



DAIMYO BATTLESUIT					65 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A, P5+	9	4	INFANTRY 2+	COMMAND CENTRE, RESILIENT

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
WEB PROJECTOR	-	-	CQ	CQ	4	-	3	REDUCED-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).

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.

WEB PROJECTOR

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



LYNX CHIEFSTRIDER					100 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P3+	14	4	WALKER	-

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GAUSS CANNONS	-	F/S	∞	24"	1	2+	10	STRAFE-2

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" 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.

COMMAND MODULE					-
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A, P3+	11	1	TANK	-



FROSTDRAKE COMMAND SHIP					160 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+ E+3	10	6	AIRCRAFT	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
FOE CRUSHER CANNON	10"	F	18"	18"	1	3+	12	DEVASTATOR-3 (TANK, WALKER), DEVASTATOR-4 (LARGE)
DISRUPTION CANNON	10"	F	48"	48"	1	3+	8	AREA
DRAGON CANNON	-	F/S/R	12"	12"	12	3+	6	COVER (BODY, SOFT), TECH KILLER

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.

**GHARIAL COMMAND TANK****115 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2 P5+	12	4	SKIMMER	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HEAVY MICROWAVE CANNON	-	F/S/R	18"	18"	6	3+	10	COVER (BODY, SOFT)
NEUTRON LAUNCHER	-	F/S (RIGHT)	12"	12"	1	3+	10	DEVASTATOR-3 (SCENERY) LIMITED-1
NEUTRON LAUNCHER	-	F/S (LEFT)	12"	12"	1	3+	10	DEVASTATOR-3 (SCENERY) LIMITED-1



TOMAHAWK GRAVTANK					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2 P5+	12	1	SKIMMER	-

SQUAD SIZE: 3-9



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GAUSS CANNON	-	F/S/R	∞	36"	1	2+	10	-



TARANTULA BATTLEWALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, P5+	13	2	WALKER	-

SQUAD SIZE: 2-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GRAVITY CANNON	-	F/S	18"	18"	1	2+	11	DEVASTATOR-2 (TANK, WALKER), DEVASTATOR-3 (LARGE)
LASER POD	-	F	∞	∞	1	3+	7	DESTROYER 6+

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.



JAGUAR WARSTRIDER					95 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-3

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



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GAUSS CANNONS	-	F/S	∞	24"	1	2+	10	STRAFE-2
TWIN ION CANNONS	-	F/S/R	18"	18"	4	3+	6	AA-2
OPTIONAL WEAPONS								
TWIN HEAVY BIO-ATOMISERS	-	F/S	12"	12"	6	3+	5	FLAME, FOCUS-2



ATLATL GRAVTANK					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2 P4+	12	1	SKIMMER	-

SQUAD SIZE: 3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TELEPORT BEAMER	-	F/S/R	12"	12"	1	4+	-	-

TELEPORT BEAMER

This unit can choose to target friendly or enemy units, but not units in the same squad. Scenery pieces and Behemoths cannot be targeted.

If this weapon hits, it does no damage, but every unit in the targeted unit's squad in coherency must teleport.

Move **friendly** units up to 6" per hit, or **enemy** units up to 3" per hit. This does not count as moving for the purposes of Move & Fire.

The units must be placed in coherency, although may be placed facing any direction, and ignore all scenery in the path of the move (although must be able to be placed on Passable terrain). It's easiest to roll all hits first, and then teleport the squad a total distance in one go.

Remember: always ask your opponent to move their own miniatures!



ARROWHEAD GRAVTANK					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2 P4+	12	1	SKIMMER	-

SQUAD SIZE: 3-9



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ENERGY STORM	-	F/S/R	12"	12"	2	4+	6	AA-4

INTERFERENCE

This Unit may not make Shooting actions, but may Reaction Fire against Aircraft without the usual Reaction Fire Accuracy penalty.

ENERGY STORM

When firing this weapon, add +1 Energy for every other friendly unit in the squad within coherency.



RECLUSE MIRRORWALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+3, P5+	12	2	WALKER	WIDE

SQUAD SIZE: 2-6



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.

MIRROR PROJECTORS

While this Unit is in coherency, when another friendly Unit within 6" of this Unit rolls for Passive Countermeasures, each dice result of a 6 causes 1 damage to the shooting Unit as if successfully damaged by a Shooting action. Each Passive Countermeasures result of a 6 can only be affected by this rule once (regardless of the number of nearby Mirrorwalkers) and this ability cannot be used on Passive Countermeasures made against damage caused by Indirect weapons.



