PLUTONIUM

DREADNOUGHT

520 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL	
PLUTONIUM	16"	10"/ 36"	8"	26	4+/4+	20	1	52	DREADNOUGHT, LAUNCH	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISTORTION CANNONS	3+	4		F	DISTORTION
TWIN PARTICLE LANCE TURRET	3+	2	2	F/S	FUSILLADE-2, PARTICLE
DISINTEGRATOR BATTERY, STARBOARD	3+	4	1	F/S(R)	LINKED-1
DISINTEGRATOR BATTERY, STARBOARD	3+	4	1	F/S(R)	LINKED-1
DISINTEGRATOR BATTERY, PORT	3+	4	1	F/S(L)	LINKED-2
DISINTEGRATOR BATTERY, PORT	3+	4	1	F/S(L)	LINKED-2
HARPOON DELUGE	4+	12	1	F/S/R	CLOSE ACTION

LOAD	LAUNGH	SPECIAL
GATES	4	Y

Encountered ships of the class: Aztec King, Mongol Heart, Cheyenne Supreme, Blade of Infinity, Deathstone

The Plutonium is the largest vessel employed by the enigmatic Shaltari. Incredibly rare, opponents are seldom left alive to pass on intel. Sleeker than crude equivalents, their energy shields and scanners are peerless, and their vast array of weapons lethal.

Only the grandest individuals command such mighty ships: supreme tribal leaders often utilise a Dreadnought as their mobile court. Given their capacity for surface troops, a Starchief may wage an entire campaign personally with almost no support, should they will it.

SHALTARI PLUTONIUM DREADNOUGHT

LENGTH: 1,662M

BEAM: 839M

HEIGHT: 328M

DISPLACEMENT: 47,448,000M3

URANIUM

DREADNOUGHT

470 PTS



NAME	SCAN	SiG	THRUST	HULL	А	PD	G	т	SPECIAL
URANIUM	16"	10"/ 36"	8"	26	4+/4+	20	1	52	DREADNOUGHT, LAUNCH

TYPE	Lock	ATTACK	DAMAGE	ARC	SPECIAL
Pulse Ioniser Battery	*	6		F	BURNTHROUGH (12), CLOSE ACTION, MAULER
MIGROWAVE ARRAY TURRET	3+	4	1	F/S	CLOSE ACTION (BEAM)
DISINTEGRATOR BATTERY, STARBOARD	3+	4	1	F/S(R)	LINKED-1
DISINTEGRATOR BATTERY, STARBOARD	3+	4		F/S(R)	LINKED-1
DISINTEGRATOR BATTERY, PORT	3+	4	1	F/S(L)	LINKED-2
DISINTEGRATOR BATTERY, PORT	3+	4	1	F/S(L)	LINKED-2
HARPOON DELUGE	4+	12	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	4	Y - Y

Encountered ships of the class: Spear of Anubis, Jade Pyramid, Mayan Fury, Mighty Amazon, Trophy Hunter

The Uranium attracts the most warlike Starchiefs, concerned with the honour and satisfaction of closely witnessing the demise of their foes. Famously, Seti the Kinslayer once captained the Spear of Anubis, his hyper-aggressive tactics leading to its loss against the UCMF Triumph (after obliterating twelve cruisers).

The Uranium class features multiple close-action systems: primarily, a battery of six pulse-ionisers, particularly deadly to capital ships. Its microwave turret and Harpoon Deluge rounds off this fearsome range of killing tools.

SHALTARI URANIUM DREADNOUGHT

LENGTH: 1,648M

BEAM: 839M

HEIGHT: 328M

DISPLACEMENT: 47,432,000M3

DIAMOND



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL
DIAMOND	12"	4"/ 20"	8"	18	4+/4+	12	1	S	LAUNCH

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISENTEGRATOR BATTERY	3+	4	1	F/S(L)	
DISENTEGRATOR BATTERY	3+	4	1	F/S(R)	
PARTICLE LANCE TRIAD	2+	2	2	F(N)	BLOOM, CRIPPLING, FUSILLADE (1), PARTICLE
HARPOON TORRENT	4+	6	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	1	Y Y- Y

Encountered ships of the class: Void's Needle, Claw of Anubis, Bloodlust, Lord of

The Diamond Class battleship is a truly frightening spectacle. Stretching 1546 meters in length, this mighty vessel is one of the largest known battleships and an imposing figurehead for any fleet. Despite their rarity, more UCMF officers ranking

Admiral or above have met their deaths at the hands of one of these leviathans than any other type of ship in the Reconquest. This has caused many to speculate that the aliens use them to specifically hunt flagships, or simply that their captains treat the slaying of an opposite number as the highest achievement, such as it can be when fighting humans.

In addition to a pair of disintegrator banks, the Diamond class' primary armament is a triad of super particle lances. These vast weapons extend through half the ship's entire length and are fixed in the forward arc, such is their unknowable mass. These monstrosities have the ability to scythe through any armour like butter, their beams frequently passing right through a capital ship. While their damage dealing ability is potent, their real strength lies in reliability - the certainty that the enemy will feel the Diamond's wrath, no matter how well protected it is.

SHALTARI DIAMOND BATTLESHIP

LENGTH: 1,546M

BEAM: 592M

HEIGHT: 275M

DISPLACEMENT:

23,839,000M³

PLATINUM

SUPERCARRIER

270 PTS



	NAME	SCAN	SiG	THRUST	HULL	Α	PD	G	т	SPECIAL
0	PLATINUM	12"	4"/ 20"	8"	18	4+/4+	12	1	S	LAUNCH

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISENTEGRATOR BATTERY	3+	4	1	F/S(L)	
DISENTEGRATOR BATTERY	3+	4	1	F/S(R)	-
HARPOON DELUGE	4+	12		F/S/R	CLOSE ACTION

LOAD	LAUNGH	SPECIAL
FIGHTERS & BOMBERS	7	
GATES	1	1

Encountered ships of the class: Aten, Crimson Monolith, Eternal Nightfall, Ancient Solace

The Platinum Class shares the same basic hull design as the Diamond class, but its internal space and vast upper levels are dominated by an enormous flight deck, making this vessel a supercarrier by UCM reckoning. The Platinum class can unleash swarms of fighters and bombers in an unstoppable tide of destruction, in volumes and quality that few other ships can match. In addition (and like its cousin the Diamond) it also serves the secondary function of mothership, carrying a small number of ground troops to supplement surface landings.

Ships of this class are among the most ancient vessels ever encountered by mankind. Indeed, the very first non-human ship to make contact with humanity on the now famous exploration frigate Endurance was the Platinum class Supercarrier Aten. During the then cordial relations between Shaltari and Human, the Starchief at the helm of the mighty ship proudly proclaimed that it was over 7000 Earth years of age, and that was well over 300 years ago. Their continued survival over the millennia is due in part to their scale, but mostly to the extended combat range granted by its strike craft, ensuring that finally ending one of these behemoths is a challenging task in the extreme.

SHALTARI PLATINUM SUPERCARRIER

LENGTH: 1,546M

BEAM: 592M

HEIGHT: 275M

DISPLACEMENT:

21,618,000M3

GOLD

SUPERCARRIER

305 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
GOLD	12"	4"/ 20"	8"	18	4+/4+	12	1	S	LAUNCH

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION CANNONADE	4+	10	1	F	ION (3)
MICROWAVE ARRAY BANK	3+	4	1	S(L)	CLOSE ACTION (BEAM)
MICROWAVE ARRAY BANK	3+	4		S(R)	CLOSE ACTION (BEAM)

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	7	Y
GATES	1	

IDN: If a group scores (X) hits from weapons with this special rule, the Energy Surge crippling effect is applied to that ship. If the target is a ship with the Dreadnought special rule apply the Power Fluctuation effect instead.

