

The Shaltari for FWC

by Philip Sidebotham 2015

The Shaltari are a highly advanced alien race featured in Hawk Wargames' 10mm SF miniatures wargame: Drop Zone Commander. They use grav technology and teleport gates to move units on and off the table and around the battle field.

DZC is a game that focusses on airmobile actions and as such is not modelling true combined arms warfare as FWC does, in addition its C&C mechanisms are completely different to those in FWC so trying to convert between the two systems is not without problems. The ideas here represent an attempt to do so.

Shaltari Command Units

The command and control rules in DZC are very different to FWC. Usually a battle group will have one commander for the whole table. The Shaltari appear to have access to a full range of command values although the higher CVs will be found in larger battle groups. Therefore in devising the FWC lists I have put points values against the different CV values. They don't seem to use off table artillery so no FOs but they do use aircraft so FAC would seem appropriate. COs should be based in Coyote Warstriders, HQ units in War walkers or Yari Light tanks. I have used the conversion tables above to cost out the various command units according to the firepower of the units

Shaltari Gates

Shaltari gates are specialised units only available to the Shaltari. Apart from the ground based Haven Terragates they are classed as aircraft and are used to teleport units on to the table and around the table. They have the normal range of unit stats apart from a special trait: Gate Capacity GC is a measure of how many units a single gate can 'move' in a turn. Every Shaltari unit which can be teleported has a Mass value. This represents the bulk of the unit in question. Mass is derived from the size of units for transporting on P1254 of the rule book . The Shaltari units are summarised in the table below. The Gate Capacity is derived from the concept of carrying capacity (p51 of the FWC rulebook)

A single gate may materialise up to an equal total mass value in units to its Gate capacity. It is possible for some units to have both mass and gate capacity such as the Haven terra gate (Shaltari equivalent of an APC)

Fine Mass and Fine Gates

GC prefaced with an F; means *fine*. The larger gates are configured for larger mass and so cannot transport small units such as individual infantry and light vehicles. Therefore a GC of *Fine* is used to teleport infantry and Yari light tanks. Some units have both F mass and normal mass and so can be teleported by any gate.

Dematerialising and materialising – Limitations

A single gate may not materialise more than its total gate value in unit mass in a single turn and may not dematerialise more than its total gate capacity in unit mass in a single turn. **Note that it may do both**

EG: an Eden Medium gate (Gate-) may materialise 3 Tomahawk Grav-Tanks in one action(Mass – each) and then may dematerialise a single Jaguar Warstrider (Mass-) but NOT dematerialise another Jaguar (total mass of – dematerialised)

Gates may Materialise/dematerialise more than one unit at a time as part of a single order (see later rules)

Gates Capacity: New unit attribute

When building the units, I used the points cost for carrying capacity but GC , not being an actual measure of physical space, is treated as a **tech upgrade** which means that the cost is halved for Shaltari units (advanced tech level)

This table gives the Mass/size of different units types. Any unit type not listed here cannot be teleported (mainly gunships and fighter aircraft)

Unit type	Mass/GC
infantry	1(F1)
Yari Light tank	2(F2)
Haven terragate	3
Tomahawk MBT	4
Kukri AA Grav tank	4
Warstriders (HVY)	12
Caiman Hvy tanks	12
Battle striders	6
Warspires	12

Shaltari (Hawk Wargames 10mm scale)