WIDOW BATTLEWALKER					55 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+1, P5+	12	2	WALKER	-

SQUAD SIZE: 2-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
BRADYON CARBINES	-	F	24"	12"	4	3+	5	FLAME, PENETRATIVE

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.

BRADYON CARBINES

Missed shots from this weapon are discarded, ignoring the usual rules for Flame weapons.



BRAVE WARSUITS					35 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	9	3	INFANTRY 2+	RESILIENT

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DISCUS LAUNCHERS	-	F/S/R	18"	6"	8	3+	3	REDUCED-4
GAUSS RIFLE	0"	F/S/R	∞	18"	1	3+	10	-
WARSUITS	-	-	CQ	CQ	3	-	4	REDUCED-1

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					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
3"	A	9	3	INFANTRY 4+	DODGE 4+, RESILIENT

SQUAD SIZE: 2



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ENERGY SWORDS	-	-	CQ	CQ	3	-	6	ALT-1, REDUCED-1
WAVE PISTOLS	-	-	CQ	CQ	12	-	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.



PUNGARI					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
2"	-	5	5	INFANTRY 5+	-

SQUAD SIZE: 2-6



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DISCUS LAUNCHER	-	F/S/R	18"	6"	10	5+	3	REDUCED-2
HEADS	-	-	CQ	CQ	5	-	2	REDUCED-1

HORDE

Any enemy squad Shooting with Close Quarters weapons while in the same Garrison as this unit **must** target this squad.



ADAMAH GUNGATE					110 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+	9	7	AIRCRAFT	ACCESS

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GRAVITY CANNON	10"	F/S(L)	18"	18"	1	2+	11	DEVASTATOR-2 (TANK, WALKER, DEVASTATOR-3 (LARGE))
GRAVITY CANNON	10"	F/S(R)	18"	18"	1	2+	11	DEVASTATOR-2 (TANK, WALKER, DEVASTATOR-3 (LARGE))

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).



BOBCAT WARSTRIDER					135 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, P5+	13	4	WALKER	-

SQUAD SIZE: 1-3

This unit may replace its Ion Cannon Array with a Twin Gravity Cannon for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ION CANNON ARRAY	-	F/S/R	18"	18"	4	5+	8	AA-2, TECH KILLER
OPTIONAL WEAPONS								
TWIN GRAVITY CANNON	-	F/S	24"	24"	2	2+	11	DEVASTATOR-2 (TANK, WALKER), DEVASTATOR-3 (LARGE)

ION CANNON ARRAY

While this weapon is firing in Reaction Fire, its Accuracy becomes 2+ and ignores the +2 Accuracy penalty for firing in Reaction Fire.

**CAIMAN HEAVY GRAVTANK****115 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2 P5+	12	4	SKIMMER	-

SQUAD SIZE: 1-3

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GAUSS TRIAD	-	F/S/R	∞	36"	3	2+	10	DEVASTATOR-2 (VEHICLE)
LASER POD	-	F/S (RIGHT)	∞	∞	1	3+	7	DESTROYER 6+
LASER POD	-	F/S (LEFT)	∞	∞	1	3+	7	DESTROYER 6+

**CROCODILE HEAVY GRAVTANK**

110 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2 P5+	12	4	SKIMMER	-

SQUAD SIZE: 1-3

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HIGH POWER PARTICLE CANNON	2"	F/S/R	∞	∞	1	2+	14	ALT-1, DEVASTATOR-2 (ALL), DEVASTATOR-4 (SCENERY)
LOW POWER PARTICLE CANNON	-	F/S/R	∞	∞	1	2+	10	ALT-1, DEVASTATOR-2 (SCENERY)

PARTICLE CANNON

Both Alts of this weapon ignore Evasion and Passive Countermeasures.

**LEOPARD WARSTRIDER****75 PTS**

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-3

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN DRAGON CANNONS	-	F/S	12"	12"	12	3+	6	ALT-1, COVER (BODY, SOFT), STRAFE-2, TECH KILLER
CONCENTRATED DRAGON BEAM	-	F	12"	12"	6	3+	6	ALT-1, COVER (BODY, SOFT), FOCUS-2, TECH KILLER
THERMAL LANCE	-	F/S/R	9"	9"	2	2+	12	-



PANTHER AA WARSTRIDER					125 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HIGH POWER AA PARTICLE TRIAD	0"	F/S/R	∞	∞	1	3+	11	ALT-1, AA-0, DEVASTATOR-2 (AIRCRAFT), DEVASTATOR-4 (SCENERY)
LOW POWER AA PARTICLE TRIAD	-	F/S/R	∞	∞	3	3+	8	ALT-1, AA-0, DEVASTATOR-2 (SCENERY)

SLOW TO TRAVERSE

This unit may not Reaction Fire.

