

# SHALTARI UNITS

## SAMURAI

### - EXPERIMENTAL RULES 1.0



Samurai live for the joy of battle, eschewing larger walker or more nimble skimmer vehicles to stride through the warzone in a heavy warsuit. Such units are often made up of secondborn Shaltari, or those who have achieved enough renown with Firstborn squads to merit the use of such a suit. For many they are the stepping stone between infantry fighting and the more aloof tactics of battle and war strider combat.

In armament and tactics they share the style of Firstborns, but writ large over the whole battlefield rather than contained to a close fight. Bio-atomiser

weaponry takes the place of wave guns, stripping the flesh from enemy infantry with ease, where an underslung energy glave replaces their energy blades but maintains their close offensive capability; a Samurai pilot's blood always flows hot with the desire to destroy their enemies eye to eye.

SAMURAI	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	4	A*/ P6+	1	24	VEHICLE	SCOUT	3-6, STANDARD	MASS-0.5/F0.5

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
BIO-ATOMISER	5	2	3+	6	6	4	F/S/R	FLAME
ENERGY BLADE	10	1	2+	CC	CC	4	F/S/R	N/A

\* **Active:** These Active Countermeasures only take effect against weapons of E6 or less.