

# UNSC Sahara Class Heavy Prowler (Covert-Ops)

Small Ships (165 pts)



Movement	13"	Hangars	0
Damage Track	2 · 3 · 2	Boarding Craft	3
Build Rating	2	Security Detail	2

## Systems Loadouts

- |                        |                    |
|------------------------|--------------------|
| Titanium Armor (2)     | Hard Burn (4")     |
| Point Defense (2)      | Elusive            |
| Cloaking System        | Unrestricted*      |
| Suppressive ECM*       | Limited Resources* |
| Elite Boarding Squads* |                    |

Primary Weapon	Range	Arc	Dice
Pulse Cannon Array	12/24	F/P/S	5
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Secondary Weapon			
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<sup>1</sup>Plasma (x)

# UNSC Sahara Class Heavy Prowler (Raider)

Small Ships (145 pts)



Movement

13"

Damage Track

2 · 2 · 1

Build Rating

2

Hangars

0

Boarding Craft

0

Security Detail

1

## Systems Loadouts

Titanium Armor (1)  
Point Defense (2)  
Cloaking System  
Cataclysm\*  
Limited Resources\*

Hard Burn (4")  
Elusive  
Unrestricted\*  
Suppressive ECM\*

Primary Weapon

Range

Arc

Dice

Pulse Cannon Array

12/24

F/P/S

4

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Secondary Weapon

Shiva Nuclear Missile

10/-

F/P/S

10

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<sup>1</sup>Plasma, <sup>1</sup>Missiles (x)

# UNSC Owl Boarding Craft

Flight Slots: 0



Movement

13"

Damage Track

4

Security Detail

3

System Loadouts

Assault Specialist (1)

Elite Boarding Squads

# UNSC Special Rules

## Sahara Class Heavy Prowler (General)

### Unrestricted:

Sahara's often worked on their own far behind enemy lines. As such this unit can "detach" and "re-attach" itself to any existing friendly battlegroup. At the start of the Battle-group phase the owner of the element may choose whether to "attach" or "detach" the element from its deployment group. When detached the element is treated as its own battlegroup and may move freely around the board. The Sahara element must be within the 6" coherency distance to "re-attach" itself to a battlegroup see [AD-Hoc Battlegroup Formation](#) rules for more info. Once "re-attached" it may form dice pools with the rest of the battlegroup and must maintain coherency until "detached".

### Limited Resources:

Even at the height of its production power the UNSC and more specifically ONI had few prowlers free from previous engagements, as such only two Sahara elements may be present in any game.

# UNSC Special Rules

## Sahara Class Heavy Prowler (Covert-Ops)

### Suppressive ECM:

Once every turn when the Sahara is within 16" of an enemy element it may use its enhanced jamming abilities to reduce an enemy elements firepower rating by one for a single turn.

### Elite Boarding Squads:

All Boarding Craft and Security Detail onboard this element are treated as having the Assault Specialist (1) Loadout and use Owl boarding craft at no additional cost\*see Owl token card for additional info\*. In addition to this, any small sized element that would have been lost to a boarding action via the Owl(s) is instead, put under the control of the attacking player.

# UNSC Special Rules

## Sahara Class Heavy Prowler (Raider)

### Cataclysm:

The UNSC only deployed their nuclear in the most dire situations. This often compromised any stealth vessels using the nuclear armament, therefore when a Sahara element uses a Shiva nuclear missile against an enemy it is considered to have lost both its “elusive” and “cloaking system” passives. They are restored at the beginning of the next turn. In addition due to the nature of nuclear ordinance any “small” sized elements destroyed by or with a dice pool involving the “Shiva Nuclear Missile” ability are violently ripped apart and explode using the **Critical Core Breach** rule set.

### Suppressive ECM:

Once every turn when the Sahara is within 16” of an enemy element it may use its enhanced jamming abilities to reduce an enemy elements firepower rating by one for a single turn.

# Change log

## V3

- BR of all Sahara bases changed from 3 to 2
- Sahara Split into two base choices w/separate abilities
- Covert-Ops & Raider subcategories added
- Cataclysm rebalanced
- Covert-Ops Pulse cannon dice changed from 3 to 5
- Price for Raider Sahara elements changed from 135 to 145
- Specialist Boarding Squads renamed to Elite Boarding Squads
- Covert Ops Element Titanium armor changed from 1 to 2
- Price for Raider Sahara elements changed from 135 to 165
- Covert Ops Element Damage Track changed from 2-2-1 to 2-3-2
- Specialist Boarding Squads new dynamic added
- Suppressive ECM range increased from 12 to 16
- Created “OWL” deployment token
- Added extra prowler model to “Covert-Ops” Sahara Elements

# Change log

## V2

- Shiva nuclear missile dice pool reduced from 14 to 10
- Movement reduced from 15 to 13
- Shiva ability rebalanced under “cataclysmic”
- Executive action ability canceled due to lack of extended usefulness in fleet actions
- Suppressive ECM ability added
- Assault crew ability rebalanced, to only apply to boarding craft
- “Assault crew” ability renamed “specialist boarding squads”
- “Limited Resources” added
- “Cataclysmic” ability changed to “Cataclysm”
- Unit cost changed from 115 to 135
- Security Detail Reduced from 2 to 1



# TO-DO List

- Further Define “attach & detach” see AD hoc battlegroup formation (DONE)
- Playtest “Cataclysm” in relation to small elements
- Playtest & balance ECM Jamming
- Playtest & balance Shiva & Pulse lasers (DONE)
- Add cloaking/ nuke firing balance (DONE)
- Separate Abilities for prowlers i.e. boarding craft or Commando (DONE)
- Playtest “Elite boarding Squads”
- Create OWL boarding craft tokens (DONE)

**CUT CONTENT BELOW**

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# UNSC Special Rules (R&D) Attack (CANCELED)

## Sahara Class Heavy Prowler

### Executive Action:

During an extraordinary crisis, the UNSC could use prowlers as a diversion to buy time for the fleet to escape or to charge their weapons. As such during the beginning of the Battle-group phase the player in control of the element may declare, “Executive Action” when declared, double the dice pool of the pulse laser array, For the remainder of this phase, treat this element as if it has lost the “Elusive” and “Cloaking system” loadouts. At the end of the combat phase if this element is still alive, it explodes using the **Critical Core Breach** rules.