PARTICLE TRIAD

Both Alts of this weapon ignore Evasion and Passive Countermeasures.



OCELOT ORDNANCE WARSTRIDER					105 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HIGH POWER PARTICLE CANNON	0"	F/S/R	∞	∞	1	2+	14	ALT-1, DEVASTATOR-2 (ALL), DEVASTATOR-4 (SCENERY)
LOW POWER PARTICLE CANNON	-	F/S/R	∞	∞	1	2+	10	ALT-1, DEVASTATOR-2 (SCENERY)

PARTICLE CANNON

Both Alts of this weapon ignore Evasion and Passive Countermeasures.



PUMA SONIC WARSTRIDER					110 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GAUSS CANNONS	-	F/S	∞	24"	1	2+	10	STRAFE-2
SONIC CANNON	-	F/S/R	36"	18"	3	3+	8	DEVASTATOR-3 (SCENERY)



RONIN BATTLESUIT					25 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P6+	9	2	INFANTRY 3+	-

SQUAD SIZE: 3-6

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



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	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GAUSS CARBINE	-	F/S/R	∞	12"	2	3+	10	-
BATTLESUIT	-	-	CQ	CQ	2	-	5	-
OPTIONAL WEAPONS								
ENERGY BLADE	-	-	1"	1"	1	2+	8	DESTROYER (6+)
BIO-ATOMISER	-	-	CQ	CQ	3	-	4	-
ENERGY BLADE	-	-	CQ	CQ	1	-	8	-

TOUGH

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

BIO-ATOMISER

Shots from this weapon cause 2 extra points of damage on a damage roll of 6.



KUKRI AA TANK					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2 P5+	12	1	SKIMMER	-

SQUAD SIZE: 3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN ION CANNONS	-	F/S/R	18"	18"	4	3+	6	AA-2



BIRDEATER BATTLEWALKER					45 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, P5+	13	2	WALKER	-

SQUAD SIZE: 1-4



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN ION CANNONS	-	F/S	18"	18"	4	3+	6	AA-2
LASER POD	-	F	∞	∞	1	3+	7	DESTROYER 6+

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**

85 PTS

MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	-

SQUAD SIZE: 1

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN DRAGON CANNONS	-	F/S	12"	12"	12	3+	6	ALT-1, COVER (BODY, SOFT), STRAFE-2, TECH KILLER
CONCENTRATED DRAGON BEAM	-	F	12"	12"	6	3+	6	ALT-1, COVER (BODY, SOFT), FOCUS-2, TECH KILLER

SHIELD BOOSTING RELAY

All friendly non-Behemoth 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					85 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
4"	A, P5+	14	4	WALKER	ACCESS

SQUAD SIZE: 1-3



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SONIC CANNON	-	F/S/R	36"	18"	2	3+	8	DEVASTATOR-4 (SCENERY)

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					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, E+4 P5+	10	1	AIRCRAFT	-

SQUAD SIZE: 1-2

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

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN DISINTEGRATORS	10"	F/S/R	6"	6"	2	3+	7	DEVASTATOR-2 (VEHICLE), PENETRATIVE
OPTIONAL WEAPONS								
SHORT BARREL GAUSS CANNON	10"	F/S/R	∞	12"	1	3+	10	-



FIREDRAKE HEAVY ASSAULT GATE					125 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+ E+3	10	6	AIRCRAFT	ACCESS

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
DISRUPTION CANNON	10"	F	48"	48"	1	3+	8	AREA
DRAGON CANNON	-	F/S/R	12"	12"	12	3+	6	ALT-1, COVER (BODY, SOFT), TECH KILLER

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					60 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
6"	A, E+2 P5+	12	4	SKIMMER	WIDE

SQUAD SIZE: 1-2



GRAVCHARGER

If a friendly non-Aircraft, non-Behemoth unit (including this one) starts its activation within 6" of one or more units with this special rule, its entire squad increases their **Move** and **Move & Fire** values by +3" for that activation. Skimmers increase this bonus to +6".



YARI LIGHT GRAVTANK					15 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A, E+2 P5+	10	1	SKIMMER	-

SQUAD SIZE: 2-8

This unit may replace its Microwave Gun with a Light Ion Cannon for free.



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MICROWAVE GUN	-	F/S/R	6"	6"	6	3+	4	COVER (BODY, SOFT)
OPTIONAL WEAPONS								
LIGHT ION CANNON	6"	F/S/R	18"	18"	1	3+	6	AA-2



TATE LIGHT SHIELDTANK					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
12"	A, E+2 P5+	10	1	SKIMMER	-

SQUAD SIZE: 2-4



SHIELD BOOSTING RELAY

All friendly non-Behemoth 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+).



