

Armies of the Galaxy

The cultures that inhabit the galaxy are myriad and wide ranging. From the technological supremacy of the old sector to the blind faith of the middle sector, and the mad, bizarre armies of the wild sector, forces are diverse in their beliefs, their equipment, and their style of warfare.

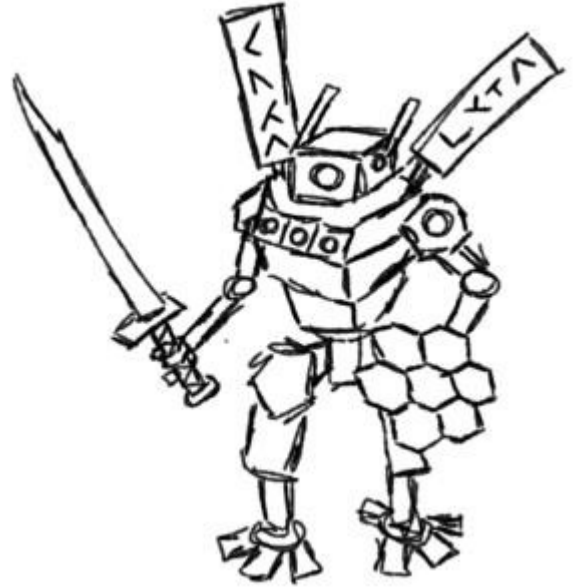
This document contains all the army lists for the forces in At the Gates of Doom. Previously, these were individual documents, but they have been compiled together here for convenience. They have not changed in any way though. The army lists are given in alphabetical order.

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)

The Church of Alkhaliq

"Dear God, give us victory this day. Let our blades be sharp, and our bodies strong. Let us not falter, and let our weapons taste the enemy's blood. For it is in thy name we fight, and in thy name we die." -Common prayer

The Church of Alkhaliq is a huge empire in the middle sector that is united by the belief in God the creator. It was formed shortly after the re-opening of the gates: when thousands of barbarous planets were suddenly exposed to more advanced technology, and its associated dangers. Peoples were conquered and suppressed by those with better weapons, more advanced economies crippled weaker ones, and old traditions crumbled in the face of industrialisation. Many people began to view technology and industry as evil forces, intent on crushing their way of life. And from this resentment and fear grew the church of Alkhaliq.

On the planet Markaz, the people had been very advanced. But during the great closing, they had decided to abandon most of their technology in pursuit of physical perfection through effort and pain. The people developed complex, ritualistic forms of training, honing their skills and minds. When these rituals met the fear of technology, a religion was born. This religion taught that God had created humans with the potential for perfection, and that technology was unnecessary, even potentially sinful. It taught that through self improvement and study, humans could overcome anything.

This religion spread like wildfire, and soon hundreds of planets saw rebellions against invaders and oppressors. Jihads spread through the gate network, destroying the instruments of industry and science, and from the ashes rose the church of Alkhaliq.

At the top of the church is the Yad Alkhaliq- the hand of God. This individual is picked by the previous hand for the position, and upon the death of their predecessor, they don the Dire Alyad, a suit of armour that is completely enclosing, and cannot be removed until the the occupant is dead. Once the armour is sealed, the individual is no longer considered human- they have become a vessel for the power and will of God. Under the Yad Alkhaliq, are their disciples- loyal servants who dutifully record the words and teachings of the Hand into the Kitab Alhayaa- an ever-growing book containing the teachings of all the previous hands of God, which is studied and interpreted by scholars and religious leaders.

Most people under the rule of the Church of Alkhaliq live simple lives on farms, or as craftsmen, but the especially devout become monks, devoting their lives to studying the Kitab Alhayaa, and living by its word. Some such monks choose to pursue a slightly less scholarly path, and become Asliha, training to gain absolute control over their bodies, and achieve physical perfection. Such individuals also make up the elite core of armies, far surpassing

their opponents in battle despite using only simple weapons. Asliha move with an unmatched grace, able to dodge bullets, shut down their bodies to a near death-like state, or dance around the clumsy attacks of their foes whilst delivering deadly blows to their weak points.

The majority of armies however is made up of janissaries- ordinary people armed with simple weapons, and sent to fight in the name of God. They are lead by priests who bestow blessings on the troops, and elder Asliha, known as Silah. Some Janissaries are organised into special 'purification squads'. Their role is not to fight in the way the rest of the army does, but instead to purge heresy- whether this takes the form of technology or impure humans.

Units:

- Silah
- Priest
- Asliha
- Janissaries
- Purification squad
- Flagellants

The Anti-technology League

Priest (1 model)										10 power
MS	RS	D	H	N	Special					
5+	5+	5+	3	2+	Hero, preach					
Weapon:		R		A		AP	Special			
-		-		-		-	-			

Preach- at the beginning of each turn, up to one prophet may preach one of the following:

- Cleanse the heretics- all models in this army gain +1 AP to all attacks.
- God protect you- every model in this army has their defence improved by 1.
- Limbs of fire- all models in the army can move an extra 4".