Encountered ships of the class: Golden Chariot, Orb of the Sun, Ark Resplendent, Ra's Gaze

Like the Bronze and Silver class battleships, the Gold class supercarrier is a relatively new and scarce sighting. Since none of these classes were recorded before 2672, it is assumed they are newly laid down, but with the Shaltari, things are seldom as they seem.

Unlike the familiar Platinum class, the Gold is a far more aggressive vessel, since it mounts the powerful, close-action microwave arrays of its sister classes. Also armed with the Ion Cannonade, the Gold is a terror to almost any vessel, and that's before its swarms of formidable Shaltari bombers strike. Certainly, the Gold is one the Shaltari's premier assets and a worthy chariot for the mightiest of attack-oriented Starchiefs.

SILVER

BATTLESHIP

295 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
SILVER	12"	4"/ 20"	8"	18	4+/4+	12	1	S	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
OBLITERATOR CANNON	3+	4	*	F	DISTORTION, BLOOM
GRAVITIC BEAMER	4+	5	1	F/S	RE-ENTRY
MICROWAVE ARRAY BANK	3+	4		S(L)	CLOSE ACTION (BEAM)
MICROWAVE ARRAY BANK	3+	4	1	S(R)	CLOSE ACTION (BEAM)

GRAVITIC BEAMER

If this weapon successfully damages a ship, the next time that ship's group would move, it may not turn and it increases its total movement (after any Thrust modifiers, including Orders and Atmosphere) by 2d3". This rule has no effect on ships outside of the targeted ship's normal Group Coherency range (before any special rules).

Encountered ships of the class: Tarnisher, Forsworn Fortune, Glassheart, Mortality

Closely related to the Bronze, the Silver class battleship also features a broadside microwave array and a prowmounted Gravitic Beamer, but replaces the Ion Cannonade with the spectacular Obliterator Cannon. This massive weapon's capacitance prongs take up nearly half the ship's length. These generate a cracking flow of unstable, rare particles then channel them through a small emitter nozzle at the unfortunate target. For a Shaltari weapon, It is uncharacteristically random in its destructive power due to exactly how this torrent of particles interacts with its target. In the worst cases, they burrow through a ship like lightning through jelly, annihilating ordinary matter in their quest not to exist. Such a strike can cripple even another battleship, so only the most foolhardy captain would bank on a hit dissipating harmlessly around their ship's hull. Although most Starchiefs may be considered shrewd operators, those that command the Silver class may have an insatiable, gambler's mindset.

BRONZE

BATTLESHIP

285 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
BRONZE	12"	4"/ 20"	8"	18	4+/4+	12	1	S	-

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION CANNONADE	4+	10	1	F	IDN (3)
GRAVITIC BEAMER	4+	5	1	F/S	RE-ENTRY
MICROWAVE ARRAY BANK	3+	4		S(L)	CLOSE ACTION (BEAM)
MICROWAVE ARRAY BANK	3+	4	1	S(R)	CLOSE ACTION (BEAM)

GRAVITIC BEAMER

If this weapon successfully damages a ship, the next time that ship's group would move, it may not turn and it increases its total movement (after any Thrust modifiers, including Orders and Atmosphere) by 2d3". This rule has no effect on ships outside of the targeted ship's normal Group Coherency range (before any special rules).

IDN: If a group scores (X) hits from weapons with this special rule, the Energy Surge crippling effect is applied to that ship. If the target is a ship with the Dreadnought special rule apply the Power Fluctuation effect instead.

Encountered ships of the class: Great Vex, Brazen Khopesh, Elemental, Eternal Master

Although many Shaltari ships can be considered unusual, the Bronze class battleship is especially so. At the prow, it mounts the fearsome Ion Cannonade - two vast rows of ion weapons with an excessive rate of fire. Like all ion weapons, these can cause havoc to a ship's power systems before battering it to shreds with a hail of energy pulses. On the ship's back, it mounts a Gravitic Beamer. While damaging enough on a basic level, this weapon's real threat comes from its effectiveness against ships in atmosphere and its tendency to literally shove ships forward, often into unfortunate places. Lastly, the ship mounts twin broadside crescents of microwave emitters for close-in killing power.

Unlike other, more focused battleships, this class requires a Starchief with flexible cunning to achieve its maximum lethality while frustrating enemy operations.

GOETHITE



Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HYPERWAVE CANNONS	3+	4	2	F	CORRUPTOR
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

5+/4+

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	Y-Y-

3"/ 16"

10"

12"

GEOTHITE

Encountered ships of the class: Starheart, Wrath of Osiris, Closed Fist, Immolator

The Goethite is a more conventional, multi-role battlecruiser compared to its cousin the Hematite. It has also emerged recently, suggesting this may be a newly developed series, although they may simply have been held in reserve. Its primary armament is a twin Hyperwave Cannon - a gigantic offshoot of the microwave-based weapons dreaded by infantry. In fleet terms, its closest equivalent is the far smaller arrays carried by Amethyst frigates, but this matches the range of conventional guns. The effect of hyper-concentrated microwaves on the target is stunning - a superheated mass of core superstructure results, which over time simply melts through the guts of the target, often destroying it long after the Goethite has moved on to a fresh target.

The Goethite also carries a compliment of Shaltari fighters and bombers, providing flexibility in combat. Its captains often close to medium range, engaging large targets with the Hyperwave Cannons while picking off smaller victims with waves of bombers.

SHALTARI GOETHITE
BATTLECRUISER

LENGTH: 1448M

BEAM: 572M

HEIGHT: 429M

DISPLACEMENT:
17,707,000M³

LAUNCH

HEMATITE



255 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
HEMATITE	12"	3"/ 16"	10"	13	5+/4+	9	1	Н	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL		
QUAD THERMAL LANGE CANNON	2+	2		F(N)	BLOOM, BURNTHROUGH (12), FUSILLADE-2		
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION		

Encountered ships of the class: Pharaoh's Spear, Core of Thebes, Temple Blade, Bloodletter

The Hematite is one of the most feared, newest Shaltari warships and has earned that reputation in a few short weeks during and after the aliens' diversionary attacks over Shangri-La and Elysium. It presents the firepower of four Chromium class destroyers in a frontal cluster of Thermal Lance Cannons - directed energy long-burn weapons equivalent to the lasers of more primitive races.

Hematites are preferred by Elder captains who relish the precision killing of a single, worthy foe. Being a battlecruiser the Hematite is large, but offers no other serious weaponry. In a one-on-one naval duel, there are few more terrifying opponents. Hastily issued UCMF combat doctrines dictate engagement preferably with squadrons of fast frigates, although ships that small are atomised in seconds if caught under the solar intensity of the quad Thermal Lance.

SHALTARI HEMATITE
BATTLECRUISER

LENGTH: 1457M

BEAM: 572M

HEIGHT: 429M

DISPLACEMENT:
16,196,000M³

RUBY

BATTLECRUISER





NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL
RUBY	12"	3"/ 16"	10"	13	5+/4+	9	1	Н	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
PARTICLE LANCE PAIR	3+	2	2	F(N)	Fusillade-2, Particle
DISINTEGRATOR BATTERY	3+	4	1	F/S(L)	•
DISINTEGRATOR BATTERY	3+	4		F/S(R)	
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Perpetual, Bringer of Final Death, Ages Scarlet

The Adamant and Ruby class battlecruisers are highly potent vessels designed for maximum firepower in a fast, sleek package. Both classes are excellent interdiction vessels, superlative in the arts of flanking sweeps and the annihilation of enemy supply convoys behind the lines. They feature battleship-level firepower in a fast package which can keep up with cruisers, making them popular command ships for missions that require speed above toughness. However, they lack a battleship's ability to take punishment, requiring dexterity, restraint and opportunistic aggression in equal measure from their captains.

