



SHALTARI STARTER ARMY

FASTPLAY SHEET

DROPZONE

COMMANDER

1/1

★ HQ BATTLEGROUP



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



2

POINTS

65

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
WEB PROJECTOR	-	F/S/R	CQ	CQ	4	-	3	REDUCED-1, TELEPORT WEB

A

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.

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).

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.

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.

ARMOUR BATTLEGROUP x2



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
TOMAHAWK	9"	A, P4+, E+2	12	1	SKIMMER	-



2

SQUAD SIZE

POINTS

3

105

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
GAUSS CANNON	6"	F/S/R	∞	24"	1	2+	10	-

B



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
KUKRI	9"	A, P4+, E+2	12	1	SKIMMER	-



2

SQUAD SIZE

POINTS

3

120

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

C

FRONTLINE BATTLEGROUP x2



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
BRAVES	3"	A	9	3	INFANTRY 2+	RESILIENT



2

SQUAD SIZE

POINTS

2

70

	M&F	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	2+	9	PENETRATIVE
WARSUITS	-	F/S/R	CQ	CQ	6	-	3	REDUCED-2

D

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.



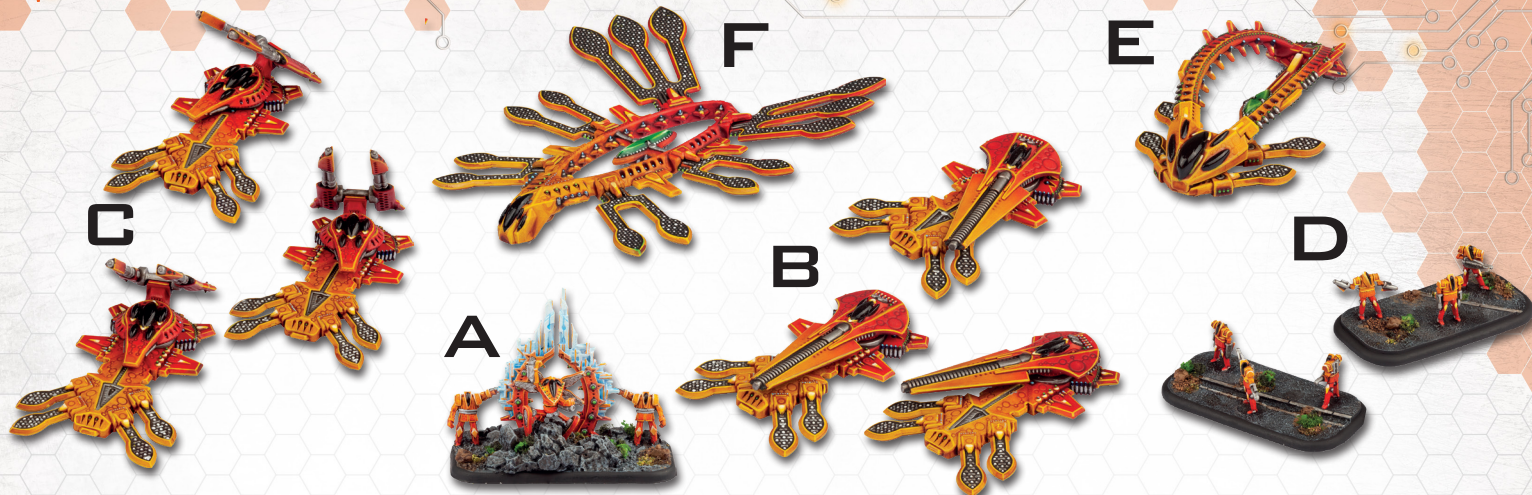
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AUXILIARY BATTLEGROUP



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



POINTS
20

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHARGED EARTH	-	F/S/R	4"	4"	6	3+	3	-

E

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.



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
EDEN	20"	A, P5+	9	3	AIRCRAFT	ACCESS



POINTS
40

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
CHARGED ATMOSPHERE	10"	F/S/R	4"	4"	3	3+	6	AA-2

F

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.

INTERFERENCE: This unit may not make Shooting actions, but may Reaction Fire against Aircraft.