Silah (1 model)										15 power
MS	RS	D	H	N	Special					
2+	2+	5+	3	2+	Hero, ignores all modifiers to attack rolls, -2 to hit this model					
Weapon:		R		A		AP	Special			
Glaive		-		6		1	-			

Asliha (5 models)										15 power
MS	RS	D	H	N	Special					
2+	2+	5+	1	3+	-1 to hit this unit					

Weapon:	R	A	AP	Special
Arm blade	-	2	-	-

Janissaries (10 models)					15 power
MS	RS	D	H	N	Special
5+	5+	5+	1	5+	
Weapon:	R	A	AP	Special	
Rifle	24"	1	-	-	

Purification squad (5 models)					15 power
MS	RS	D	H	N	Special
5+	5+	5+	6	3+	
Weapon:	R	A	AP	Special	
Flamethrower	12"	D6	1	Fire, hits automatically	

Flagellants (5 models)					10 power
MS	RS	D	H	N	Special
5+	5+	6+	6	3+	
Weapon:	R	A	AP	Special	
Whips	-	D3	1	-	

The Cyber-Nomads

"What is beauty? Beauty is what we strive for. Physical perfection in every aspect of your body. How do you achieve beauty? Time. You must be patient. One day you too will have your imperfect flesh removed. One day you will know the perfection that we do. One day you will be a saint too."
-unknown saviour

In the darkest regions of the wild sector many strange and unnatural horrors can be found. Among these abominations, one of the worst are the cyber nomads- strange combinations of man and machine, obsessed with the perfection that can be found only in metal and plastic. To others, the cyber nomads are nightmarish and hideous, but these creatures consider themselves to be beautiful, constantly replacing parts of their bodies in an endless quest for physical perfection.

The cyber nomads do not have any fixed territories or planets, but travel around, launching raids through the gates on less well defended planets to scavenge precious technology and materials, as well as recruiting new followers to their cause- kidnapping humans, and performing extensive and painful surgery on them until their minds and bodies are so twisted, that they are converted to the cyber nomad cause.



Many planets are left scarred and devastated after a cyber nomad raid leaves- families are left grieving, militaries are crippled, and stores are depleted. Cyber-Nomads do not care for the emotions of lesser creatures- they only care for their own, twisted cause. Any and all methods of warfare are approved, so long as potential recruits, and technology are not damaged.

Cyber nomad raiding parties are lead by prophets- mighty cyborg warriors created to lead armies in battle. Supporting them are 'saviours'- hideous surgeons who can perform quick surgeries on unfortunate victims to bind them to their control as sinners of the flesh- slow witted creatures driven mad by implants, and waiting for the day they can be fully upgraded into proper cyborgs. Saints and Angels are what these cyborgs are called. Saints are heavily armoured, logic-driven warriors who carry heavy weapons the army has scavenged, while angels are flimsier, and faster cyborgs, who chatter amongst themselves in code, and gather in the skies above cyber nomad armies, darting down and carrying away unfortunates to their doom.

Units:

- Prophet of the new Flesh

- Saviour
- Cauterised saints
- Sinners of the Flesh
- Reborn Angels
- Small weapons team

Cyber Nomads

Prophet of the New Flesh (1 model)										10 power
MS	RS	D	H	N	Special					
3+	3+	3+	3	2+	Hero, herald of beauty					
Weapon:				R		A	AP	Special		
Cleaver				-		3	2			
OR										
Particle cannon				12"		D3	4	deadly(2)		

				Herald of beauty- sinners of the flesh within 6" receive +1 attack
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Saviour (1 model)										10 power
MS	RS	D	H	N	Special					
4+	4+	4+	3	2+	Hero, conversion					
Weapon:				R		A	AP	Special		
Surgical blades				-		2D3	1			

Conversion- When this model kills an enemy model with 2 health or less, that model becomes a sinner of flesh- it can become a new unit, or join an existing one within 3".

Cauterised saints (5 models)										15 power	
MS	RS	D	H	N	Special						
3+	3+	3+	2	2+							
Weapon:				R		A	AP	Special			
Particle gun				25"		D3	1				
OR											
Blade				-		1	2				

Reborned Angels (5 models)										15 power
MS	RS	D	H	N	Special					
3+	3+	4+	1	2+	Fly, ambush					
Weapon:				R		A	AP	Special		
Claws				-		3	1			

Sinners of the Flesh (5 models)	10 power
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MS	RS	D	H	N	Special			
4+	4+	4+	1	3+				
Weapon:				R	A	AP	Special	
Hand weapon				-	1	1		

Small weapons team								15 power
MS	RS	D	H	N	Special			
3+	3+	3+	2	2+				
Weapon:				R	A	AP	Special	
Particle cannon				25"	D3	4	Deadly(2)	
OR								
Lasgun				-	-	-	lasgun(2)	

Delian league of Planets

"And so strode forward fleet-footed Hecta, most skilled of all the Bucatans, spear on one arm, shield on the other. The Gods watched as she paused, mindful of what far-sighted Arctus had revealed to her."