Troops	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
CO (CV10 High Warchief)	Command	60F	5/60	-	6	6	230	-/(1)	1a
CO (CV9 Prime Warchief)	Command	60F	5/60	-	6	6	200	1/1(1)	1b
CO(CV8 Elder Warchief)	Command	60F	5/60	-	6	6	170	1/1-(1)	1c
HQ (CV9 warchief)	Command	40F G*)	3/45	-	4	6	145	-/1(2)	2a
HQ (CV8 Elder)	Command	40F(G*)	3/45	-	4	6	115	-/1(2)	2b
HQ(CV7 Shamman)	Command	40F(G*)	3/45	-	4	6	85	-/1(3)	2c
FAC (CV9 Yari Lt.Tank)	Command	40G	3/45	-	4	6	80	-/1(1)	
FAC (CV8 Yari Lt.Tank)	Command	40G	3/45	-	4	6	65	-/1(2)	
FAC (CV7 Yari Lt.Tank)	Command	40G	3/45	-	4	6	50	-/1(3)	
Recce Unit (Yari Lt.Tank)	Recce	35G	3/30*	3	3	5	145	1/1(3)	3 S1
Infantry (Braves ,Elite)	Infantry	10F	4/30*	5	4	4	95	2/-	4
Infantry (1 st Borns,elite)	Infantry	10F	3/20*	6	5	4	140	2/-	5
Inf. Upgrade (Lt gauss gun)	Infantry	-	3/30'	-	-	-	10	-/-	
Lt. tank (yari)	Armour	35G	3/30*	3	3	5	125	-/-	6 S1
MBT (Tomahawk)	Armour	25G	5/60	2	4	4	160	-/6	7 S1
Hvy Tank(Caiman)	Armour	15G	5/90	2	7	4	380	-/1	8 S1
Walker (Jaguar)	Armour	10F	10/60R	3	6	3T	350	-/2	9 S1
Walker (tarantula)	Armour	15F(G*)	5/6R	4	4	4	215	-/3	10 S1
Walker (Dreamsnare)	Armour	10F	6/45R*	4	6	3T	300	-/1(3)	11 S1
SPG (Ocelot)	Armour	10F	6/100	2	6	3T	430	-/1(3)	12 S1
Air Defence (Yari Lt.Tank)	Artillery	35G	3/45	3	3	5	100	-/-	13 S1
Air defence (Kukiri)	Artillery	25G	4/60	2	4	4	195	-/-	14 S1
Air Defence (Birdeater)	Artillery	15F(G*)	3/45	4	4	4	170	-/-	15 S1
Gunship (T'Bird)	Aircraft	25A	5/45	2	3	5	125	-/-	16 S1
Aircraft(Warspear)	Aircraft	-	5	-	3	5	195	-/1	17 S1
War Spire (Mobile emplacement)	Armour	-	6/30	6	7	4	375	-/1(4)	18 S1
Gate Unit (Haven,Ground)	Transport	25G	3/10	2	3	4	100	-/-	19 GCF2
Gate Unit (Spirit,lt.)	Transport	35A	3/10\$	-	3	5	110	-/-	20 GC F2
Gate Unit (Eden med.)	Transport	25A	3/10\$	-	5	5	175	-/-	21 GC 12
Gate Unit (Gaia, Hvy.)	Transport	20A	3/10\$	-	7	5	220	-/-	22 GC 36

Special rules

Flexible tactical doctrine

Advanced tech level

Air superiority +3 any command unit can request air support but with -1CV

Assets

6X light orbital strike, 4 attacks (40pts each)

3X Heavy orbital Strikes, 8 attacks (80 pts each)

Notes**Note 1A CO Unit High Warchief**

Based in Coyote Warstrider. Min battlegroup size to deploy 3000pts.

Note1B CO unit Prime Warchief

Based in Coyote Warstrider. Min battlegroup size to deploy 2000pts.

Note1B Elder Warchief

Based in Coyote Warstrider. Min battlegroup size to deploy 1000pts. Or less

Note 2A HQ Warchief

Based in Birdeater battlestrider. Min. battlegroup size to deploy 3000pts. Secondary Grav. Enables scaling of vertical surfaces

Note 2B Elder

Based in Birdeater battlestrider. Min. battlegroup size to deploy 2000pts. Secondary Grav. Enables scaling of vertical surfaces

Note 2c Shamman

Based in Birdeater battlestrider. Min. battlegroup size to deploy 1000pts. Or less. Secondary Grav. Enables scaling of vertical surfaces.

Note 3 Recc in Yari Lt. tank

Recce yari armed with microwave cannon. High Impact, Plasma, adaptive camo.

Note 4 Infantry (Braves)

Elite, adaptive camo.

Note 5 Infantry (1st borns)

Adaptive camo, armed with plasma weapons

Note 6 Yari Lt. tank with Microwave gun

Adaptive Camo, microwave cannon High impact and Plasma

Note 7 Tomahawk MBT

Adaptive camo

Note 8 Caiman Hvy Tank

Secondary weapon: Laser pods 6/120 split fire restricted arc, right and left, ½ range vs AFVs

Note 9 Jaguar Warstrider

Main weapon 10/60 split fire restricted arc.

