

CATEGORY: GATES

The Shaltari have access to a special category of unit. Gates function in much the same way as Transports, using the same rules with the following exceptions:

Squads embarked in Gates aren't counted as being inside a single transport. Instead they are counted as Dematerialised. To Materialise a squad they simply Disembark from any Gate currently on the board. That means that Squads may Embark into one Gate and Disembark from a completely different Gate! Embarking/Disembarking otherwise follows the usual rules. This also means that Gates ignore the Destroyed Transports rules as they will never have anything inside. However, if all Gates are destroyed there is no way for any Embarked units to return from the mothership and Disembark, so will count as removed from play.

Any squads that start the game Dematerialised must be declared as such. Those squads may only arrive onto the battlefield by Materialising from a Gate.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	T	SPECIAL
EDEN	4	20"	A, P5+	3	40	AIRCRAFT	GATE	1	L	A3	

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
CHARGED ATMOSPHERE	6	3	3+	4"	4"	10"	F/S/R	AA, SIDE EFFECT*

* THIS WEAPON MAY ONLY BE FIRED AS REACTION FIRE AGAINST AIRCRAFT IN THE AIR.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	T	SPECIAL
GAIA	4	20"	A, P5+	5	70	AIRCRAFT	GATE	1	L	A9	

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
CHARGED ATMOSPHERE	6	3	3+	4"	4"	10"	F/S/R	AA, SIDE EFFECT*

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	T	SPECIAL
SPIRIT	4	20"	A, P5+	5	40	AIRCRAFT	GATE	1	S	B2	

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
CHARGED ATMOSPHERE	6	3	3+	4"	4"	10"	F/S/R	AA, SIDE EFFECT*

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
HAVEN	7	9"	A, P5+	2	20	VEHICLE	GATE	1	B2, a1.5	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
CHARGED EARTH	3	6	3+	4"	4"	9"	F/S/R	

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	T	SPECIAL
THUNDERBIRD	5	20"	A, P5+ E+2	1	38	AIRCRAFT	SUPPORT	1-4	S	-	

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
SHORT BARREL GUASS CANNON	10	1	3+	∞	18"	10"	F/S/R	

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
TOMAHAWK	7	9"	A, P5+	1	35	VEHICLE	STANDARD	3-9	a1	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GAUSS CANNON	10	1	2+	∞	24"	6"	F/S/R	

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
KUKRI	7	9"	A, P5+	1	40	VEHICLE	STANDARD	3-9	a1	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN ION CANNONS	6	4	3+	18"	18"	4"	F/S/R	AA

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
COYOTE	9	4"	A, P4+	4	100	VEHICLE	COMMAND	1	a3	WALKER, EJECT*

* IF THIS UNIT IS DESTROYED, ROLL A D6. ON A 2+ PLACE A TOKEN ON THE BATTLEFIELD ANYWHERE YOU CAN PLACE A SMALL LZ TEMPLATE WITHIN 4D6" OF THE DESTROYED UNIT, NO MORE THAN 6" ABOVE GROUND LEVEL. IF THE TOKEN CANNOT BE PLACED, IT IS DESTROYED. THIS TOKEN COUNTS AS A COMMAND MODULE.

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GAUSS CANNON	10	1	2+	∞	24"	4"	F/S(L)	
GAUSS CANNON	10	1	2+	∞	24"	4"	F/S(R)	

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
COMMAND MODULE	6	0"	A, P3+	1	0	VEHICLE	COMMAND	1	a1	

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
JAGUAR	9	4"	A, P4+	4	110	VEHICLE	HEAVY	1-2	a3	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
GAUSS CANNON	10	1	2+	∞	24"	4"	F/S(L)	
GAUSS CANNON	10	1	2+	∞	24"	4"	F/S(L)	
TWIN ION CANNONS	6	4	3+	18"	18"	4"	F/S/R	AA

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
OCELOT	9	4"	A, P4+	4	95	VEHICLE	HEAVY	1-2	a3	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PARTICLE CANNON	13	1	2+	∞	∞	2"	F/S/R	DEMOLISHER-D3+2, AWESOME FIREPOWER*

* THIS WEAPON IGNORES ALL COUNTERMEASURES, INCLUDING PASSIVE ONES!

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
YARI A	5	12"	A, P5+	1	20	VEHICLE	SCOUT	2-8	a1, b1	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MICROWAVE GUN	4	6	2+	12"	12"	6"	F/S	THROUGH COVER*

* THIS WEAPON IGNORES SOFT COVER.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	T	SPECIAL
YARI B	5	12"	A, P5+	1	25	VEHICLE	SCOUT	2-8	a1, b1	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
LIGHT ION CANNON	6	1	3+	18"	18"	6"	F/S/R	AA

	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	T	SPECIAL
BRAVES	4	3"	A*	3	35	INFANTRY	TROOPS	2	3+	2 B2B	b1	WARSUIT*

* WARSUIT: THIS UNIT'S ACTIVE COUNTERMEASURES ONLY TAKE EFFECT AGAINST WEAPONS OF E6 OR LESS. IN ADDITION, HIT FROM COLLATORAL DAMAGE WILL ALWAYS DAMAGE THIS UNIT ON A 5+.

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
DISCUS LAUNCHERS	3	8	3+	18"	6"	3"	F/S/R	RW-4, SA-7, AB
GAUSS RIFLE	9	1	2+	∞	18"	0"	F/S/R	SC

	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	T	SPECIAL
FIRSTBORN	4	3"	A*	3	48	INFANTRY	TROOPS	4	3+	2 B2B	b1	WARSUIT*, DODGE 4+, INCAPACITATE**

* WARSUIT: THIS UNIT'S ACTIVE COUNTERMEASURES ONLY TAKE EFFECT AGAINST WEAPONS OF E6 OR LESS. IN ADDITION, HIT FROM COLLATORAL DAMAGE WILL ALWAYS DAMAGE THIS UNIT ON A 5+.

** INCAPACITATE: FIRSTBORNS MAY USE THEIR WAVE PISTOLS TO RENDER OPPONENTS HELPLESS DURING CQB'S. YOU MAY DISCARD 2 DICE CONTRIBUTED BY FIRSTBORNS IN STEP-1 OF A CQB FIGHT SEQUENCE IN ORDER TO NEGATE 1 DICE OF AN ENEMY BASE IN THAT FIGHT SEQUENCE. THIS MAY BE DONE UP TO 3 TIMES PER FIRSTBORN BASE.

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ENERGY SWORDS	6	3	2+	CC	CC	3"	F/S/R	RW-1

	A	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
WARSPEAR	5	A, P5+	1	45 (230)	AIRCRAFT	AIRSTRIKE	2 WIDE	S	

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN HEAVY ION CANNONS	7	4	3+	18"	18"	-	N	ALT-1, AA
GAUSS CANNON	10	1	2+	∞	24"	-	N	ALT-1