-the Mactalad, author unkown

When the alliance first ventured out beyond the old sector, they discovered a group of planets in the nearby Delian region that seemed to have much potential. These planets had formed an unstable alliance, each fiercely proud of their culture and heritage, and more than willing to fight for it. Hopeful, the alliance began to teach these promising, but extremely primitive people the basics of electrical power and computers. Circumstances however forced the alliance to move away from the area, as a simioid army ravaged the outer worlds of the alliance. When the invasion was dealt with, they returned to these worlds to find that the inhabitants had used their new knowledge to craft advanced weapons of war to use against each other and invaders, but had not also developed socially- in the eyes of the alliance, they were still barbarians. In shame, the alliance abandoned these planets.

These planets are now one of the major powers in the galaxy, primitives at heart, but with advanced technology allowing them to equal and surpass other factions. Their warriors use mostly simple mag weapons- reliable and effective, if basic. Recently, the Delian planets have also started to adapt plasma-based weaponry from Avalonia, as well as utilising scavenged, gifted, or stolen technology in their armies.

The armies of the Delian planets employ advanced battlesuits, often named after characters from their mythology, to reduce the number of troops they must field. Each soldier pays for and maintains their suit, often inheriting it, and passing it on in turn to their firstborn. These armies fight fiercely and honourably, moving with speed to make best use of their advanced weaponry.

These planets are incredibly varied- some have a semi-functional democracy, while others have a more feudal system. When the planets are attacked by a large outside force, the planets will often ally (hence their title being league), combining their armies to defend their territory. But when there is no outside threat, they will often simply go to war with each other: to gain glory, resources, or tributes. Most planets are self-governing, although in a few rare cases, a lord, king, or council may control a handful of planets. There are complex webs of alliances, oaths, and tributes between the different planets, which are always respected.

Some planets have allied closely with the Alliance- either for practical reasons, or because they view them as gods, who gifted them their technology centuries ago. Others meanwhile harbour a grudge, resenting the Alliance for not sharing any more of their secrets, and even going as far as to hunt down these 'false gods'. The Delian planets also have an unstable relationship with the Knights of the realm, with centuries of grudges held by both sides, and long histories of bloody conflict.

The Delian planets primarily use more basic types of weaponry, such as mag weapons, but they have started to adapt plasma-based melee weapons from Avalonia, as well as using experimental weapons systems like lightning arrays. Cyclops-pattern battlesuits are even equipped with batteries of rockets that can be used with devastating effect.

Units:

- Battlesuit commander
- Medusa-Pattern battlesuit
- Cyclops-pattern battlesuit
- Hoplite-Pattern Warsuits
- Harpy-Pattern warsuits
- Drone squadron

Independent Planets

Battlesuit Commander (1 model)										20 power
MS	RS	D	H	N	Special					
2+	2+	3+	6	2+	Hero, energy shield(4+)					
Weapon:				R	A	AP	Special			
Master-forged mag-spear				40	2	3	deadly(3)			
OR										
Master-forged Plasma-xiphos				-	6	3				
OR										
Lightning-array				18	D6	1	Hits automatically			
OR										
Plasma-Trident				-	3	2	Deadly(2)			

Medusa-pattern battlesuit (1 model)										15 power
MS	RS	D	H	N	Special					
3+	3+	3+	6	3+						
Weapon:				R	A	AP	Special			
Petrification				18	D3	4	deadly(2D6), ignores energy shields,			

beam				models hit permanently reduce their speed by 4".
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Cyclops-pattern battlesuit (1 model)						25 power
MS	RS	D	H	N	Special	
3+	3+	2+	9	3+		
Weapon:		R	A	AP	Special	
Demolition volley		18	6D3	3	-1 to hit with this weapon	
Demolition gauntlet		-	6D3	4	Attacks from this weapon also hit this model, but with AP 1 only.	

Hoplite-pattern warsuits (3 models)						20 power
MS	RS	D	H	N	Special	
3+	3+	4+	3	4+	energy shield(5+)	
Weapon:		R	A	AP	Special	
Mag-spear		36	1	3	deadly(3)	
OR						
Plasma-Xiphos		-	3	2		

Harpy-pattern warsuits (3 models)						20 power
MS	RS	D	H	N	Special	
3+	3+	4+	3	4+	fast, fly, ambush	
Weapon:		R	A	AP	Special	
Plasma-Talons		-	D6	1		

Drone squadron (3 models)						5 power
MS	RS	D	H	N	Special	
5+	5+	5+	1	-	Fly, fast	
Weapon:		R	A	AP	Special	
Pulse Blaster		12	1	2	-	
OR						
Protection protocols		-	1	-	When a friendly Delian planets model within 3" takes a hit, you may choose for that hit to instead hit a drone model. A drone can take no more than 1 hit at a time in this way.	

