

SHALTARI HELIUM

VOIDFLYER

27 PTS



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

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
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' capricious ability to teleport battlefield-level vehicles in and out of hot zones via their gate network. On a strategic level, naval planners 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.

HELIUM
VOIDFLYER

LENGTH: 504M

DISPLACEMENT:
1,628,000M³