Of the two classes, the Ruby is somewhat more common, but both share the same armament and capability. Firstly, a pair of disruptor banks gives them the base firepower of an Amber class cruiser. Added to this is a pair of lethal particle lances – weapons which can slice through any armour ranged against them. Unlike cruisers, these battlecruisers can generate enough energy to fire the pair simultaneously during manoeuvres, making this ship more deadly than even heavy cruisers in extreme combat.

ADAMANT

BATTLECRUISER





NAME	SCAN	SiG	THRUST	HULL	Α	PD	G	т	SPECIAL
ADAMANT	12"	3"/ 16"	10"	13	5+/4+	9	1	Н	

TYPE	Lock	ATTACK	DAMAGE	ARC	SPECIAL
PARTICLE LANGE PAIR	3+	2	2	F(N)	PARTICLE
DISINTEGRATOR BATTERY	3+	4	1	F/S(L)	· · · · · ·
DISINTEGRATOR BATTERY	3+	4		F/S(R)	
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

COUNTS AS

This ship counts as a Ruby Battlecruiser.

Encountered ships of the class: Eternity of Carnage, Blackness Unending

The Adamant and Ruby class battlecruisers are highly potent vessels designed for maximum firepower in a fast, sleek package. Both classes are excellent interdiction vessels, superlative in the arts of flanking sweeps and the annihilation of enemy supply convoys behind the lines. They feature battleship-level firepower in a fast package which can keep up with cruisers, making them popular command ships for missions that require speed above toughness. However, they lack a battleship's ability to take punishment, requiring dexterity, restraint and opportunistic aggression in equal measure from their captains.

Of the two classes, the Ruby is somewhat more common, but both share the same armament and capability. Firstly, a pair of disruptor banks gives them the base firepower of an Amber class cruiser. Added to this is a pair of lethal particle lances – weapons which can slice through any armour ranged against them. Unlike cruisers, these battlecruisers can generate enough energy to fire the pair simultaneously during manoeuvres, making this ship more deadly than even heavy cruisers in extreme combat.

SHALTARI ADAMANT BATTLECRUISER

LENGTH: 1,198M

ВЕАМ: 499М

HEIGHT: 297M

DISPLACEMENT:

10,938,000м3

SAPPHIRE

BATTLECRUISER

175 PTS



	NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
0	SAPPHIRE	12"	3"/ 16"	10"	13	5+/4+	9	1	н	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION AURA	3+	6		F/S/R	ALT-1, CLOSE ACTION (BEAM)
ION STORM	2+	4	Yi	F/S/R	ALT-1, BOMBARDMENT
GRAVITY COILS	2+	2	1	F(N)	IMPEL-1
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

ION OVERLOAD

While this ship is on Weapons Free, it may use its Ion Aura and Ion Storm as if they did not have the Alt-1 special rule.

Encountered ships of the class: Ra's Orb, Forever in Wisdom, Supreme

The Palladium and Sapphire class battlecruisers are more specialised than their conventionally aggressive kin, the Adamant and Ruby classes. While the latter is designed for high speed conventional combat, the Palladium and Sapphire are conceived for disruption and close range engagements. Although both classes aren't commonly encountered, the Palladium is certainly rarer than the Sapphire. Why this should be is uncertain, although the generally accepted theory is that the Adamant/Palladium type hull is an ancient design no longer manufactured, having been superseded by the more recent Ruby/Sapphire type.

In combat, these vessels rely on a pair of ion storm generator banks to inflict crippling damage, and these weapons are equally as devastating in the close action and orbital bombardment roles. Their second main armament is a pair of gravity coils. These forward facing constructs create a highly localised and damaging beam of gravitic disturbance, ripping chunks from hulls, crushing bulkheads under their own weight and even changing the heading of a multi-thousand ton warship, disrupting the battle plan of any foe.

PALLADIUM

BATTLECRUISER

175 PTS



	NAME	SCAN	Sig	THRUST	H	А	PD	G	Т	SPECIAL
1	SAPPHIRE	12"	3"/ 16"	10"	13	5+/4+	9	1	н	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION AURA	3+	6	1	F/S/R	ALT-1, CLOSE ACTION (BEAM)
ION STORM	2+	4		F/S/R	ALT-1, BOMBARDMENT
GRAVITY COILS	2+	2	1	F(N)	IMPEL-1
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

ION OVERLOAD

While this ship is on Weapons Free, it may use its Ion Aura and Ion Storm as if they did not have the Alt-1 special rule.

COUNTS AS

This ship counts as a Ruby Battlecruiser.

Encountered ships of the class: Clairvoyance, Prime Foretold

The Palladium and Sapphire class battlecruisers are more specialised than their conventionally aggressive kin, the Adamant and Ruby classes. While the latter is designed for high speed conventional combat, the Palladium and Sapphire are conceived for disruption and close range engagements. Although both classes aren't commonly encountered, the Palladium is certainly rarer than the Sapphire. Why this should be is uncertain, although the generally accepted theory is that the Adamant/Palladium type hull is an ancient design no longer manufactured, having been superseded by the more recent Ruby/Sapphire type.

In combat, these vessels rely on a pair of ion storm generator banks to inflict crippling damage, and these weapons are equally as devastating in the close action and orbital bombardment roles. Their second main armament is a pair of gravity coils. These forward facing constructs create a highly localised and damaging beam of gravitic disturbance, ripping chunks from hulls, crushing bulkheads under their own weight and even changing the heading of a multi-thousand ton warship, disrupting the battle plan of any foe.

SHALTARI PALLADIUM
BATTLEGRUISER
LENGTH: 1,198M
BEAM: 499M
HEIGHT: 297M
DISPLACEMENT:

11,436,000м3

145 PTS





	NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
0	JET	12"	3"/ 16"	8"	11	5+/4+	9	1	н	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION AURA	3+	6	1	F/S/R	ALT-1, CLOSE ACTION (BEAM)
ION STORM	2+	4	1	F/S/R	ALT-1, BOMBARDMENT
DISINTEGRATOR BATTERY	3+	4		F	
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Cobalt Shadow, Inviolate Centuries, Starpride, Pure Knowing

The Jet class heavy cruiser is one of the most flexible available to the tribal fleets. It can be applied effectively to a variety of missions and situations with its varied fire options making it equally effective at orbital bombardment, close action attack or ranged ship-ship action. The skill in utilising this class, as demonstrated by its best and most ancient of captains, is to put it in a position where more than one of these offensive means can be brought to bear simultaneously. Unusually, this seems to be a new class, with the first sighting only a few years before the Reconquest began, indicating that Shaltari technology is still evolving, albeit at a slower pace than other races.

It is armed primarily with two banks of ion storm generators. These eldritch weapons generate waves of coruscating energy at close ranges and can be turned on ships (bypassing all point defences in the process) or on surface targets, lashing whole districts to rubble in seconds. For longer range ship-ship combat, the Jet is equipped with a single bank of disintegrators, which are normally used when closing in on the enemy with the combined fury with its other weapons.

SHALTARI JET HEAVY CRUISER LENGTH: 996M

LENGTH: 996M

ВЕАМ: 481М

HEIGHT: 289M

DISPLACEMENT:

7,262,000M3

DBSIDIAN



140 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
DESIDIAN	12"	3"/ 16"	8"	11	5+/4+	9	1	н	-

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
PARTICLE LANGE	3+	1	2	F(N)	FUSILLADE (1), LINKED-1, PARTICLE
PARTICLE LANCE	3+	1	2	F(N)	FUSILLADE (1), LINKED-1, PARTICLE
PARTICLE LANCE	3+		2	F(N)	FUSILLADE (1), PARTICLE
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Honour Above Death, Black Immortal, Future Path, Woemaker

The Obsidian class heavy cruiser is one of the most feared ships in the Shaltari tribal fleets as it generally hunts the largest and grandest of prey. Crews of Obsidians take great honour in slaying opponents larger than themselves and many of the class' captains have been subsequently elevated to Starchief. Enemy flagships, carriers and battleships are frequently targets for the Obsidian's wrath, such is the concentrated nature of its awesome firepower.

