

Shaltari Tribes

Tier: Extremis

Strategic Playstyle:

Each significant tribe operates its own fleet of starships – indeed, for a tribe to count as such it must command a certain number of vessels – and ground forces. Some control far more than others of course and that's not including any vessels retained on the tribe's homeworld/s for defence. Naval strength in proportion to ground strength between tribes also varies massively, with some being far more potent in the void than on surface. For example, very few ground units of one tribe might be sighted although their frequency of void actions is high. Other tribes could be a major factor in the ground war, but seem to frequently require transit to the battlefields through the motherships of allied tribes, such is the paltry scale of their fleet.

Each tribe's naval tactics, ship lists and preferences are also wildly different. Particular classes of ship are far more prevalent in the fleets of certain tribes while others disdain them almost entirely. A strong example is use of the Amethyst class frigate – a hyper aggressive vessel championed by some but largely shunned by most, except in special circumstances.

Many aspects of Shaltari technology and thus tactics are extreme in comparison to those of other races. Often, their ships, vehicles and weaponry excel at certain things while performing poorly in other aspects. This is generally the result of focused, deliberate design honed towards specific mission parameters and is always a factor in battle planning and tactics. Selecting the right tool for the job and applying it with skill is one of the primary hallmarks of the Shaltari's greatest and longest lived Starchiefs.

Space

Macro-Capitals

Supercapitals:

N/A

Dreadnoughts:

N/A

Capitals

Battleships:

N/A

Battlecruisers:

N/A

Line Ships**Cruisers:**

Shaltari [Dreadnoughts](#), [Battleships](#) and [Supercarriers](#) fall into this weight class.

Destroyers:

Shaltari [Cruisers](#) form the majority of tribal fleets. Most will specialise in a single weapon type and phase. These are the smallest shaltari [carriers](#) and might be the only carrier in a small fleet.

[Battlecruisers](#) in contrast are usually, though not [exclusively](#), multirole ships able to serve multiple roles in the fleet and shore up weak points.

Screenships**Frigates:**

Shaltari [Frigates](#) tend to specialise in one phase for each class.

Shaltari [Destroyers](#) are the smallest Shaltari ships able to serve as troop carriers and teleport hubs, though like all hubs they can also serve as nodes. Other destroyers are odd for Shaltari in focusing on the Clash.

On the defensive the Shaltari use [Monitors](#) to defend their planets and landing zones. Able to hide in the atmosphere and fire up into orbit, these are surprisingly dangerous despite their slow speed. Some monitors also serve as voidgates and function as nodes in the shaltari teleport network.

Pungari Thresher Cruisers

Before becoming a servitor species of the Shaltari the Pungari were new to starfaring in their home universe; 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 using boarding torpedoes; something Pungari do willingly and—as far as Outsiders can tell—with much glee. Their stocky frames may cope with the extreme g-forces involved in travelling in such vehicles. Thresher Cruisers in service to the Shaltari Tribal Fleets are fitted with low power energy shields. These ships

also carry many primitive Pungari strike craft, themselves mainly used as bombers and boarding craft, and large landing barges to carry their troops to the battlefield.

Corvettes:

[Voidgates](#) are the core of the Shaltari ground doctrine and are also a useful supplement to space combat.

Incredibly fast Shaltari [Cutters](#) specialise in the skirmish phase.

[Helium class Voidflyers](#) are the largest Shaltari unit able to be teleported. This allows them to quickly move throughout the battlespace.

Aerospace

Strike Craft:

The tribal fleets typically employ the lightning fast Starblade fighter as their standard interceptor and close protection strike craft. A far larger and void capable version of the ground forces' Warspear, this craft is an essential pillar in the Shaltari's guard as they are the only means of granting a ship point defence while its shields are up. Fortunately for the aliens, these are some of the fastest and most lethal attack craft in the Galaxy, each flown by one of the most warlike and aggressive Shaltari in the tribes.

The Shaltari also employ anti- ship strike craft, most commonly the Starglaive bomber. This fearsome hunter of ships has a crew of two and is armed with several miniaturised versions of a capital ship's weapons systems, configured to hit weak spots with pinpoint precision. Bombers grant Shaltari carriers excellent long range strike capability as well as an offensive option when their awesome fighter craft are not required.

Aircraft:

[Warspear](#) Interceptors and [Khopesh](#) Close Air Support Fighters

[Firedrake](#) Heavy Assault Gates

[Thunderbird](#) Light Gunships

Summary

Shaltari ships have excellent scanners and targeting devices for their tier. This gives them the ability to accurately engage enemy ships beyond the reach of most opponents other than rival Shaltari. This advantage shapes Shaltari tactics in battle as their armour is generally weak for their tier, making the need to keep opponents beyond their effective range while being within the Shaltari's own paramount to victory. If the enemy does get close enough, Shaltari captains usually have the

option of raising shields to massively improve their survivability but at the expense of making them easy targets for enemy scanners to acquire, nullifying the advantage of superior scanners. This dynamic is a strong driving force behind Shaltari space battle plans and its understanding is vital for any Starchief to master.

All Shaltari forces excel at high speed, hit and run strikes. Indeed, this style of engagement is one of the hallmarks of Shaltari warfare, where whole supply convoys, fleets and ground formations have been wiped off the map by blindingly fast and focused aggression. The Shaltari are seldom held to protracted engagements and generally use their speed to escape reprisals, covering their retreats with long range precision fire.