Secondary weapon AA Ion cannon 3/45 high impact weapon

Note 10 Tatantula Battle strider

Main weapon HVP. secondary weapon laser pod 3/125, can split fire. Grav allows it to walk up vertical surfaces.

Note 11 Dreamsnare

Split fire. ½ range vs AFVs, high impact. Shield boost. Gives 3 pts of shields to all units within 15cms with adaptive camouflage.

Note 12 Ocelot SPG Warstrider

Main weapon high impact.

Note 13 Yari Lt. AA tank with Ion cannon

Adaptive camo

Note 14 Kukir AA tank

Adaptive camo. High impact

Note 15 Birdeater Battlestrider

Main weapon high impact secondary weapon laser pod restricted can split fire (AA and ground fire) With grav drive can walk up vertical surfaces

Note 16 Thunderbird Gunship

Adaptive camo.

Note 17 Warspear hvy. fighter aircraft

Adaptive camo, high impact

Note 18 Warspire

Secondary weapon energised atmosphere (AA) Hvy. Shield dome

Note 19 Haven Terragate

Adaptive camo. Expendable main weapon high impact. Gate capacity F2

Note 20 Spirit light gate

Adaptive camo, expendable gate capacity F2. main weapon cannot target enemy units but will 'fire' if another unit comes to within 10cms of the gate.

Note 21 Eden medium gate

Adaptive camo. Expendable. Capacity 12. Main weapon cannot target enemy units but will 'fire' if another unit comes within 10cms of it.

Note 22 Gaia heavy gate

Adaptive cano. Capacity 36. Main weapon cannot target enemy units but will 'fire' if another unit comes within 10cms of it

Design Notes

The Shaltari are a highly advanced alien race featured in Hawk Wargames' 10mm SF miniatures wargame: Drop Zone Commander. They use grav technology and teleport gates to move units on and off the table and around the battle field. DZC is a game that focusses on airmobile actions and as such is not modelling true combined arms warfare as FWC does, in addition its C&C mechanisms are completely different to those in FWC so trying to convert between the two systems is not without problems. The ideas here represent an attempt to do so.

Basic conversion systems

Before moving on to consider the Shaltari I shall lay out some broad conversion ideas that can be applied to any and all DZC units and armies.

In DZC weapons have an accuracy factor which is the score needed to achieve a hit on 1D6. This is covered in FWC by the basic 'to hit' rules. Weapons also have an energy value from 1-13 which are cross referenced with a units armour (1-10) to arrive at a number that must be beaten on a D6 to Cause damage.

I decided that weapon energy levels equated reasonably well with nos. of attacks in FWC and that armour would equate to the save value. The following table offers a provisional conversion ratio:

DZC weapon energy level	FWC Attacks
1-3	2
4-6	3
7-8	4
9-10	5
11-13	6

DZC Armour Values	FWC Save values
1-3	6
4-6	5
7-8	4
9-10	3

Hits are more difficult to convert. In DZC all units have a certain number of damage points.(DP) Units have DPs between 1 -6 with most vehicles having 1 or 2 DPs, infantry having 3DPS and large vehicles and mecha getting 4-6 DP. I decided that DPs would relate to FWC Hits as they are both a measure of how much damage a unit can take before being KO. However 1DP is probably more than 1 hit in FWC so the following ratio is suggested. DP levels have a small range of FWC hits. Stronger tougher units will have more hits, weaker and more fragile units will have lower hits. (these variations are often hinted at in the descriptions of the units in DZC without giving precise scores for these ideas)

DZC Damage Points (DP)	FWC Hits
1	3-4
2	4-5
3	5-6
4	7-8
5	8-10
6	9-10+

Move distance and ranges are given in inches I just convert these to Cms for FWC. In most cases this works but in some it does create either very slow or very fast units for FWC. I moderate this by careful attention to the unit descriptions and looking at what's average for FWC.

DZC gives 2 range factors for weapons I use the Rc rating as this is effective range. In addition different weapon types have a max distance that they can move and fire. For FWC this can be largely ignored as it is addressed by the stabilisation rules .

There is no clarity regarding infantry AT attacks in DZC. As with other units infantry weapons have an energy rating some of these ratings mean that infantry would not be able to score a hit on targets above a certain armour rating. Which suggests such units don't have any AT capability. This is a major disadvantage if playing FWC I suggest that this is overcome by creating an Upgrade with a basic AT rating.