Drones always automatically pass morale checks.

Demons

"I'll never forget that till the day I die. There we were guarding the gate, when suddenly, the air starts getting oily, the men start hearing whispers, and a smoky haze gathers. Then these hideous monsters start appearing out of nowhere- growling, and waving swords about for liberty's sake! Well, we opened fire of course, but they slaughtered us to a man. I didn't believe in demons before, but now they're all I see. Hey- get back you beast-!"

-Mike Sanders, ex-Colonel in the UNF liberation corps

Demons are strange, horrific creatures that sometimes appear from, and around gates. Incursions happen in a variety of sizes- some just a handful of creatures, others large enough to topple the entire planet. Demons are horrible beasts, wielding strange, arcane weapons, but with little apparent coordination or strategy. Whenever demons appear, the smell of sulphur fills the air, and a sense of dread descends over even the most disciplined army.

Demon armies are made up of large numbers of creatures, lead by a particularly large or powerful demon. These armies appear out of nowhere, defying the laws of reality through their mere existence, let alone their apparently magical abilities.

Various religions, scientists and and philosophers all have their own theories about what demons are, and where they come from, but the truth is that no-one knows for sure. No-one has ever been able to communicate with a demon, or ask it questions. Some civilisations have even fallen to worshipping these creatures, or the dark gods they believe send them. Such cults are a plague on many UNF colonies, and a frequent target for ATL crusades. But when the demon incursion they've been waiting for finally arrives, such cults are wiped out just as indiscriminately as any other society.

Units:

- Lord of slaughter
- Champion of hell
- Imps
- Riders of hell

Demons

Slaughter Lord										40 power	
MS	RS	D	H	N	Special						
2+	2+	2+	12	2+	Hero, ambush, scary(3)						
Weapon:				R	A	AP	Special				
Butcher's axes				-	6	4	deadly(2)				
OR											

Whip of torment	12	D6+6	2	
OR				
Staff of damnation	-	3	4	Black magic
OR				
Aura of pestilence	6	-	-	Whenever an enemy model unit comes within range, it must roll a D6 for every point of health in the unit. Any rolls less than 3 cause an automatic point of damage.

Black magic- instead of attacking, this model may perform two of the following, taking D3 damage for each:

- Witch-bolt- one unit within 20" takes 1 hit with 4 AP, and deadly(D6).
- Regeneration- one model within 12" that is wounded, but not dead heals D3 health.
- Summon- one unit of imps within 6" receives D3 extra members.
- Terror- one unit within 12" must immediately make a morale check, with -2 to the roll.
- Enchant- one unit within 12" gains +1 to hit next time they fight in melee.

Champion of Hell						20 power
MS	RS	D	H	N	Special	
2+	2+	3+	3	2+	Hero, ambush, scary(2)	
Weapon:		R	A	AP	Special	
Flesh Carver		-	D3+3	3	Frenzy- when this model takes damage, it may immediately attack, even if it would die.	
OR						
Staff of sorrows		-	1	-	spells	
OR						
Toxic spit		D6	D3	1	Toxic- For every defence roll of 1 against this weapon, the unit takes an extra point of damage.	

Spells- instead of attacking, this model may perform one of the following, taking 1 damage when it does so:

- Witch-bolt- one unit within 10" takes 1 hit with 4 AP, and deadly(D3).
- Regeneration- one model within 6" that is wounded, but not dead heals D3 health.
- Summon- one unit of imps within 6" receives D3 extra members.
- Terror- one unit within 12" must immediately make a morale check, with -1 to the roll.

- Enchant- up to 3 models within 6" gains +1 attack next time they fight in melee.

Imps (5 models)										20 power
MS	RS	D	H	N	Special					
3+	3+	4+	1	2+	Ambush, scary(1)					
Weapon:				R	A	AP	Special			
Hellblade				-	2	3				
OR										
Fireballs				24	1	3				

Riders of Hell (3 models)										25 power
MS	RS	D	H	N	Special					
3+	3+	3+	3	2+	Fast, impact(2), ambush, scary(1)					
Weapon:				R	A	AP	Special			
Hellblade				-	2	3				
OR										
Fireballs				24	1	3				

Knights of Avalonia

"Onwards! Death rides with us this day! Let your weapons be oiled, and your engines smooth, let the enemy know our wrath! In the name of King Octulus, onwards!"

-Magnus the Loud, Herald of King Octulus

Avalonia is an area of space between the old and middle sectors. Its planets were once incredibly advanced factory planets, whose cores had been hollowed out to make space for massive automated factories able to produce anything the inhabitants needed. With the Great Closing however, the societies on these planets collapsed, forming feudal systems ruled by kings and queens. The people did however still have access to the cores of their planets, and so instructed them to forge mighty weapons and armour, for the noblest of their warriors. Thus, without any knowledge of how any of it works, the people of the honoured realm jealously guard incredibly advanced technology, restricting it to their upper classes, and letting the lower classes work the planets' surfaces with a mixture of medieval and futuristic practices.



