

SHALTARI UNITS

PUNGURI AUXILLERIES

- EXPERIMENTAL RULES 1.1



The discovery of the Cradle Worlds and very foundation of the UCM can be traced to the first contact with the Shaltari and their help in exploring the galaxy. However, the less than altruistic designs that the Shaltari apparently had for using humanity as cannon fodder quickly put paid to any thoughts of long term alliance.

In the Punguri, it seems the Shaltari have found a much more pliant (if less capable) race to exploit. Despite their obvious mental and technological inferiority to their masters, they are slavishly devoted to the Shaltari and appear willing to die in large numbers for them should one be present to witness their sacrifice.

PUNGURI	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	1	2	N/A	5	18	INFANTRY	TROOPS	0.5	6+*	4, B2B	MASS-F0.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DISCUS LAUNCHER**	3	10	5+	18	6	2	F/S/R	SA-7, RW-2

***Special Rule - Subservient:** While in the same building or within 3" of another, Non-Subservient Shaltari Infantry unit, this unit has its fortitude is changed to 3+

****Special Rule - Airburst Shells:** These lethal projectiles can be timed to detonate in the air after entering through a window or passing into foliage. This weapon ignores Soft Cover.

Special Rule - Hoard: While this Squad has at least 3 units remaining, it may roll an additional dice when searching for objectives and receives a +1 modifier when searching for Intel. Once this Squad is reduced to 2 units or less, this bonus is lost.