Command Units

COs in Coyote Warstriders

CV	Move	Hits/Saves	Direct fire	Mass	Total
10 (High War chief)	60F	6/6	5/60	12	230
9 (Prime War chief)	60F	6/6	5/60	12	200
8 (ElderWar chief)	60F	6/6	5/60	12	170

HQs in Birdeater Battle-Striders

CV	Move	Hits/Saves	Direct Fire	Hi Impact	Mass	Total
9 (war chief)	40W(G*)	4/6	3/45	+15pts	6	145
8 (Elder)	40W(G*)	4/6	3/45	+15pts	6	115
7 (Shamman)	40W(G*)	4/6	3/45	+15pts	6	85

*War walkers pay for Grav although their main motive power is walking, the grav drive enables them to walk up vertical planes such as buildings or cliffs etc.

FACs in Yari Light tanks with Ion Cannon (AA)

CV	Move	Hits/Saves	Direct Fire	Mass	Total
9	40G	4/6	3/45	F2	80
8	40G	4/6	3/45	F2	65
7	40G	4/6	3/45	F2	50

Recce Units

These would generally be based in Yari Light tanks or on foot scouts. Just add the points for recce to the unit.

Yari Light Tank

The Yari is described as a very fast attack vehicle used in an anti-infantry role with the microwave gun or as a light AA vehicle with a light Ion cannon. I have applied the same assumptions of tit design as to the Tomahawk and kukiri. The microwave gun is described as being able to penetrate solid cover and to have a horrific effect on its victims therefore I have given it the tech upgrades of High impact (roll one less to hit) and Plasma mainly because of the suppression effects rather than the description of the type of weapon it is.

Yari Light tank with Microwave gun

FWC Trait	Value	Cost
Basic	-	10
Move	35cms	25

Yari Light tank with Ion Cannon

Grav	-	+10
Hits/Save	3/5	+10
Attacks	3/30*	+5
Assault	3	-5
S1	-	+10
Adaptive Camo	-	+10
High Impact	-	+15
Plasma	-	+20
Mass	F2	-
Total	-	125pts

FWC Trait	Value	Cost
Basic	-	10
Move	35cms	25
Grav	-	+10
Hits/Save	3/5	+10
Attacks	3/45AA	+24
Assault	3	-5
S1	-	+10
Adaptive Camo	-	+10
Mass	F2	
Total		100

Tomahawk MBT

The Tomahawk is described in DZC as fast. Powered by anti-grav technology but lightly armoured. It possesses shields like all other Shaltari vehicles. Whilst Shields are mentioned there is no specific rules about them. So I have decided to give the Tomahawk MBT a fast speed by FWC standards. Since the emphasis is on the Tomahawk being harder to hit I have decided to give it low hits, a higher save and adaptive camouflage to account for the 'shields'.

The Tomahawk is armed with a gauss cannon which is said to be more advanced than similar weapons used by the humans although the actual energy level of the Shaltari weapon is no better than human equivalents. So I conclude that it's a standard DF attack with no tech upgrades.

Tomahawk MBT

FWC Trait	Value	Cost
Basic	-	10
Move	25	15
Grav	-	10
Direct fire	5/60	75
Assault	2	-10
Hits/save	4 /4	40
Adapt camo	-	10
Stab 1	S1	10
Mass	4	-
Total		160pts

Kukuri AA grav tank (Hawk wargames Kukuri AA tank model)

This is described as an AA turret on a tomahawk hull, however the Kukuri bizarrely is given a DP of 3 which makes no sense to me whatsoever so I've chosen to ignore it and given it the exact same hits and save value as the Tomahawk tank but with AA attack rating. The twin Ion cannons have a high

rate of fire so to reflect that I've given them the tech upgrade of High impact which makes it easier to hit targets which seems the best way within FWC to reflect this higher rate of fire.

FWC Trait	Value	Cost
Basic	-	10
Move	25	15
Grav	-	10
Direct fire	4/60AA	80
Assault	2	-10
Hits/save	4 /4	40
Adapt camo	-	10
High impact	-	30
Stab 1	S1	10
Mass	4	-
Total		195pts.