It is armed with a trio of forward facing particle lances – weapons of focused fury able to slice through any known armour with preposterous ease. Since armour serves virtually no protection against these weapons, they are frequently turned on the toughest, best protected ships in an enemy fleet, where this advantage is most telling. The only downside to these weapons is their lack of ultimate damage potential, although they more than make up for this in their ability to cause harm in a highly predicable and reliable way, making the Obsidian an excellent choice when the odds of failure must be minimised.

SHALTARI OBSIDIAN HEAVY CRUISER

LENGTH: 974M

BEAM: 481M

HEIGHT: 289M

DISPLACEMENT:

6,348,000M³



HEAVY CRUISER

165 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
DNYX	12"	3"/ 16"	8"	11	5+/4+	9	1	Н	-

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL		
DISINTEGRATOR BATTERY	3+	4	1	F			
DISINTEGRATOR BATTERY	3+	4	1	F/S(L)	LINKED-1		
DISINTEGRATOR BATTERY	3+	4		F/S(R)	LINKED-1		
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION		

Encountered ships of the class: Unending, Folly of Death, Doomsayer, Scythe of Ages

The Onyx class is the most commonly encountered Shaltari heavy cruiser type. Command of one is frequently the stepping stone to greatness for Starchiefs, since it offers all the awesome destructive power needed to score the choicest kills. Its hull is bulker than a standard cruiser, leading to greater resilience at the expense of speed. However, it is less tough than its equivalents from other races although it compensates for this small shortcoming with superlative scan range, advanced energy shields and fantastic point defence abilities when shields are down.

The Onyx is armed with three banks of disruptors. These energy based weapons are more dangerous than standard guns, albeit at the expense of more limited fire arc than turreted armaments. By far, the Onyx is at its most deadly when unleashing all three of these lethal batteries, although it cannot manoeuvre while doing so, making it best suited for action in the heart of the battle where targets are plentiful.

SHALTARI ONYX HEAVY CRUISER

LENGTH: 996M

ВЕАМ: 481М

HEIGHT: 289M

DISPLACEMENT:

6,958,000M3

SCORIA

HEAVY CARRIER

180 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
SCORIA	12"	3"/ 16"	8"	11	5+/4+	9	1	Н	LAUNCH, RARE

TYPE	Lock	ATTACK	DAMAGE	ARC	SPECIAL		
DISINTEGRATOR BATTERY	3+	4	1	F			
PARTICLE LANCE PAIR	3+	2	2	F(N)	FUSILLADE-2, PARTICLE		
HARPOON CASCADE	4+	3		F/S/R	CLOSE ACTION		

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Encountered ships of the class: Truth and Reconciliation, Set's Ire, False Claw, Absolute Power

SHALTARI SCORIA HEAVY
CARRIER

LENGTH: 996M

BEAM: 481M

HEIGHT: 289M

DISPLACEMENT:

6,766,000M3

PUNGARI THRESHER



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
THRESHER	4"	6"	6"	14	3+	4	1	н	LAUNCH, RARE, REINFORCED ARMOUR

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
BOARDING PODS (FRONT)	4+	4	$\uparrow \uparrow \uparrow$	F	CORRUPTOR
BOARDING PODS (STARBOARD)	4+	4	i	S(R)	CORRUPTOR, LINKED-1
BOARDING PODS (PORT)	4+	4		S(L)	CORRUPTOR, LINKED-1

LOAD	LAUNCH	SPECIAL		
PUNGARI BULK LANDER	2	<u> </u>		
PUNGARI BOMBERS	4			

Түре	THRUST	Lock	ATTACK	DAMAGE	SPECIAL
PUNGARI BOMBERS	12"	5+	4	1	

Түре	THRUST	SPECIAL
PUNGARI BULK LANDER	6"	CAN ONLY DROP INFANTRY ASSETS.

SUBSERVIENT MERGENARIES: Pungari Threshers may be used in any fleet. When used in a Shaltari Fleet, these ships gain 6+ Passive Countermeasures.

Noted ships of the class: Ishmael, Megellan, Quint's Bane, Dust Devil

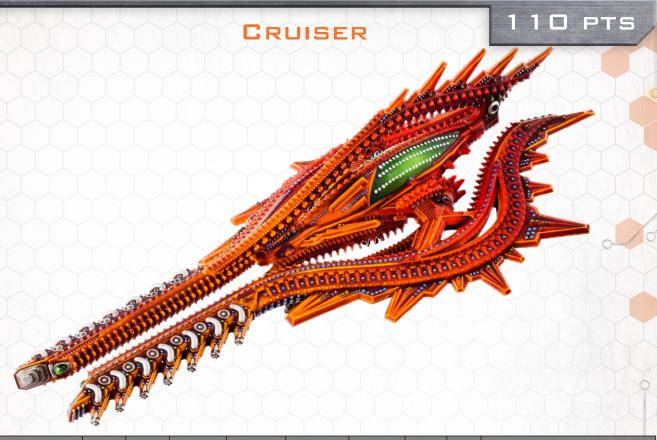
The UCM first encountered the Pungari as part of a Shaltari force during Phase 2 of the Reconquest. Unlike their masters, they were prolific in numbers. In them, the Shaltari found a subservient race to exploit in much the same way they had planned for humanity.

Sightings of Pungari ships were reported shortly afterwards—not all had fallen in with the Shaltari. Apparently, the Pungari are new to starfaring; their blocky ships are primitive yet robust. Instead of the low-crew, high-firepower approach advanced generators afford to other races, the Pungari leverage sheer numbers. Routinely, they hurl thousands into suicidal boarding actions; something Pungari do willingly and—as far as UCM soldiers can tell—with much glee. Their stocky frames may cope with the extreme g-forces involved, unencumbered by too much brain to damage.

When encountering Pungari it is always a coin toss on whether they attack or not. They may try to broker simple alliances, happy to plunge into the wars of other races without expecting much in return, beyond a master to serve in awe.

PUNGARI THRESHER HIVE
SHIP
LENGTH: 741M
BEAM: 387M
HEIGHT: 388M
DISPLACEMENT:
21,166,000M³

AMBER



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
AMBER	12"	3"/ 16"	10"	9	5+/4+	9	1-2	М	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL		
DISINTEGRATOR BATTERY	3+	4	1	F/S(L)			
DISINTEGRATOR BATTERY	3+	4	1	F/S(R)			
HARPOON CASCADE	4+	3		F/S/R	CLOSE ACTION		

Encountered ships of the class: Sands of Time, Cerulean, Sobek's Memory, Elder Warrior

The Amber is the standard cruiser class in most Shaltari tribal fleets and is one of the most commonly encountered Shaltari capital ships. It is armed with a pair of disintegrator banks, each with the destructive power equal to a UCM Rio class' primary armament. When both banks can be fired, the Amber is one of the most dangerous conventionally armed cruisers in the conflict. Great age is frequently evident in the micro-scaring of the hulls of Amber class vessels which indicate that this design is one of the oldest in the tribal fleets.

Like almost all Shaltari warships, the Amber features an advanced allencompassing energy shield which can be raised or lowered to suit circumstances,
as well as point defence capabilities in excess of any equivalent from a less
advanced race. The only downside of such systems is that they interfere with each
other, and as a result both cannot be operated at once. These valuable lessons were
learned the hard way by the UCM which has lost more ships to this particular class
than any other in its history.