Armies hailing from Avalonia, also known as the honoured realm, are lead by knights- noble warriors clad in highly advanced armour, and wielding the mightiest of weapons. They are supported by their household- heralds who proudly proclaim the knight's titles and victories, and serfs- soldier-servants of the knight, utterly obedient to them.

Planets of the honoured realm are controlled by royal families, and their loyal servants. Sometimes, groups of planets are controlled by a single royal family, and the archives tell of a mythical age when all the planets of the honoured realm were united under a single king. These families go to war against each other as frequently as against other factions, but when they do, strict codes of chivalry are obeyed, with enemy knights captured, treated well, and ransomed, not killed.

The knights of Avalonia use predominantly plasma based weapons, due to their access to advanced forms of energy generation. Knights wield melee weapons, since they deem ranged weaponry to be a cowardly and dishonourable way to fight. Serfs however frequently make use of short range pulse blasters, or man larger weapon platforms in teams of two. These larger weapons consist of larger plasma launchers, rare lasguns, or mag-throwers- primitive

but effective mag weapons that hurl solid projectiles great distances.

Units:

- Master-Knight
- Lord-Knight
- Herald
- Artificer
- Serfs
- Small weapons team

Knights of the Realm

Royal-Knight										30 power
MS	RS	D	H	N	Special					
2+	3+	2+	6	2+	Hero, energy shield(3+)					
Weapon:				R	A	AP	Special			
Plasma Mace				-	4	4	deadly(3)			
OR										
Plasma short Sword				-	12	2				
OR										
Plasma long sword				-	6	3	Deadly(3), lose energy shield			

Lord-Knight										20 power
MS	RS	D	H	N	Special					
2+	3+	2+	3	2+	Hero, energy shield(3+)					
Weapon:				R	A	AP	Special			
Plasma Mace				-	3	4	deadly(3)			
OR										
Plasma short Sword				-	9	2				
OR										
Plasma long sword				-	4	3	Deadly(3), lose energy shield			
OR										
Energy Lance				-	1	4	Deadly(6), this weapon hits automatically in a combat where this model charged. Can only be taken if on a jetbike			

Can be upgraded with a jetbike for +5 power: very fast, +2 health, impact(3).

Herald (1 model)										10 power
MS	RS	D	H	N	Special					
4+	3+	3+	3	3+	Hero, serfs within sight gain +1 to morale checks					
Weapon:				R	A	AP	Special			
Sonic Blaster				12"	D3	1	Hits automatically			

Artificer (1 model)										10 power
MS	RS	D	H	N	Special					
4+	3+	3+	3	3+	Hero, Master-craft					
Weapon:				R	A	AP	Special			
Plasma Axe				-	3	2				

Master craft- For every Artificier in your army, pick one other unit. One of that unit's weapons has its AP increased by 1.

Royal guard (5 models)										20 power
MS	RS	D	H	N	Special					
3+	3+	3+	1	3+	Energy shield(5+), loyal					
Weapon:				R	A	AP	Special			
Plasma sword				-	2	2				
Plasma Halberd				-	1	3	Deadly(2), lose energy shield			
OR										
Lance				-	1	3	Deadly(3), this weapon hits automatically in a combat where this model charged. Can only be taken if on jetbikes.			

Loyal- if this unit is picked for activation, you may choose to instead activate a knight from your army. Remove their paper, and add this unit's back.
Can be upgraded to be on jetbikes for 10 power, to gain *very fast*, and +1 health.

Serfs (5 models)										15 power
MS	RS	D	H	N	Special					
4+	4+	3+	1	3+	Energy shield(5+), loyal					
Weapon:				R	A	AP	Special			
Pulse Blaster				12"	1	3	-			
OR										
Plasma mace				-	1	3	deadly(2)			

Loyal- if this unit is picked for activation, you may choose to instead activate a knight from your army. Remove their paper, and add this unit's back.

Small weapons team (1 model)										15 power
MS	RS	D	H	N	Special					
3+	3+	3+	4	3+						
Weapon:				R	A	AP	Special			
Plasma launcher				18"	1	4	Deadly(6)			
OR										
Lasgun				-	-	-	lasgun(2)			
OR										
Mag-thrower				30"	1	2	Deadly(D3)			

The Scavengers

"Ay, shiver me engine-casings, if it ain't that good-for-nothing scallywag Rufus! Right, get your guns maties, it's time we showed these losers what happens when they trade on our turf!"

-Red Beard, captain of the 'Red Sharks' gang

Life in the Wild sector is hard. Barbarians who call these parts of the galaxy home, mutated and evolved humans that aren't accepted in societies, and humans from other civilisations that escape to be free outside the constraints of their original societies, all struggle to survive against marauding orcs, cyber nomads and other mutations and monsters. These people band together in packs, raiding settlements, scavenging weapons, and constantly moving between planets, trading, and fighting to stay alive.