Jaguar Warstrider

This is described as slow but more heavily armoured than the tank units. It is a walker with three weapon systems. Two Gauss cannons as featured on the Tomahawk MBT and AA system as carried by the Kukuri. The warstrider is said to be good at holding its own but less able to fend off large numbers of infantry units. So it's a walker, in 6mm it's definitely a massive unit and thus also stubborn. It is quite slow by the standard of other FWC walkers. It also breaks the rule by having 3 weapon systems despite that I'm going to stick to this. It gets higher hits and save rating, no adaptive camouflage and can split fire. It's also tough. It has an assault value of 3 which is slightly better than the tanks but not great. Also if we are to stick to FWC guidelines the Jaguar should also have a restricted arc of fire. Since the notes in DZC say nothing to contradict this I will stick with the FWC guidelines.

Jaguar Warstrider

FWC Trait	Value	Cost
Basic	-	10
Move	10F	0
Direct fire	5/60	75
Direct fire	5/60	75
Direct FireAA	3/45	30
Assault	3	-5
Hits/save	6 /3	120
restricted	R	-10
Stubborn	-	10
Tough	-	10
Stab 1	S1	10

Split fire	All	10
High Impact	AA	15
Total		350pts

Ocelot Warstrider (Hvy. Arty/SPG.)

The DZC rules don't really cover artillery. The Shaltari don't appear to have any. The ocelot is described as a very powerful direct fire weapon. However it is described as a very long range weapon (particle cannon and it is very large on the model!) The particle cannon is said to be very destructive to armour, breaking through most ECM etc. Shaltari players are advised to keep it in the rear and protect it with gunships. For these reasons it seems to best fit the description of an SPG unit. As an SPG it could also be used in the indirect fire mode see SPG Units FWC pg. 29 I give it high impact to reflect its armour cracking powers.

Ocelot Warstrider

FWC Trait	Value	Cost
Basic	-	10
Move	10W	0
Hits/save	7/3	150
Attacks	6/100	120
Hits/Save	6/3	120
restricted	R	-10
Tough		10
stabilisation	S1	10
High impact		30
Mass	12	-
Total	-	440

War Spear Hvy. fighter (Aircraft)

The Warspear is described as a heavy multi-role fighter aircraft. It is armed with twin Ion cannons for Air to Air combat and an underslung gauss cannon for ground attack. Warspears are generally deployed as single units according to the DZC description. As FWC doesn't really provide rules for air to air combat I have only costed the Warspear as a ground attack fighter. As with the rest of the Shaltari units I give the gauss cannon High impact and to reflect the 'shields' on Shaltari units the Warspear gets adaptive camo.

Warspear Heavy Fighter

FWC Traits	Value	Cost
Basic	-	10
Move	Air	10
Hits/save	3/5	10
Attacks	5	100
High Impact	-	45
Adapt. Camo	-	20
Total		195

Thunderbird Gunship

This is the standard front line gunship employed by the Shaltari. It is described as a little slow and lightly armoured so not very resistant against high AA fire. It employs a short barrelled gauss cannon for ground attack which is slightly less powerful than the standard gauss cannon on the tanks. To reflect all this I've given it a move value of 25 which is a bit slower than most gunships in FWC. Low hits and a high save value of 5 to reflect its light armour etc. Since it still is considered to have shields I also give it Adaptive camouflage.

Thunderbird Gunship

FWC Trait	Value	Cost
Basic	-	10
Move	25	15
Air	A	20
Direct fire	5/45	60
Assault	2	-10
Hits/save	3 /5	10
Adapt camo	-	10
Stab 1	S1	10
Total		125pts

Shaltari Infantry (Braves)

Shaltari infantry are described as suited in some kind of power armour. They are tough opponents in close assault although their direct fire attacks are only energy 4 making them less effective against armour To stay true to the DZG descriptions then I will give them higher than average hits and a standard save. They are classed as elite with a high assault and still get adaptive camouflage. Their gauss rifles will hit soft targets only. Upgrades will have to be bought for anti-armour capability.

Shaltari Infantry (Braves)

FWC Trait	Value	Cost
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Basic	-	10
Move	10F	0
Direct fire	4/30	30
Soft targets	*	-10
Assault	5	10
Hits/save	4 /4	40
Adapt camo	-	10
Elite		5
Total		95pts

Shaltari Infantry (1st borns)

These are the assault shock troops of the Shaltari army. They are young by Shaltari standards and so are fiery and eager to get stuck in. They carry power swords and short range wave guns which seem to effectively suppress enemies in close assault. I have given them higher hits and better saves than the Braves. They have a higher assault value and are also elite. They have no AT capability and cannot have AT upgrades. The wave gun is classed as a Plasma weapon. Although the mechanics of this are very different to FWC plasma weapon the end result is the same: an increase in the ability to suppress other infantry units.