SHALTARI AMBER CRUISER

LENGTH: 996M

BEAM: 481M

HEIGHT: 289M

DISPLACEMENT:
6,296,000M³

GRANITE

CRUISER





NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
GRANITE	12"	3"/ 16"	10"	9	5+/4+	9	1-2	М	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
PARTICLE LANCE	3+	1	2	F(N)	FUSILLADE (1), PARTICLE
PARTICLE LANCE	3+	1	2	F(N)	FUSILLADE (1), PARTICLE
HARPOON CASCADE	4+	3		F/S/R	CLOSE ACTION

Encountered ships of the class: Sorrow, Aeon's Light, Mind's Eye, One True Ending

The Granite class cruiser is a lethal predator of the void, configured specifically for hunting priority targets, marked for destruction in the early stages of battle. It is a highly reliable and predictable dealer of death, much like its heavier cousin the Obsidian class. The Granite offers superior speed and reduced cost, making it more practical for general use, especially against valuable smaller ships where use of an Obsidian would frankly be overkill. The Granite is also a better choice during advanced manoeuvres as when it cannot unleash all its weapons, it is the equal of the bulkier ship in firepower.

Both of its primary weapon hardpoints are occupied by a pair of particle lances, the same weapons which lend its larger cousin superlatively dependable damage dealing ability. This class is the most common capital ship to mount these weapons and is most often the first contact an unfortunate UCM captain will have with these weapons. That captain must learn quickly that armour is no protection and that evasive action is the only means of avoiding a cold, starlit grave.

SHALTARI GRANITE
CRUISER

LENGTH: 974M

BEAM: 481M

HEIGHT: 259M

DISPLACEMENT:

5,887,000M3

TURQUOISE

CRUISER

115 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL
TURQUOISE	12"	3"/ 16"	10"	9	5+/4+	9	1-2	М	-

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION AURA	3+	6	1	F/S/R	ALT-1, CLOSE ACTION (BEAM)
ION STORM	2+	4	1	F/S/R	ALT-1, BOMBARDMENT
HARPOON CASCADE	4+	3		F/S/R	CLOSE ACTION

Encountered ships of the class: Stormcrow, Sundered Sky, Nomad, Tsunami

The Turquoise class cruiser is a highly unusual vessel as it is designed for both close action assault against other ships as well as orbital bombardment and is equally as dangerous in both roles. It has no equivalent in the fleets of other races and opponents must judge this class on its own unique merits without familiar comparison. Its dual role lends it best to first wave sorties against defended positions, where shock and awe is at its most potent. Typically, the Turquoise will close at full speed with the enemy to destroy opposition immediately above a bombardment site before proceeding to lay waste to the surface. This also allows a single ship to enact this task rather than two, making best use of the Shaltari's small numbers.

Its unusual mission profile is facilitated by its armament – twin banks of ion storm generators. As with its more all-round and larger cousin the Jet class, these weapons can unleash savage waves of energy against both ships and surface targets at close distances. However, unlike the Jet it does not feature any other main armaments, making it a more focused tool for up-close and personal destruction.

SHALTARI TURQOISE CRUISER

LENGTH: 974M

BEAM: 481M

HEIGHT: 259M

DISPLACEMENT:

6,600,000M3

BASALT

FLEET CARRIER

140 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
BASALT	12"	3"/ 16"	10"	9	5+/4+	9	1	М	LAUNCH

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTORS	4+	6	1	F(N)	
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	Y Y- Y 1

Encountered ships of the class: Limitless, Sanctity of Sekhmet, Verdant, Fatebringer

The Basalt class fleet carrier is the Shaltari tribes primary launch vessel for strike craft such as fighters and bombers. As a dedicated carrier, it tends to operate towards the rear of an engagement, utilising the superior effective range of its charges to stay out of harm's way while inflicting appalling damage on the enemy. It also carries a reasonable ship-ship armament in the form of a pair of disruptors, allowing it to defend itself directly if called upon to do so.

While Shaltari bombers are undoubtedly dangerous, it's often the fighters than fulfil the most useful role within a tribal fleet. Since Shaltari point defence is inoperable when a ship's shields are up, they are often the only counter to enemy close action attack and enemy bombers, especially if they are able to close with the Shaltari and survive the approach. As such, the Basalt is crucial pillar around which many of the bloodiest engagements are planned – a powerful factor, since Shaltari fighters are some of the fastest and most potent known to mankind.

SHALTARI BASALT FLEET
CARRIER

LENGTH: 996M

BEAM: 481M

HEIGHT: 254M

DISPLACEMENT:
6,766,000M3

AARU BASALT



140 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
AARU BASALT	12"	3"/ 16"	10"	9	5+/4+	9	1	М	LAUNCH

	TYPE	Lock	ATTACK	DAMAGE	ARC	SPECIAL
	DISRUPTORS	4+	6	1	F(N)	
0	HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	Y Y- Y 1

Encountered ships of the class: Khan's Command, Temple Blade, Locust

Current thinking suggests that more modern Shaltari starchiefs prefer ranged combat to the use of manned launch assets, either because direct weapons fire offers them a more personal means of killing, or because air crew are simply no longer available. The Shaltari's continued meddling in the Reconquest, the Battle for Earth, as well as their recent seizure of Aaru must have cost the aliens dearly, and they are a race who cannot replenish their meagre numbers quickly.

This theory may be supported by the low numbers of relatively new fleet carriers most are of ancient design. The typical Basalt class is one of the newest, though still quite rare. Recent sightings of older patterns, especially above Aaru, do include carriers of similar configuration to the alien's ancient Platinum class supercarriers, but smaller, matching the Basalt in projected performance. Lacking a specific class name, the Admiralty has simply designated these newcomers as 'Aaru Basalts'.

SHALTARI AARU BASALT
FLEET CARRIER

LENGTH: UNKNOWN

BEAM: UNKNOWN

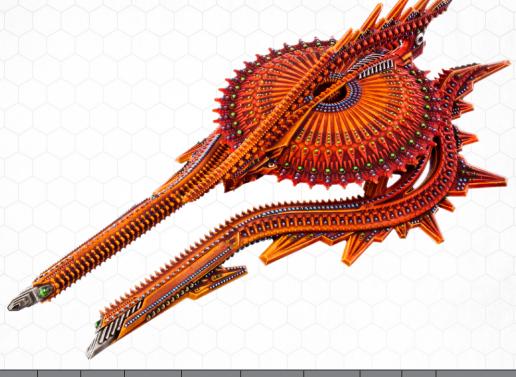
HEIGHT: UNKNOWN

DISPLACEMENT:
UNKNOWN

EMERALD



100 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
EMERALD	12"	3"/ 16"	10"	9	5+/4+	9	1	M	LAUNCH

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTORS	4+	6	1	F(N)	
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	3	Y Y- Y 1

Encountered ships of the class: Infinite Dreams, Warhold, Kingdom of Osiris, Erie

Motherships are a unique to the Shaltari and the Emerald is the most common class. In essence, they resemble the troopships of other races since they are cruiser sized and physically carry hordes of ground forces. This is where the similarity ends, as motherships use teleportation technology to route these forces to the surface via Voidgates and thus do not employ crude bulk landers. Voidgates are small ships that fulfil the role of strike carriers, operating in atmosphere some distance from the mothership. They do not carry troops physically but act as a fulcrum for teleportation. The Mothership is the primary source of power for this whole system but does not need to be positioned over the dropzone, keeping it further from harm.

Unlike troopships, motherships also carry a dropship equivalent (know as Gates) – small craft that are the final step in the chain before troops enter the battlefield itself. These materialise from the voidgates, fly to the dropzone and then ground units materialise from them. This complex system ensures that troops are never at risk in transit, preserving precious lives from defence battery fire.