Scavenger armies are widely varied, equipped with whatever equipment they can find, and often supported by great beasts and monsters these people have tamed to support them. Strange technology from centuries ago is fielded alongside stampeding alien beasts, and experienced pirates.

Scavengers are resourceful, slippery, and more often than not, greedy. They are happy to ally with or work for just about anyone, as long as they can gain a profit from it. Despite their infidelity to employers and allies, crews that have been together for a long time are often very loyal to each other, and especially to their captain. Scavengers are often employed by explorers and treasure hunters, to brave the depths of the wild sector and recover some relic or ancient piece of technology.

These people live by their skills and talents, always ready to take risks and opportunities, and always watching their backs. Scavengers are often varied, and colourful individuals, and crews are made up of free spirits, eccentrics, exiles, and mysterious strangers.

Though they use a wide variety of weapons, scavengers generally prefer to use weapons they can rely on, and often scavenge ancient technology only for its trading value. Most scavengers use mag weapons- they are reliable, simple, and cheap- perfect for these people.

Units:

- Pirate Lord
- Raiders
- Hounds
- Artillery beast
- Charger beast

The Scavengers

Pirate Lord										10 power
MS	RS	D	H	N	Special					
3+	3+	4+	3	3+	Hero, stealth, surprise					
Weapon:				R	A	AP	Special			
Plasma-Cutlass				-	3	1				
Mag-pistol				12"	1	3				

Raiders (5 models)										10 power
MS	RS	D	H	N	Special					
4+	4+	5+	1	4+	Stealth, surprise					
Weapon:				R	A	AP	Special			
Cutters				-	2	1				
OR										
Mag-musket				26"	1	1				

Hounds (3 models)										5 power
MS	RS	D	H	N	Special					
3+	5+	6+	1	4+	Stealth, surprise					
Weapon:				R	A	AP	Special			
Claws and teeth				-	3	-				

Artillery beast (1 model)										20 power
MS	RS	D	H	N	Special					
5+	3+	3+	6	2+						
Weapon:				R	A	AP	Special			
Rocket volley				30"	2D6	1				
OR										
Railgun				40"	1	4	deadly(2D6)			

Charger beast (1 model)										15 power
MS	RS	D	H	N	Special					
3+	5+	2+	8	2+	Energy shield(5+), impact(2D6), scary(2)					
Weapon:				R	A	AP	Special			
Bite				-	D3	2				
Crush				-	1	3	deadly(D3)			

Simioids

"You don't know why we're fightin' here? Well, you see, ol' Scrunbog down the road tried to sell that swanky manlin' a broken down 'overjet. 'E wasn't too 'appy about that, so he paid that gang we beat up last year to give 'im a good lesson. But Scrunbog was clever you see- 'e called in all 'is debts till he amassed a small army! After all, everyone owes something to Scrunbog!"
-Wazmad, 'artist'

During the great closing, many planets fell to barbarism, but one world was affected more than all the others. On the planet Simius, a strange temporal phenomenon happened, causing the planet and its people to experience much more time than the rest of the universe. Some have speculated that this was caused by malfunctioning gates, while others maintain that it was the result of advanced technology from before the great closing, or perhaps even a deliberate experiment gone wrong.

Whatever the cause, the inhabitants experienced millions of years in the space of only thousands. Their society broke down completely, their remaining technology degraded, until they reached not only barbarism, but an almost prehistoric state of society. And as the millennia passed, the people evolved, slowly regressing to an earlier state of human evolution, adapting to their increasingly hostile and primitive surroundings. The worsening climate of Simius, already ruined by industrial activity from generations ago, became even worse, and created hardy survivors from its once human inhabitants.

The people grew long fur, larger jaws and teeth, and longer arms. Their minds grew simpler, but less susceptible to shock and trauma. Their muscle mass increased, and they grew strong, sharp claws. These creatures, Simioids as they are now called, eventually started building up basic societies, and when the gates re-opened, they rapidly expanded from their original planet. Able to breed much faster than their human ancestors, and naturally able to withstand climates and conditions that would kill other beings, the simioids easily spread across the stars, infesting hundreds upon hundreds of worlds.

Now in the present day, simioids are spread across almost all of the galaxy. Some are still primitives, living in caves on hellish worlds, and worshipping idols and gates, but others have learned from humans, and travel across gates, raiding settlements and scavenging technology. A handful have even settled down on UNF border planets, finding employment as mercenaries, smugglers, and slavers.

Simioids are very strong, and not particularly bright. They have a natural tendency towards violence and cruelty, and they are very resourceful. When simioid armies gather, they are lead by the biggest and strongest amongst them. They wield whatever weapons

they have scavenged, and are accompanied by whatever ramshackle vehicles and machines they have managed to cobble together or barter for. The sheer strength and stubbornness of Simioids makes them a difficult army to face, while their unpredictable technology can be either their most powerful asset, or their downfall, as a catastrophic malfunction wipes out half their army!

