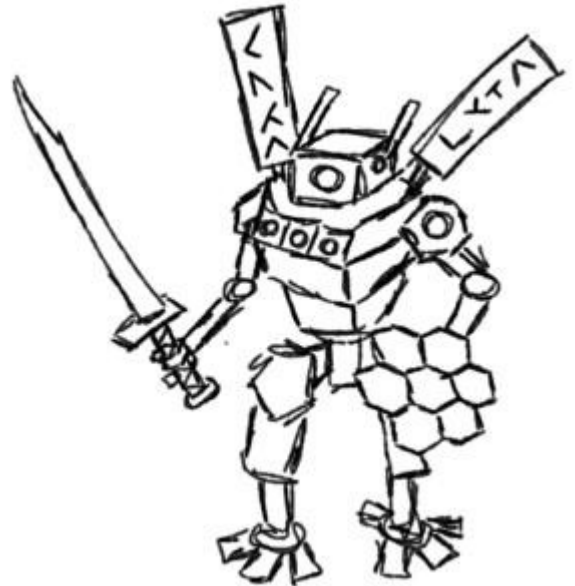# The Alliance

"The passing on of knowledge is a sacred art. Teaching is a process that takes much time. Be mindful therefore of who you teach- for not everyone is worthy of your knowledge."
-Or'Sath'Lo, Matter-Bender

The alliance controls an area in the old sector. They are the most advanced faction in the galaxy, both technologically and culturally. Their planets are utopian paradises, centres of learning and peace. And yet for all this, they are a troubled people, feeling that as the most advanced, they have a responsibility to reunite humanity. But the alliance follows a strict policy of non-intervention whenever possible- they have learned from past mistakes that the other peoples of the galaxy are too primitive and violent to receive the knowledge the alliance possesses. Thus they bide their time, waiting and hoping for a future when the wars will end, and they can finally impart their knowledge.

Wielding weaponry far in advance of anything other factions have even conceived, on the rare occasions alliance armies go to war, they are small and elite, often joined by agile nova mechs, or mysterious matter-benders- individuals whose link to the nano-machines scattered throughout the galaxy centuries ago allows them to reshape the world around them in a way that seems like witch craft to more primitive minds. Their soldiers however rely more on their technology than their skill to survive the battlefield- they are often unused to warfare, being such a peaceful people.

The alliance is made up of many planets, all of whom have a representative that sits in a huge council located on the most ancient of the alliance worlds. Politics does not exist in the alliance as it does in other cultures. An incredibly complex combination of traditions, computer-logic, and debate makes up the decision making process of the alliance. Giant computers generate prophecies which are interpreted by teams of advisors, and data priests analyse ancient scraps of knowledge to try and find wisdom.

Matter-benders play a crucial part of the alliance: they are responsible for all construction, and the fabrication of equipment and vehicles. The alliance has advanced spacecraft, allowing them to dominate space battles and gates. These spacecraft are not able to travel between systems without the use of gates, but when used for intra-system travel, they are faster than any other ships in the galaxy.

The alliance has outposts on many worlds in the wild sector, from which they observe and interact with other peoples. They also often send diplomats to other civilisations, and they have particularly strong relations with some of the Delian planets.

Units:
- Matter-Bender
- Battle-seer
- Nebula Warriors
- Nova mech
- Starglider

The Alliance

Battle-seer (1 model)						10 power
MS	RS	D	H	N	Special	
3+	3+	3+	3	3+	Hero, perception filter	
Weapon:			R	A	AP	Special
Neutrino pistol			12"	3	2	

Matter-Bender (1 model)						15 power
MS	RS	D	H	N	Special	
4+	4+	3+	3	5+	Hero, perception filter, Bend matter	
Weapon:			R	A	AP	Special
Vibro-Knife			-	2	1	

Bend matter- instead of attacking on its turn, this model may bend matter to perform one of the following:
- Disruption- one model within 20" takes 1 hit with 4 ap, and deadly(D6)
- Phase- enemy units get -1 to all attack rolls against a unit of your choice within 12".
- Restructure- you may move a piece of terrain, unit, or vehicle 10" in diameter or less, within 24", by up to 12".

Nebula Warriors (5 models)						15 power
MS	RS	D	H	N	Special	
4+	4+	4+	1	5+	Perception filter, short-range teleporter	
Weapon:			R	A	AP	Special
Neutrino rifle			30"	2	2	
OR						
Neutron-forged blade			-	2	1	+1 AP for every point of health the target model has above 1.

Short range teleporter- at any point in its activation, this model may move by up to 6".

Nova Mech (1 model)						25 power
MS	RS	D	H	N	Special	
3+	3+	2+	9	3+	Perception filter	
Weapon:			R	A	AP	Special
Sword and shield			-	3	3	Deadly(3), energy shield(4+)
OR						
Phase-cannon			24	D3	3	deadly(3)

Starglider (1 model)						25 power
MS	RS	D	H	N	Special	
6+	3+	2+	6	2+	Vehicle, transport(6), perception filter	

Weapon:	R	A	AP	Special
Phase-cannon	24	D3	3	deadly(3)
OR				
Prismic lance	36"	1	3	deadly(2D6)