SHALTARI EMERALE MOTHERSHIP

LENGTH: 996M

BEAM: 488M

HEIGHT: 305M

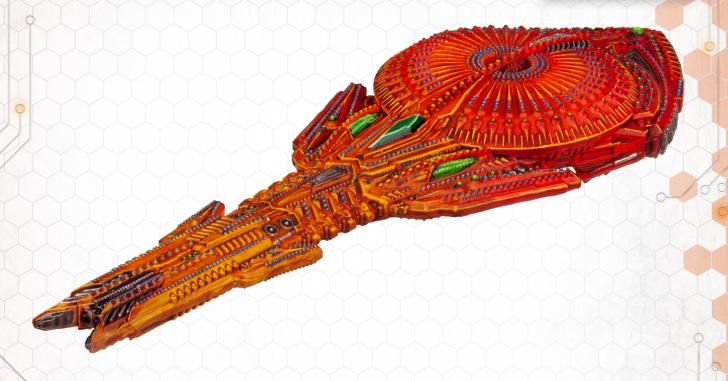
DISPLACEMENT:

8,241,000м3

AARU EMERALD

MOTHERSHIP





NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL
AARU EMERALD	12"	3"/ 16"	10"	9	5+/4+	9	1	М	LAUNCH

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTORS	4+	6	1	F(N)	
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	3	YY-Y

Encountered ships of the class: Grace of Fusion, Sanctity, Kuzco's Palace

That the planet of Aaru retains some special significance for the Shaltari race is clear - various tribes have been fighting each other, humanity and the Scourge for it since records began. Currently, a loose tribal coalition led by the especially bellicose Mongols has apparently taken Aaru, overcoming the Scourge garrison - much reduced from sending reinforcements to Earth. Garbled reports from mankind's few remaining subterranean assets suggest that ground combat is ongoing, however.

Above Aaru, the picture is clearer. Scans from Lysander class stealth lighters confirm a heavy Shaltari naval presence above the planet, including space stations, suggesting they intend their occupation to be long-term. Also observed were several motherships of unusual design but of similar capability to the standard Emerald class. Their configuration was similar to Shaltari battleships, ancient vessels, suggesting these cruisers may be among the oldest in the Shaltari navy. Their presence confirms the importance of Aaru to the aliens, as such venerable ships are only risked in significant campaigns.



AZURITE

LIGHT CRUISER

70 PTS



NAME	SCAN	Sig	THRUST	HULL	Α	PD	G	т	SPECIAL
AZURITE	12"	3"/ 16"	12"	7	5+/4+	6	2-3	М	VECTORED

	Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
10	DISRUPTORS	4+	6	1	F	
ď	HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Revenant, Azure Phantom, Twisted Fate, Twilit Eternity

The Azurite is the most common type of light cruiser encountered during the Reconquest. Much like those of other races, this vessel is somewhat more susceptible to damage than full cruisers, although it gains an advantage in combat speed due to its lighter hull. The Azurite also has the rare advantage of beyond normal vectoring capabilities, allowing it to turn and fire with dizzying speed above what even most frigates are capable of. The makes it a highly dangerous and unpredictable opponent, especially when behind the lines where its lightning turning ability is at its most deadly.

It is armed primarily with a pair of disruptors. While far from harmless, these weapons have a constricted fire arc compared to the more destructive disintegrator weapons that fulfil the role of standard guns among Shaltari ships. However, their narrow arc is compensated for by the Azurite's superlative turning circle. It seems that these weapons were chosen for their lower power consumption, since the extreme manoeuvres the Azurite performs must surely consume vast amounts of energy.

SHALTARI AZURITE LIGHT CRUISER LENGTH: 1,110M

BEAM: 113M

НЕІБНТ: 496м

DISPLACEMENT:

4,679,000м3

AQUAMARINE

LIGHT CRUISER





	NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
0	AQUAMARINE	12"	3"/ 16"	12"	7	5+/4+	6	2-3	М	VECTORED

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
GRAVITY COILS	2+	2	1	F(N)	IMPEL-1
HARPOON CASCADE	4+	3	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Aeons Asunder, Mirrored Gaze, Infinity Circle, Waxing Moon

The Aquamarine class light cruiser shares the same basic hull and engine setup of its cousin the Azurite. As a result, this ship is just as blisteringly fast and capable in manoeuvre as its sister class, ensuring that it can weave through the battlefield to seek its target and bite at the soft underbelly of its enemy.

Unlike the more general purpose Azurite though, the Aquamarine has a very specific mission profile, possibly unique to the Shaltari and granted by its highly unorthodox main armament, the Gravity Coils. This pair of weapons emits a narrow beam of gravitic disturbance, dealing focused damage to the victim and playing havoc with its inertia. In turn, this allows the target to be re-vectored as the Shaltari wish, diverting thousands of tons of sharship as if it had been pushed by the invisible hand of a divine being. The Aquamarine therefore has a unique support role as it can repulse enemy ships from friendly ones or place them in an unfavourable position, ready for the Shaltari onslaught.

SHALTARI AQUAMARINE
LIGHT CRUISER

LENGTH: 1,091M

BEAM: 113M

HEIGHT: 496M

DISPLACEMENT:
4,559,000M³

AMETHYST

FRIGATE

45 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
AMETHYST	12"	2"/ 12"	12"	4	5+/4+	6	2-4	L	

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
MICROWAVE ARRAY	3+	3	1	F/S/R	CLOSE ACTION (BEAM)

Encountered ships of the class: Valley of Embers, Blood's Flow, Shade of Horus, Significant Fire

The Amethyst class frigate is perhaps the most the most aggressive ship in the entire Shaltari arsenal and calls for only the most reckless captains with the greatest bloodlust to command. While most Shaltari vessels shy away from close action engagements (and thus they are not regarded for their close in killing power), the Amethyst embraces them. This puts the class at odds with most of the fleet, leading it to conduct very specific missions and highlighting its potency. Indeed, this rightly feared ship is probably the most dangerous close-action oriented frigate sized vessel yet encountered by the UCM, beyond even those of the Scourge.

It is armed with a terrifying microwave array, a cluster of weapons designed to do appalling damage to hull and flesh at close range. Its superheating beams are capable of melting through armour, frying internal components and causing reactors to rupture. There are even stories of a ship's crew being literally cooked to death through the apparent safety of bulkheads, their blood boiling from every orifice in agonising screams. Furthermore, being entirely energy based, these weapons ignore all point defences that would be raised against them.

SHALTARI AMETHYST
FRIGATE

LENGTH: 500M

DISPLACEMENT:

1,871,000м3

JADE



NAME	SCAN	SiG	THRUST	HULL	Α	PD	G	т	SPECIAL
JADE	12"	2"/ 12"	12"	4	5+/4+	6	2-4	L	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
PARTICLE LANGE	3+	1	2	F(N)	PARTICLE
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Corona, Years Behind, Lamenter, Emancipator

The Jade class frigate is a more focused design than its cousin, the Topaz. While using the same basic hull, this vessel mounts a single highly dangerous, if restrictive, particle lance. This weapon's effective fire arc is very narrow, forcing the Jade's captain to be very deliberate about engaging the enemy. Typically, these fast vessels are assigned to flanking operations against rearguard targets or to attack specific, high value assets in the early stages of a battle. The Jade class is also a favoured choice for small Shaltari raiding parties since isolated targets are picked off with speed and precision before any response can be brought to bear.

Its particle lance has a lower destructive power than the weapons of most other Shaltari frigates, but what it lacks in damage potential, it makes up for in armour penetrating ability. Its highly focused and devastating beam can slice through any known armour with contemptuous ease, almost always causing meaningful damage with a successful hit. As a result, it is often used against a heavily armoured opponent, whose protections are meaningless against the Jade's attentions.

SHALTARI JADE FRIGATE

LENGTH: 617M

DISPLACEMENT:

1,760,000M³



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
□ PAL	12"	2"/ 12"	12"	4	5+/4+	6	1-2		SHIELD BOOSTER, RARE

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Stark Lantern, Talisman, Immortaliser, Endless Dominion

The Opal class frigate is a highly specialised ship and thankfully for the UCM, rarely encountered. It carries minimal offensive weapons since its role is defensive in nature. Most of its internal structures are interlaced with a complex eldritch projection system designed to boost the effectiveness of the shields of a nearby vessel, as long as those shields are raised. This makes the Opal a highly effective escort ship for larger vessels.