Shaltari Infantry (1st Borns)

FWC Trait	Value	Cost
Basic	-	10
Move	10F	0
Direct fire	3/20	10
Soft targets	*	-5
Assault	6	10
Hits/save	5 /4	60
Adapt camo	-	10
stubborn		10
Elite		5
Plasma		30
Total		140pts

Shaltari Infantry AT upgrade

Shaltari Infantry don't seem to have effective AT capability in the DZC rules so to compensate I have given them the option of a basic AT upgrade, nothing fancy. Given Shaltari tech it would probably be some form of light Gauss cannon as they don't seem to go in for smart missiles at all.

FWC Trait	Value	Cost
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Basic	-	-
Move	-	-
Light Gauss cannon	3/30*	10
Assault	-	-
Hits/save	-	-
Total	-	10

Caiman Heavy Tank

The Caiman heavy tank is described as a stand-off tank killer. It's main armament is the gauss triad with a very long range. It also two secondary weapons , laser pods with restricted fire arcs on each flank. Two different targets can be fired on by the laser pods as a result of one order. The laser pods are described as long range light anti- armour weapons hence the ½ range vs AFVs. Like the other larger Shaltari units I have not given the Caimen adaptive camouflage relying on its heavier armour to protect it.

FWC Trait	Value	Cost
Basic	-	10
Move	15G	5
Grav	-	10
D/F Main	5/90	125
D/F Sec	3/120	70
D/F sec	3/120	70
Restricted sec	-	-10
1/2range vs AFVs		-20
Hits/saves	7/4	80
Split fire	2 targets	10
Assault	2	-10
S1		+10
Mass	12	+10
Total		380

Tarantula Battle strider

This is essentially a smaller Warstrider, optimised for anti-armour role. Its main weapon is the grav cannon. This is said to do more damage the greater the mass of the target. There is no equivalent weapon system in FWC therefore the closest I get is to make it an HVP and hard attacks only. In addition the battle strider has a laser pod.(see Caiman Heavy tank.)

Although the Tarantula is not classed as a massive unit it gets to split fire. As a walker it has restricted fire. The battle striders are also described as being able to walk up vertical surfaces such as buildings. They do this with a combination of 'grav assistors' and clamps. I therefore give them Grav propulsion as well as their main walker movement. They gain the advantages of Grav for vertical movement purposes but are classed as walkers for all other purposes.

Tarantula Battle strider

FWC Trait	Value	Cost
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Basic		10
Move	15F	-5
Grav		+10
Hits/saves	4/4	40
Assault	4	-10
Grav cannon	5/6	75
Hard atk. only	-25%	-20
Laser Pod	3/125	90
Hard atk. Only	-25%	-20
S1		+10
HVP (Grav cann.)	+1 to hit	+25
Restricted	All	-10
Split fire		+10
Mass	6	-
Total		215pts

Birdeater Battle Strider

This is an AA version of the Tarantula so its main weapon is the Ion cannon. In all other respects it is the same as the Tarantula.

Birdeater Battle Strider

FWC Trait	Value	points
Basic		10
Move	15F	-5
Grav		+10
Twin Ion Cannon	3/45AA	30
Hi-Impact	Ion can	+15
Laser pod	3/125H*	70
Hits/Save	4/4	40
Assault	4	-
Restricted fire		-10
Split fire	2 tgts.	+10
Mass	6	-
Total		170pts

Totem Warspire

This is essentially an immobile gun and shield dome emplacement, however due to teleport gates the warspire can be teleported around the battle field. It is used primarily to secure a building whilst infantry take the building down. It uses an energy shield to do this. In FWC terms this is essentially a heavy shield dome. The Warspire also has a direct fire attack in the form of an energy beam. It can materialise and fire as one order so I've given it S1. Like the Shaltari gates, the Warspire also has an energised atmosphere which is a short range AA attack.