They excel in the Bombardment, Skirmish and Disengage phases and underperform in the Clash phase.

Ground

War Engines

Behemoths:

The Shaltari use [Glass class Cloudflyers](#) as dedicated anti-behemoth space-atmosphere ships. While small and weak for starships they are extremely fast in both space and atmosphere and hunt in packs to take out enemy behemoths.

Titans:

[Dragons](#)

Massive many legged walkers.

Vehicles

Superheavies (Focus):

[Bobcat](#), [Puma](#), [Dreamsnare](#), [Leopard](#) and [Jaguar](#) Warstriders

[Crocodile](#) and [Caiman](#) Heavy Grav-Tanks

[Alligator](#) Gravcharger

Main Battle Units (Focus):

[Tomahawk](#), [Kukri](#), [Atlatl](#) and [Arrowhead](#) Grav-tanks

[Widow](#), [Tarantula](#) and [Birdeater](#) Battlestriders

Lights:

[Yari and Tate](#) Light Grav-Tanks

Infantry**Supersoldiers:**

[Ronin Battlesuits](#)

Elites:

[Firstborn Duelists](#)

[Brave Warsuits](#)

Line Infantry:

[Pungari Auxiliaries](#)

Individuals of Importance**Lords:**

The natural life of a Shaltari is believed to exceed three centuries. Like all known life forms, biological mortality eventually sets in, bringing old age and death. This loss of education, expertise and experience was mourned deeply by the early Shaltari, a race which has always valued knowledge above all things. This sense of futile loss was eventually banished by their most important technological innovation – consciousness transfer.

Near mortal death, this advanced process allows the psyche and memories of the subject to be transferred into another physical body. Brain-dead 'shell' bodies are grown especially for this purpose, allowing the consciousness of the individual to endure beyond natural demise.

In this manner, some Shaltari have 'lived' for millennia, progressing through dozens of bodies. These 'Elders' have vast levels of experience at their disposal, knowledge which enabled the Shaltari to expand technologically beyond the scope of all other species of their home universe.

Fighting Elders are rare, and inevitably fulfil command roles. Those that have remained in the military for centuries (and even millennia) are clearly those born for nothing but war. They are peerless commanders, experienced to a level unfathomable to humans. Their mere survival illustrates that they have tasted victory countless times and have seldom known defeat. Captains of Shaltari capital ships are almost always this kind of formidable individual.

Heroes:

[Lynx](#) Chiefstrider

[Frostdrake](#) Command Ships

[Daimyo](#) Battlesuit

Other**Artillery:**

[Ocelot and Panther](#) Ordinance Warstriders

Infantry Support (Focus):

[Obelisk Ionspires and Totem Shieldspires](#)

Gates are atmospheric aircraft and grav-tanks that are the final link in the teleportation chain which materialises the Shaltari's formidable ground forces directly onto the battlefield. The most common types are the Gaia, Eden, Spirit and Haven although other more offensively oriented constructs such as the [Firedrake](#) heavy assault gate and [Tegu](#) gatestrider also feature gate capacity. They are agile and small, making them suitable for assaults against hardened targets since they can dodge cumbersome defence battery fire with ease. They typically materialise from their host mothership via a voidgate, a small ship which has descended from orbit to take up station over the battlespace.

As the final link in the teleportation chain, gates are the only means of planetfall for the Shaltari's awesome Dragons, striders, grav-tanks, infantry and other ground constructs. Since they are so few in number, the Shaltari have no equivalent to the bulk landers of other races, the crude meat crates that would put too many precious lives at risk in transit. This isn't an issue for the Shaltari as they are not overly concerned with conquest and gates can transfer ground units between each other, ensuring that strength is applied surgically and is seldom wasted.

Summary:

Shaltari ground forces are characterised by the use of an eclectic and esoteric assortment of war machines, from the towering three or four legged striders to fast grav-tanks to the personal warsuits worn by their infantry. All these constructs are highly distinctive in appearance, energy shielded, with active countermeasures and encrusted with complex technological adornments as deadly as they are decorative.

The Shaltari are almost impossible to bring to full scale pitched battle. Most of their engagements are isolated and fast paced, with surgical strike, sudden attack and lightning withdrawal being their preferred method of engagement. Utilising their unique teleportation systems, ground forces can be re-routed and plucked from the

battlefield with blinding speed, making it very difficult for an opponent to deliver a strategic-level blow to the tribes.

All Shaltari ground forces deploy by means of teleportation, a fact which has a massive bearing on their tactics in a surface attack. This system ensures that there is no risk to ground troops en-route to the surface since they materialise directly on battlefield via a complex hierarchical system of interconnecting elements ending in a dropship-sized teleport gate on the surface. As a result, the troops are only physically present either on the surface or in orbit aboard larger ships distant from the dropsite itself, helping to preserve Shaltari lives from the inglorious losses in transit that other races must contend with. Once on the surface, these troops can be transferred instantly between elements in this system, making the most of their inferior numbers and ensuring that the Shaltari are almost impossible to predict.

Shaltari perform well in the Penetration and Exploit/Reduce phases but underperform in the Shock phase.