As almost all Shaltari elders are obsessed with and focused on the continuation of their ancient lives and as such these ships are highly valued as escorts for flagships. It seems however that despite the Shaltari's obvious mastery of technology, this vessel is very difficult to produce, making it a particularly appealing prize whenever the tribal fleets fight each other, as it has few weapons of its own to defend itself with.

SHALTARI OPAL FRIGATE

LENGTH: 547M

DISPLACEMENT:

1,954,000M³

TOPAZ



37 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
TOPAZ	12"	2"/ 12"	12"	4	5+/4+	6	2-4	L	

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISINTEGRATOR BANK	3+	2	1	F	
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

Encountered ships of the class: Sunrise, Cacophony, Green Depths, First of Bastet

The Topaz is the most common Shaltari frigate design encountered by the UCM and has been seen in use with every known Shaltari tribal fleet. It fulfils a role and mode of attack similar to the standard 'gun' armed frigates in other races, such as the Toulon, Harpy and Europa. Like most Shaltari ships, the Topaz features an advanced shield system which can be raised for protection or lowered to take advantage of its very small signature. These shields are crucial if the enemy is able to get close enough to engage, as Shaltari frigates are poorly armoured without them. The Topaz is also the bane of supply convoys, where it wreaks havoc on lightly defended adversaries before melting away on silent running.

Its primary armament is a prow mounted Disintegrator bank – a powerful weapon for a ship of its size although restricted to the front quarter in engagement zone. As such, effective positioning is crucial to get the best out of these nimble ships. Their energy weapons do however allow for some variance in facing, making the Topaz more flexible and general purpose than its cousin, the Jade.

SHALTARI TOPAZ FRIGATE

LENGTH: 621M

DISPLACEMENT:

2,039,000M³

SELENIUM



40 PTS



	NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
0	SELENIUM	14"	3"/ 16"	6"	4	4+/4+	6	1-2	L	ATMOSPHERIC, VOIDGATE-2

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DEFENCE ARRAY	4+	4	1	F/S/R	ESCAPE VELOCITY
CHARGED AIR	6+	3	1	F/S/R	AIR TO AIR, CLOSE ACTION

Encountered ships of the class: Warchariot, Deadly Conjurer, Amulet

Most Shaltari ground forces reach the surface via Voidgates - ubiquitous, unglamorous ships. Voidgates tend to be lightly armoured and unarmed, making them easy targets. However, as common as these vessels are, sometimes the Shaltari need to guarantee landings planetside, so rely on heavier ships. The Selenium class is one such vessel. It has the transference capacity of a Voidgate, and guns designed to fire out of atmosphere at starships. This allows the Selenium to defend the ground troops deployed through it.

These enhanced capabilities and much improved survivability over Voidgates makes the class particularly useful in the thick of heavy fighting, especially given the importance Shaltari place on their own lives. As a result, more of this class have been seen during the Battle for Earth than anywhere else.

SHALTARI SELENIUM HEAVY VOIDGATE

LENGTH: 583M

DISPLACEMENT:

4,217,000M3

SILICON



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
SILICON	14"	3"/ 16"	6"	4	4+/4+	6	2-3	L	MONITOR

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
QUAD ION CANNON	4+	2	2	F	IDN (2)
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

IDN: If a group scores (X) hits from weapons with this special rule, the Energy Surge crippling effect is applied to that ship. If the target is a ship with the Dreadnought special rule apply the Power Fluctuation effect instead.

Encountered ships of the class: Euthaniser, Benevolent Mercy, Rio's Silencer

Much as with the Scourge, monitors are an unusual fit in Shaltari fleets, due to their low speed and consequent lack of finesse. In addition, the Shaltari rarely fight defensive actions, making an ordinary monitor-type configuration superfluous. Instead, Shaltari types fulfil a rearguard role.

The most frequently seen is the Silicon class, armed with a quad-bank of tiltable ion cannons, giant versions of those commonly found on Kukri grav-tanks. While these effectively damage ships in higher orbital layers, their true value is in disrupting the power systems of larger ships. This makes the Silicon especially favoured by the type to Starchief who likes taking prizes, or enjoys boarding actions against helpless foes, drifting helplessly in the void.

SHALTARI SILICON
MONITOR

LENGTH: 544M

DISPLACEMENT:
4,175,000M³

CHROMIUM

DESTROYER

65 PTS



NAME	SCAN	SiG	THRUST	HULL	Α	PD	G	т	SPECIAL
CHROMIUM	12"	3"/ 16"	12"	5	5+/4+	6	2-3	L2	

TYPE	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
THERMAL LANGE CANNON	2+	1	1	F(N)	BURNTHROUGH (3)
HARPOON VOLLEY	4+	2		F/S/R	CLOSE ACTION

Encountered ships of the class: Novaqueen, Black Pulse, Long Certainty

The Chromium class destroyer is unusual in that it features a thermal lance cannon, a weapon very similar to the Burnthrough weapons of more primitive races. Compared to some of the more eldritch armaments employed by the Shaltari, the simple expedient of focusing a sustained high energy laser at a target seems primitive. However, no UCMF admiral would deny the effectiveness of such weapons, often from personal experience!

Shaltari equivalents are of course more advanced, featuring shorter burn times and higher armour penetration potential. The fact that such a weapon can be mounted on a destroyer type hull in addition to other weapons is a testament to their advanced technology. However, the fact that these ships see more service with the smaller and less well equipped tribes suggests that such technology is simple for the Shaltari to construct ahead of more outlandish weaponry.

SHALTARI CHROMIUM
DESTROYER

LENGTH: 765M

DISPLACEMENT:
3,253,000M³

MERCURY

DESTROYER

60 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
MERGURY	12"	3"/ 16"	12"	5	5+/4+	6	2-3	L2	

ТҮРЕ	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
PULSE IONISER BANK	*	3	1	F	BURNTHROUGH (6), CLOSE ACTION, MAULER

Encountered ships of the class: Cyan Seas, One Knowledge, Dread Soldier

The Mercury class destroyer features an extremely rare weapon type known as the Pulse Ioniser. These weapons establish an energetic link with the target at close ranges, creating an ionised trail through which energy pulses can be passed, creating ever increasing devastation as long as the link is maintained. An unusual quirk of the weapon is that the potential power of the weapon increases in relation to the density of the target's armour, ensuring that nothing is safe from its onslaught.

This ability makes the Mercury class a superlative hunter of the heaviest armoured ships in an opponent's fleet, vessels often many times its size. As such, the class typically hunts in packs, using careful tactics and downed shields to close to lethal firing range with the foe. Such tactics make it a favourite with the youngest and brashest of Shaltari captains, individuals who have often only lived out a few lifespans and still have much to prove.

SHALTARI MERCURY

LENGTH: 609M

DISPLACEMENT:

3,246,000M3





45 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
COBALT	12"	3"/ 16"	12"	5	5+/4+	6	1-3	L2	LAUNCH

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
DISRUPTION BEAMERS	3+	2	1	F	
HARPOON VOLLEY	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
GATES	1	T- T-

Encountered ships of the class: Guardian Will, Deathbringer, She Triumphant

The Cobalt class homeship is essentially a smaller version of the more ubiquitous Emerald class mothership. Its only purpose is to physically convey Shaltari ground forces to the battlespace, from which they can be teleported to the surface via the Voidgate network.

The Cobalt is a faster, lower cost alternative to the Emerald best suited to smaller scale operations. Typically, they are employed when Starchiefs do not wish to or need to put large numbers of lives at risk on the frontline. With the Shaltari, superior technology and almost clairvoyant analysis of enemy dispositions and tactics frequently win the day over sheer numbers.