Totem Warspire

FWC	Value	Points
Basic		10
Move	0	-10
Hits/saves	7/4	100
Energy beam	6/30	+60
Stabilised	S1	+10
Ener.atmos.	3/20AA	0
Assault	6	+20
Hvy.Shield dome		180
Mass	12	
Total		375pts.

Dreamsnare

This is a specialist warstrider variant. It is armed with twin micro-wave guns but its main function is to carry an energy shield boosting relay which in DZC speak increases the shields for all units within 6" of the Dream snare. The effects are to make such units slightly harder to hit. On this basis I've decided to allow the shield boosting relay to effectively give 3 pts of shields to any unit within 15cms that has adaptive camouflage. There is no direct way of costing this so I have decided to cost the relay booster as a light shield dome (It has an area effect) and as shields 3. The Dreamsnare can activate the relay booster in the initiative phase. All units with adaptive camouflage within 20cms will get 3 extra hits as if they had shields .

The Dreamsnare is also described as having better anti-infantry capability than other Warstriders . I'm not sure what the basis for this is since there is nothing in the rules of DZC that says the direct fire weapons on the other Warstriders cannot be used against infantry. I have therefore decided to give the Dreamsnare a slightly higher Assault rating than Jaguars, Coyotes and Ocelots.

FWC Trait	Value	cost
Basic	-	10
Move	10F	0
Microwave can.	3/45	30
Microwave can.	3/45	30
Hits/save	6/3	120
Assault	4	0
Restricted fire	R	-10
Stubborn	-	10
Tough		10
Stabilised	S1	10
High Impact		30
Shield boost	(Lt. shield dome)	30
Shield	3pts	30
Mass	12	
Total		300pts

Shaltari Gates

Shaltari gates are specialised units only available to the Shaltari. Apart from the ground based Haven Terragates they are classed as aircraft and are used to teleport units on to the table and around the table. They have the normal range of unit stats apart from a special trait: Gate Capacity

GC is a measure of how many units a single gate can 'move' in a turn. Every Shaltari unit which can be teleported has a Mass value. This represents the bulk of the unit in question. Mass is derived from the size of units for transporting on P1254 of the rule book . The Shaltari units are summarised in the table below. The Gate Capacity is derived from the concept of carrying capacity (p51 of the FWC rulebook)

A single gate may materialise up to an equal total mass value in units to its Gate capacity. It is possible for some units to have both mass and gate capacity such as the Haven terra gate (Shaltari equivalent of an APC)

Fine Mass and Fine Gates

GC prefaced with an F; means *fine*. The larger gates are configured for larger mass and so cannot transport small units such as individual infantry and light vehicles. Therefore a GC of *Fine* is used to teleport infantry and Yari light tanks Some units have both F mass and normal mass and so can be teleported by any gate.

Dematerialising and materialising – Limitations

A single gate may not materialise more than its total gate value in unit mass in a single turn and may not dematerialise more than its total gate capacity in unit mass in a single turn. **Note that it may do both**

EG: an Eden Medium gate (Gate-) may materialise 3 Tomahawk Grav-Tanks in one action(Mass – each) and then may dematerialise a single Jaguar Warstrider (Mass-) but NOT dematerialise another Jaguar (total mass of – dematerialised)

Gates may Materialise/dematerialise more than one unit at a time as part of a single order (see later rules)

Gates Capacity: New unit attribute

When building the units, I used the points cost for carrying capacity but GC , not being an actual measure of physical space, is treated as a **tech upgrade** which means that the cost is halved for Shaltari units (advanced tech level)

This table gives the Mass/size of different units types.

Unit type	Mass/GC
infantry	1(F1)
Yari Light tank	2(F2)
Haven terragate	3
Tomahawk MBT	4
Kukri AA Grav tank	4
Warstriders (HVY)	12

Spirit Light Gate

FWC Trait	Value	Cost
Basic	-	10
Move	35	25
Aircraft	A	20
Assault	-	-15
Direct fire	3/10*	5
Hits/save	3 /5	10
Adapt camo	-	10
Expendable		5
Independent		+20
GC	F2	0
Teleport		20
Total		110pts

*this represents the gates 'charged atmosphere' effect. It cannot use this to attack other units but if any other aircraft unit comes to within 10cms of it will receive an attack