HAVEN TERRAGATE					20 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
9"	A, E+2 P5+	12	2	SKIMMER	ACCESS

SQUAD SIZE: 1



	MOVE & FIRE	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					40 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+	9	3	AIRCRAFT	ACCESS

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHARGED ATMOSPHERE	10"	F/S/R	4"	4"	3	4+	6	AA-0

INTERFERENCE

This Unit may not make Shooting actions, but may Reaction Fire against Aircraft without the usual Reaction Fire Accuracy penalty.

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					70 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"	A, P5+	9	7	AIRCRAFT	ACCESS

SQUAD SIZE: 1

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	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHARGED ATMOSPHERE	10"	F/S/R	4"	4"	3	4+	6	AA-0

INTERFERENCE

This Unit may not make Shooting actions, but may Reaction Fire against Aircraft without the usual Reaction Fire Accuracy penalty.

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					30 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
30"	A, P5+	9	1	AIRCRAFT	ACCESS

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHARGED ATMOSPHERE	10"	F/S/R	4"	4"	3	4+	6	AA-0

INTERFERENCE

This Unit may not make Shooting actions, but may Reaction Fire against Aircraft without the usual Reaction Fire Accuracy penalty.

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					60 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
20"-48"	A, E+5 P5+	10	1	AIRCRAFT	FAST, RARE

SQUAD SIZE: 1-2

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

	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN HEAVY ION CANNONS	-	F	18"	18"	4	3+	7	ALT-1, AA-3
GAUSS CANNON	-	F	∞	24"	1	2+	10	ALT-1
OPTIONAL WEAPONS								
HEAVY BIO-ATOMISER	-	F/S/R	12"	12"	3	3+	5	FLAME, FOCUS-2



TOTEM SHIELDSPIRE					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A, P5+	13	4	TANK	RARE

SQUAD SIZE: 1



SHIELD PROJECTOR

Once per activation choose a scenery piece in Line of Sight within 6". 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					60 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A, P5+	13	4	TANK	RARE

SQUAD SIZE: 1



	MOVE & FIRE	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ION STORM	0"	F/S/R	12"	12"	*	4+	9	ALT-1, TECH KILLER

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" away.



ZION GATESPIRE					50 PTS
MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
0"	A, P5+	13	4	TANK	ACCESS, RARE

SQUAD SIZE: 1

 18  6

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).

REMOTE GATEWAY

When this unit activates, you may pick another friendly non-Behemoth unit with a transport Requirement (of any symbol) within 12". Remove that unit and place it in Holding as if it were embarking into this transport (though it does not use any of this unit's transport capacity and ignores any restrictions on shooting and embarking).



CELESTIAL DRAGON				500 PTS	
MOVE	COUNTER MEASURES		ARMOUR	TYPE	SPECIAL
10"	A, P4+		14	BEHEMOTH	SPREAD-4"

HULL	5	5	5	This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc)			
LEGS	3	3	3	3	3	3	Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers may not be used for the rest of the game.
WEAPONS	7			Both High Power Particle Triad and Low Power Particle Triad cannot be used for the rest of the game.			

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HIGH POWER PARTICLE TRIAD	5"	F/S/R	∞	∞	3	2+	14	ALT-1, DEVASTATOR-2 (BEHEMOTH, VEHICLE), DEVASTATOR-4 (SCENERY)
LOW POWER PARTICLE TRIAD	-	F/S/R	∞	∞	3	2+	10	ALT-1, STRAFE-3, DEVASTATOR-2 (SCENERY)
LASER FANGS	-	F/S/R	∞	∞	2	3+	7	DESTROYER (5+)
GAUSS DESTROYERS	-	F/S/R	∞	36"	1	2+	11	DESTROYER (5+), STRAFE-6

GRAV ASSISTED ICOSAPEDE

Destructible scenery pieces or squads moved onto instead take 2D3 hits. In addition, when moving through Impassable scenery pieces, re-roll any damage rolls against this unit.

PARTICLE TRIAD

Both Alts of this weapon ignore Evasion and Passive Countermeasures.



EARTH DRAGON				500 PTS	
MOVE	COUNTER MEASURES		ARMOUR	TYPE	SPECIAL
10"	A, P4+		14	BEHEMOTH	SPREAD-4"

HULL	5	5	5	This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc)			
LEGS	3	3	3	3	3	3	Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers may not be used for the rest of the game.
WEAPONS	7			Super Disruption Cannon cannot be used for the rest of the the game.			