Units:

- Chieftain
- Mekaniac
- Dodgy Dealer
- Marauders
- Scrap truck
- Constructs

Army Rules:

- For all units, de-buffs for fighting in melee multiple times do not apply to units in this army.
- If you have a chieftain in your army, at the start of one turn in the game of your choice, this model may declare one of the following:
 - ATTACK!- All units in this army gain +1 attack for this turn.
 - CHARGE!- All units in this army can move as though they had double their normal speed.

Simioids

Chieftain (1 model)										10 power
MS	RS	D	H	N	Special					
2+	4+	3+	5	3+	Hero, marauders within 12" get +1 attacks,					
Weapon:				R	A	AP	Special			
Chain gun				18	D6+3	1				
Claw				-	3	2	deadly(D3)			
OR										
Buzz-Axe				-	2D6	3				
Cannon				30	1	3	deadly(D6)			

Can be upgraded to mega armour for +10 power: +4 health, 2+ defence.

Mekaniac (1 model)										10 power
MS	RS	D	H	N	Special					
3+	4+	3+	3	4+	Hero, Scrap trucks within 3" heal D3 health when this model is activated and get +1 to defence rolls while in range.					
Weapon:				R	A	AP	Special			
Zap gun				2D6+6	D6	D3	Deadly(D6)			

Dodgy Dealer (1 model)										10 power
MS	RS	D	H	N	Special					
3+	4+	4+	3	5+	Hero, Arms dealer					
Weapon:		R		A	AP	Special				
Trusty Pistol		17"		3	2					

Arms dealer- before the battle, pick one unit in your army to get special weapons. Every time that unit attacks, you must roll a D6. On a 4+, the unit gets +1 to attack rolls, but otherwise, it gets -1.

Marauders (10 models)										20 power
MS	RS	D	H	N	Special					
3+	5+	5+	1	4+						
Weapon:		R		A	AP	Special				
Hand weapon		-		2	-	-				
Blaster		12"		1	-	-				
OR										
Rifle		18"		2	-	-				

Scrap Truck										15 power
MS	RS	D	H	N	Special					
5+	4+	3+	9	3+	Transport(11), fast, impact(1D6), vehicle					
Weapon:		R		A	AP	Special				
Machine gun		24"		3	1	-				

Optional: explosive ram: gain impact(+3D6), but also deal these hits to self.

This model can transport a Chieftain, but it takes up 3 spaces instead of 1.

Constructs (3 models)										20 power
MS	RS	D	H	N	Special					
3+	4+	3+	3	3+						
Weapon:		R		A	AP	Special				
Ripper claw		-		3	D3					
Machine gun		24"		D6	1					
OR										
Chainsaw		-		2	3					
Rocket launcher		30"		1	3	deadly(D6)				

UNF

"Look here chaps- I know the last few days have been hard, but command's promised us a battalion of tanks tomorrow. So check your weapons, and follow me! Let's show those bastards what it means to defy the UNF!"

-Commander Willis, 17th Aurelian regiment

The UNF, or United Nations of Freedom, was formed after a long and bloody civil war in the middle sector. Claiming to be a haven of democracy, protecting its citizens from outside threats, the UNF is actually little more than a dystopia- it is true that citizens can vote for their leaders, but the process is so corrupt that they matter little. Even then, the government and president are powerless- too engaged with their endless wars, they instead hand over the running of the UNF to the General Manufacturing Corporation, or GMC, a giant corporation that controls all business done in the UNF. It manufactures all the machinery used by the UNF, and protects its interests with brutal efficiency.

Less technologically advanced than many other factions, the UNF relies on its space marine shock troops- fearsome drug-fuelled soldiers created from convicts, supplemented by large numbers of troopers and tanks, all armed with GMC equipment. The GMC has its own private, professional army, the GMCC (GMC Corps), which occasionally joins UNF armies in battle.

UNF planets are highly urbanised, industrial complexes. Cities cover most of the planet, and the rest is a wasteland ruined by the industrial processes of the cities. Inside the cities, thousands of big commerce centres, shady alleyways, and dingy streets are filled with soldiers, criminals, businessmen, and aliens. Just about any weapon, drug, or service can be bought for the right price, and there is a constant struggle for power between UNF soldiers, GMCC troopers, and various criminal gangs.



On the border planets of the UNF, regulations and laws are more relaxed, there are often fewer cities, and fewer customs officers. These planets are a safe haven for smugglers and explorers, with secret hideouts, stores of illegal substances, and exotic technology hidden all over these less civilised worlds. Mercenaries, pilots, and navigators are all easy to find in the bars that fill these planets, and there are few permanent inhabitants- most about to go either deeper into the UNF, or out into the wild sector.