SHALTARI COBALT HOMESHIP

LENGTH: 642M

DISPLACEMENT:

4,245,000M³

CAESIUM

CUTTER

40 PTS



NAME	SCAN	SiG	THRUST	HULL	А	PD	G	Т	SPECIAL
CAESIUM	8"	3"/ 8"	20"	3	6+/5+	6	2-3		OUTLIER, VECTORED

	Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
10	FOCUSED DISRUPTOR	4+	3	1	F(N)	CALIBRE (L)

Encountered ships of the class: Raa's Wings, Raa's Claw, Featherblade, Crimson Point

Although smaller than some of the more typical Cutters employed by the UCMF, the Caesium is no less the archetypical design: fast, mobile, and excellent at hunting outlying enemy ships. The Caesium goes even further than those of lesser races by mounting a specialised version of the disruptor designed specifically for targeting small ships. This makes it a focused blade in the hands of any Starchief, a tool poised to eliminate very specific targets early in an engagement. Hilariously fast by human standards, even the Scourge cannot outrun them. Though physically fragile even by Shaltari standards, its energy shields may hope to repel any hapless return fire that manages to connect.

The Caesium's capabilities also make it an infamous privateer; lone and rogue Shaltari captains have been known to command packs of these lethal hunters to harass and exploit vulnerable targets for their mysterious ends, or just for the sport of it.

SHALTARI CAESIUM
CUTTER

LENGTH: 562M

DISPLACEMENT:

2,202,000M³

GALLIUM

BIO-HAZARD CUTTER

30 PTS



NAME	SCAN	Sig	THRUST	HULL	A	PD	G	Т	SPECIAL
GALLIUM	8"	3"/ 8"	16"	3	6+/4+	6	1-3	L	OUTLIER, VECTORED

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
BIO ATOMISER ARRAY	3+	6	0	F	CLOSE ACTION (BEAM), CORRUPTOR

Encountered ships of the class: Bringer of Decay, Cleansing Flame, Inevitability, Fate's Instrument

The Gallium is one of the most aggressive and insidious vessels the Shaltari possess. Based on a light, fast cutter hull, the Gallium's only weapon defines it: the Bio Atomiser Array, one of the most feared things to receive a hit from in the known universe, as far as the crew are concerned. On land, smaller versions of the technology vaporise living tissue though stone walls. Through thick starship armour over a massive area, the effect is more creeping. A hit will indiscriminately rupture living cells and build up static charge in fine micro systems. Over the course of a battle, the effect is a spectrum from vomiting blood to heart attacks, brain haemorrhage, short-circuits and catastrophic malfunctions.

The Gallium's typical mode of attack is to close rapidly with the target and fire early, maximising the effectiveness of the growing disruption over the battle. Such tactics are not for the cautious, so Galliums are typically crewed by a larger percentage of battle-hungry Firstborns than most Shaltari vessels.

SHALTARI GALLIUM CUTTER

LENGTH: 624M

DISPLACEMENT: 2,516,000M3

VOIDGATE

VOIDGATE

18 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	т	SPECIAL
VOIDGATE	12"	1 "/ 8"	12"	2	5+/5+	6	1-3	L	ATMOSPHERIC, OPEN, Voidgate-1

	Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
1	CHARGED AIR	6+	1	1	F/S/R	AIR TO AIR

The bizzare nature of these 'ships' has resulted in the unique classification of 'voidgate', devoid as they are of unique character. Indeed, the Shaltari seem to share this opinion, rarely naming them and or giving them more than a skeleton

These vessels loosely fulfil the same tactical role as strike carriers for other races, although they do not actually carry troops. Instead, they merely act as a conduit for Shaltari teleportation, transferring Gates (such as the Eden and the Gaia-Shaltari analogues to dropships) from an orbiting mothership to the atmosphere. Since a voidgate must be present in the immediate vicinity of the dropsite, it must physically move to where the teleported construct(s) are to re-materialise. This removes the risk to the forces before deployment as they are never physically present aboard the voidgate, but are instead aboard a much larger and tougher mothership. Voidgates can also re-route forces between each other once on the ground, affording the Shaltari immense tactical flexibility to counterbalance their low numbers.

Voidgates also create a substantial field of energetic disturbance in the air. This energy can be unleashed against nearby enemy atmospheric assets, such as strike carriers, dropships or bulk landers and can also take the place of defence batteries in a tactical sense, since the Shaltari have no bulk landers of their own.

SHALTARI VOIDGATE

LENGTH: 348M

DISPLACEMENT:

1,253,000M³

HELIUM

VOIDFLYER

27 PTS



NAME	SCAN	Sig	THRUST	HULL	А	PD	G	Т	SPECIAL
HELIUM	8"	1 "/ 8"	16"	2	6+/ 5+	3	1-3	L	ATMOSPHERIC, OUTLIER, VECTORED

2	Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL	
1	PULSE BLASTER	3+	1	2	F/S	CLOSE ACTION (BEAM)	

VOID SKIP

If this ship goes on Standard Orders when within 6" of a Voidgate, rather than making a normal move, you may place it within 6" of any other Voidgate in that Voidgate chain (within 18" of each other as normal), facing any direction and it receives a Minor Spike. . It may be put within 1 Orbital Layer (up or down) of the Voidgate it is placed by. When doing this, the whole group must move together.

Encountered ships of the class: Mist Warrior, Auru's Ghost, Sudden Lash, Ether Rider

The Helium Voidflyer is a slippery adversary and a worrying technological twist in Shaltari naval combat. Troops on the ground are sadly familiar with the aliens' capticious ability to teleport battlefield-level vehicles in and out of hot zones via their gate network. On a strategic level, naval planers have considered this tech limited to deployment of smaller constructs - not so, it seems.

The Helium can leverage the existing voidgate network to teleport across the battlespace instantaneously. That the Helium is orders of magnitude larger than anything previously known to possess this ability has raised concerns at the highest level as to what it means for the future - is this new tech, or have the aliens simply deigned to switch tactics? Either way, the prospect of whole starships vanishing and appearing at will likely chill the blood of any captain, despite the small size and short ranged weapons of this new threat.

SHALTARI SCORIA HEAVY
CARRIER

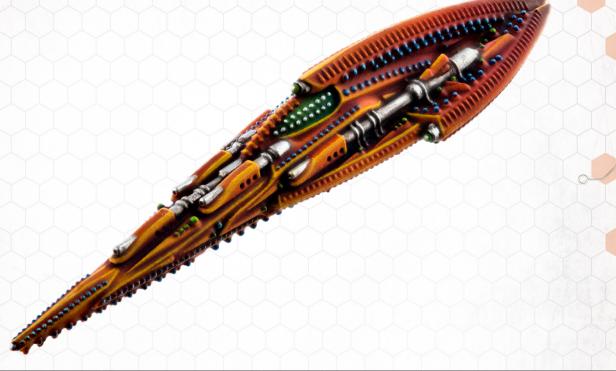
LENGTH: 504M

DISPLACEMENT:
1,628,000M³





18 PTS



NAME	SCAN	Sig	THRUST	HULL	A	PD	G	Т	SPECIAL
GLASS	8"	1"	16"		5+	3	2-6	4	ATMOSPHERIC, OUTLIER

Түре	Lock	ATTACK	DAMAGE	ARC	SPECIAL
ION LANCES	5+	5	1	F/S	AIR TO AIR, CLOSE ACTION

Encountered ships of the class: Aetherwind, Rainmaker, Sharp Spear, Dreamscape

These tiny vessels fulfil the role of the corvettes of other races, although they are smaller even than those diminutive ships. They are designed solely to hunt enemy atmospheric assets and are extremely fast. These ships are favoured by the most aggressive Shaltari with the least fear of death and as such are generally crewed by Firstborn Shaltari new to the arts of naval warfare. They have a small crew of just twelve individuals and feature no shields due to their size, their pace and atmospheric capability their best protection against the

Typically, they hunt in packs, utilising their compact but lethal ion cannons to rake the hulls of the larger strike carriers which are their preferred prey. Although not as dangerous as a Corvette alone, their cooperation can quickly reduce the target to so much falling debris in a matter of seconds.