Eden medium gate

FWC Trait	Value	Cost
Basic	-	10
Move	25	20
Aircraft	A	20
Assault	1	-15
Direct fire	3/10*	5
Hits/save	5 /5	30
Adapt camo	-	10
expendable		5
Independent		20
GC	12	50
Teleport		20
Total		175pts

*this represents the gates 'charged atmosphere' effect. It cannot use this to attack other units but if any other aircraft unit comes to within 10cms of it will receive an attack

Gaia Heavy Gate

FWC Trait	Value	Cost
Basic	-	10
Move	20	10
Aircraft	A	20
Direct fire	3/10*	5
Assault	1*	-15
Hits/save	7 /5	50
Adapt camo	-	10
Expendable		5
Independent		20
GC	36	85

Massive	M*	-
Teleport	T	20
Total		220pts

*this represents the gates 'charged atmosphere' effect. It cannot use this to attack other units but if any other aircraft unit comes to within 10cms of it will receive an attack

M*although a massive unit it does not get the trait of stubborn since the Massive rating is simply a measure of its size.

Haven Terra-Gate

Described as the Shaltari equivalent of an APC. Unlike the other gates this is a ground unit using grav technology. It can only teleport infantry. Because it is not required to fly it has more armour and some direct fire attack capability and better assault value. Unlike the airborne gates the Haven moves and activates with formations and so is subject to command rolls

Haven Terra-Gate

FWC Trait	Value	Cost
Basic	-	10
Move	25	15
Grav	G	10
Direct fire	3/10	5
Assault	2	-10
Hits/save	3 /4	20
Adapt camo	-	10
CC	F2/F2	0
High Impact	HI	15
Expendable		5
Teleport	T	20
Total		100pts

Adaptations for the 6mm game

A note on scale. The miniatures are 10mm and as such are on the large side for 6mm but not completely out of place. As I want to play against my other 6mm FWC armies I need to take this scale discrepancy into account. I therefore propose that the Yari light tank will be used to stand in for the Tomahawk grav tank. and There will be no light tank in my Shaltari FWC army. The tomahawk model will become a new vehicle 'the tomahawk heavy tank which I shall stat up by extrapolating from the MBT stats. The Kukuri AA tank will also be classed as heavy AA. The War-striders will be classed as massive units, as will the Gaia Heavy gates. The infantry models are definitely too large and look very out of place alongside my 6mm armies I will therefore need to source some other suitable models to stand in for the Shaltari. Probably Epic scale Eldar or other advance Power armour miniatures. The other models in the range whilst still on the large side can be used as they are and don't look too out of place.

Tomahawk Heavy Grav tank 6mm game only(Hawk Wargames Tomahawk MBT model)

The Tomahawk Heavy tank is an extrapolation of the MBT. I've given it a slightly slower speed, slightly more hits the same save value and slightly better attack dice to reflect the larger gauss cannon it would be assumed to carry. It still gets adaptive camouflage.

Tomahawk Heavy Grav Tank

(6mmgame only)

FWC Trait	Value	Cost
Basic	-	10
Move	25	15
Grav	-	10
Direct fire	6/80	105
Assault	2	-10
Hits/save	4 /4	40
Adapt camo	-	10
Stab 1	S1	10
Total		190pts
Mass	6	-

Shaltari : a rationale

The Shaltari are an enigmatic and highly advanced alien race that utilise a range of advanced technologies. They clearly count as advanced tech level and they are probably flexible tactical doctrine. A note on scale. The miniatures are 10mm and as such are on the large side for 6mm but not completely out of place. As I want to play against my other 6mm FWC armies I need to take this scale discrepancy into account. I therefore propose that the Yari light tank will be used to stand in for the Tomahawk grav tank. and There will be no light tank in my Shaltari FWC army. The tomahawk model will become a new vehicle 'the tomahawk heavy tank which I shall stat up by extrapolating from the MBT stats. The Kukuri AA tank will also be classed as heavy AA. The War-striders will be classed as massive units, as will the Gaia Heavy gates. The infantry models are definitely too large and look very out of place alongside my 6mm armies I will therefore need to source some other suitable models to stand in for the Shaltari. Probably Epic scale Eldar or other advance Power armour miniatures. The other models in the range whilst still on the large side can be used as they are and don't look too out of place. Whilst Shaltari units can be teleported this ability is not intrinsic to individual units but rather an ability possessed by the gates therefore only the gates get the teleportation tech upgrade.