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
SUPER DISRUPTION CANNON	-	F/S/R	48"	48"	1	3+	10	AREA, DEVASTATOR-4 (BEHEMOTH)
HEAVY BIO-ATOMISER FANGS	-	F/S/R	12"	12"	6	3+	5	FLAME, FOCUS-2
GAUSS DESTROYERS	-	F/S/R	∞	36"	1	2+	11	DESTROYER (5+), STRAFE (6)

GRAV ASSISTED ICOSAPEDE

Destructible scenery pieces or squads moved onto instead take 2D3 hits. In addition, when moving through Impassable scenery pieces, re-roll any damage rolls against this unit.

SUPER 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.



HULL		
5		
5		
5		
This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc).		

LEGS		
3		
3		
3		
3		
3		
Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers cannot be used for the rest of the game.		

WEAPONS		
7		
The Particle Triad (both versions) cannot be used for the rest of the game.		



HULL		
5		
5		
5		
This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc).		

LEGS		
3		
3		
3		
3		
3		
3		
Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers cannot be used for the rest of the game.		

WEAPONS		
7		
Super Distruption Cannon cannot be used for the rest of the game.		

CELESTIAL DRAGON				500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL
10"	A, P4+	14	BEHEMOTH	SPREAD-4"

HULL	
5	
5	
5	

This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc).

LEGS	
3	
3	
3	
3	
3	
3	

Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers cannot be used for the rest of the game.

WEAPONS	
7	

The Particle Triad (both versions) cannot be used for the rest of the game.

EARTH DRAGON				500 PTS
MOVE	CM	ARMOUR	TYPE	SPECIAL
10"	A, P4+	14	BEHEMOTH	SPREAD-4"

HULL	
5	
5	
5	

This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc).

LEGS	
3	
3	
3	
3	
3	
3	

Reduce Gauss Destroyers Strafe value by 1. Once all Damage Thresholds are passed, Gauss Destroyers cannot be used for the rest of the game.

WEAPONS	
7	

Super Distruption Cannon cannot be used for the rest of the game.



LION SIEGESTRIDER				300 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
10"	A, P5+	13	BEHEMOTH	ACCESS, SPREAD-2"

HULL	4	4	This unit increases its Passive Countermeasures by 1 (4+ becomes 5+ etc)
LEGS	4	4	This unit reduces its Move by 4"
WEAPONS	8		Transmatter Beam cannot be used for the rest of the game. This unit loses all of its transport capacity.



	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TRANSMATTER BEAM	4"	F/S	24"	24"	1	2+	14	AREA, DEVASTATOR-2 (ALL), DEVASTATOR-5 (INFANTRY), STRAFE-2
LIGHTNING CROWN	-	F/S/R	12"	6"	1	2+	8	AA-2, AREA, TECH KILLER

TRANSMATTER BEAM

This weapon may target enemy Infantry that are in Garrisons, whether they have moved to an edge or not, measuring to the edge of the Garrison they are occupying.

TRANSMATTER TELEPORT

Friendly squads may use this unit's Access rule, even if they are not part of this unit's Battlegroup. Friendly squads using this unit's Access rule may be placed in line of sight within 12" of this unit. Only units with a transport requirement of 2 or less may use this unit's Access rule.

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).



HULL

4			
4			

This unit increases its Passive Countermeasures by 1 (5+ becomes 6+, etc).

LEGS

4			
4			

This unit reduces its Move by 4"

WEAPONS

8	

Transmitter Beam cannot be used for the rest of the game. This unit loses all of its transport capacity.



TIGER SIEGESTRIDER				280 PTS
MOVE	COUNTER MEASURES	ARMOUR	TYPE	SPECIAL
10"	A, P5+	13	BEHEMOTH	SPREAD-2"

HULL	4	4	This unit increases its Passive Countermeasures by 1 (5+ becomes 6+ etc)
LEGS	4	4	This unit reduces its Move by 4"
WEAPONS	4	4	One weapon cannot be used for the rest of the game.

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
HEAVY DISINTEGRATOR	-	F/S(L)	36"	36"	1	3+	12	DEVASTATOR-2 (ALL), DEVASTATOR-3 (LARGE)
HEAVY DISINTEGRATOR	-	F/S(R)	36"	36"	1	3+	12	DEVASTATOR-2 (ALL), DEVASTATOR-3 (LARGE)
LIGHTNING CROWN	-	F/S/R	12"	6"	1	2+	8	AA-2, AREA, TECH KILLER



HULL

4			
4			

This unit increases its Passive Countermeasures by 1 (5+ becomes 6+, etc).

LEGS

4			
4			

This unit reduces its Move by 4"

WEAPONS

4			
4			

One weapon cannot be used for the rest of the game.