of its Moving action. Simply measure horizontally, ignoring the vertical distance.

 	Dreamsnare Shieldstrider		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
Twin Dragon Cannons	-	F/S	12	12	12	3	6	
Concentrated Dragon Beam	-	F	12	12	6	3	6	



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 one or more units with this special rule (for example a 5+ becomes a 4+).

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

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Sonic Cannon	-	F/S/R	36	18	1	3	8	





Supplementary Gate: This unit cannot shoot its weapon if any unit embarks or disembarks from it during the same round. If this unit has already shot its weapon, no units can embark or disembark from it this round.

Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are passed to this unit (even if this unit could not usually carry Objectives).

 	Thunderbird Light Gunship		40pts					1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	20	A, E+4, P5+	10	1	Aircraft				

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Twin Disintegrators	10	F/S/R	6	6	2	3	7	
Short Barrel Gauss Cannon	10	F/S/R	infinite	12	1	3	10	

This unit may replace its Twin Digintegrators with a Short Barrel Gauss Cannon for no cost.




 	Firedrake Heavy Assault Gate		125pts		 6  6		1	
	Move 20	Counter Measures A, P5+	Armour 10	Damage Points 6	Type Aircraft	Special Access		

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Disruption Cannon	10	F	48	1	1	3	8	
Dragon Cannon	-	F/S/R	12	12	12	3	6	

Supplementary Gate: This unit cannot shoot its weapon if any unit embarks or disembarks from it during the same round. If this unit has already shot its weapon, no units can embark or disembark from it this round.





Teleport: When a unit carrying an Objective embarks into this unit, their Objectives are passed to this unit (even if this unit could not usually carry Objectives).

Disruption Cannon: 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.





 	Alligator Heavy Gravcharger		60pts		 6		1 - 2	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	6	A, E+2, P5+	12	4	Skimmer			

Gravcharger: If a friendly Skimmer unit (including this one) starts its activation within 6 inches of one or more units with this special rule, its entire squad increases their Move and Move & Fire values by +3 inches for that activation.

Scout





<div><div></div></div>	Yari Light Gravtank			15pts		<div>2<div>2</div></div>		2 - 8	
	Move	Counter Measures	Armour	Damage Points	Type	Special			
	12	A, E+2, P5+	10	1	Skimmer				
	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Microwave Gun	-	F/S/R	6	6	6	3	4		
Light Ion Cannon	6	F/S/R	18	18	1	3	6		

This unit may replace its Microwave Gun with a Light Ion Cannon for +5 points.

 	Tate Light Shieldtank		20pts		 2  2		2 - 4	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	12	A, E+2, P5+	10	1	Skimmer			




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 inches of one or more units with this special rule (for example a 5+ becomes a 4+).

Auxiliary

<div> </div>	Haven Terragate		20pts		 6  3		1	
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	9	A, E+2, P5+	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 passed to this unit (even if this unit could not usually carry Objectives).

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




	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special	
Charged Atmosphere	10	F/S/R	4	4	3	3	6		

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 passed to this unit (even if this unit could not usually carry Objectives).

 	Gaia Heavy Gate		70pts		 18			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20	A, P5+	9	7	Aircraft	Access		
Charged Atmosphere	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	10	F/S/R	4	4	63	3	6	




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 passed to this unit (even if this unit could not usually carry Objectives).

 	Spirit Light Gate		30pts		 6			1
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	30	A, P5+	9	1	Aircraft	Access		
Charged Atmosphere	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	10	F/S/R	4	4	3	3	6	

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 passed to this unit (even if this unit could not usually carry Objectives).




 	Warspear Interceptor		60pts					1 - 2
	Move	Counter Measures	Armour	Damage Points	Type	Special		
	20-48	A, E+5, P5+	10	1	Aircraft	Fast,Rare		
Twin Heavy Ion Cannons	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
	-	F	18	18	4	3	7	
Gauss Cannon	-	F	infinite	24	1	2	10	
Heavy Bio-Atomiser	-	F/S/R	12	12	3	3	5	

This unit may replace its Gauss Cannon with a Heavy Bio-Atomiser for +10 points.

 	Totem Shieldspire		50pts	 6		1
	Move	Counter Measures	Armour	Damage Points	Type	Special
	0	A, P5+	13	4	Tank	Rare

Shield Projector: Once per activation choose a scenery piece in Line of Sight within 6 inches. This selected item and (if a Garrison) any units inside gain 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).

Protective Bubble: All friendly units within 6" of this unit may re-roll dice Passive saves of 1.

 	Obelisk Ionspire		60pts	 6		1
	Move	Counter Measures	Armour	Damage Points	Type	Special
	0	A, P5+	13	4	Tank	Rare

	M&F	Arc	R(F)	R(C)	Shots	Acc	E	Special
Ion Storm	0	F/S/R	12	12	-	4	9	

Ion Storm: This weapon hits every non-Aircraft unit within range (friendly and enemy). Each unit gets hit by the weapon profile once, but Infantry not in a Garrison instead get hit D6 times each (roll once for all units).

Infantry in a Garrison cannot be hit. This weapon has Accuracy 6+ on any units over 6 inches away.