The UNF preaches ideals of liberty and personal choice to its citizens, whilst also maintaining an iron grip on their rights

wherever possible. Higher ups in the GMC are basically outside of the law, and GMCC troopers often act as a sort of police in cities, often coming into conflict with real law enforcement, and UNF troopers. Districts, cities, and even planets are divided between UNF and GMC control, with different regulations depending on which zone you are in.

The government of the UNF is made up of a supreme council, made up of elected representatives of the different districts of UNF space, as well as advisors and experts. There is also a president who is elected by the council. They are sometimes a powerful player in politics, but at other times little more than a figurehead for the people, and a scapegoat when necessary.

The UNF military is massive, split into three distinct branches: the aerospace force, the intelligence arm, and the ground army. The aerospace force consists of planes, and spacecraft, as well as their pilots. The UNF does not have very advanced spacecraft compared to other factions, but they are effective for short range travel and transport, allowing the UNF to make use of orbital gates as well as surface ones. Fighter jets and bombers often accompany UNF armies into battle, and the aerospace force also controls the UNF's supply of atomic weapons- the most powerful weapons they have.

The intelligence arm of the military is a highly secretive and influential organisation that is tasked with developing new and more efficient methods of fighting the enemies of the UNF, as well as directing military operations. This includes spying, stealing and adapting more advanced weaponry, as well as other, more esoteric research.

The ground army are the tanks, transport, and most of all infantry, of the UNF. There are huge numbers of soldiers in the army, since military service is necessary to access higher education for most citizens of the UNF, and few have the skills necessary to apply for the other two branches. Life in the army is brutal and dangerous. When fighting barbarians, or pirates, UNF armies have the upper hand, with their reliable equipment, and excellent supply chains, but when up against significantly more advanced armies, the army often has to resort to simply overwhelming the enemy with soldiers, or destroying the environment with chemical weapons and massed artillery.

Units:

- Force Commander
- Space Marines
- UNF Army troopers
- GMCC troopers
- Freedom pattern support walker
- Liberty-pattern transport
- Independence pattern Attack Helicopter

The United Nations of Freedom

Force Commander	5 power
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MS	RS	D	H	N	Special			
4+	4+	5+	3	3+	Hero, UNF troopers within 6" gain +1 to attack rolls			
Weapon:				R	A	AP	Special	
Pistol				6	1	-	-	
Sword				-	3	-	-	

Space Marines (5 models)										20 power	
MS	RS	D	H	N	Special						
3+	3+	3+	2	2+							
Weapon:				R	A	AP	Special				
Shotgun				12	2	1					
OR											
Chainsaw				-	2	2					
Pistol				6	1	-					

Can pick one drug:

- Berserker- +1 attack in melee
- Stimm- roll a die every time this model dies. On a 6+, it is instead on 1 health.
- Hyper- +1 to ranged attack rolls

One model can have the bio meltdown upgrade for +5 power: when activated, this model is slain, and every unit within 6" takes D6 hits with ap(3), deadly(D3)

All models may be upgraded with jetpacks for +5 power, giving them ambush.

One model can replace their weapon with:

Weapon:				R	A	AP	Special
Chaingun				30	6	-	
OR							
Missile launcher				36	1	3	Deadly(3)
OR							
Flamethrower				18	D6	-	Hits automatically

UNF troopers (10 models)										15 power	
MS	RS	D	H	N	Special						
5+	5+	5+	1	4+							
Weapon:				R	A	AP	Special				

Assault Rifle	24	1	-	
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2 models may replace their rifles with:

Weapon:	R	A	AP	Special
Chaingun	30	6	-	Wielder gains slow
OR				
Missile launcher	36	1	3	Deadly(3), wielder gains slow
OR				
Flamethrower	18	D6	-	Hits automatically

GMCC Troopers (5 models)					10 power
MS	RS	D	H	N	Special
5+	4+	5+	1	4+	
Weapon:	R	A	AP	Special	
Shock Baton	-	1	1		
Blaster	12	2	1		

Freedom pattern support walker (1 model)					25 power
MS	RS	D	H	N	Special
4+	4+	2+	6	2+	Vehicle, protection field
Weapon:	R	A	AP	Special	
Shell launcher	20	2	3	deadly(3)	
OR					
Gatling cannon	20	6	1		
OR					
Experimental plasma cannon	12	D3	4	Deadly(D3), this model takes D6 damage for every 1 rolled for an attack with this weapon.	

Protection field- this model, and all units within 3" gain energy shield(5+)

Liberty-pattern transport (1 model)					20 power
MS	RS	D	H	N	Special
4+	4+	2+	9	2+	Fast, transport(11), vehicle
Weapon:	R	A	AP	Special	
Machine gun	24	3	1		

Attack helicopter										20 power
MS	RS	D	H	N	Special					
4+	4+	2+	6	2+	Fast, vehicle, fly					
Weapon:				R	A	AP	Special			
Suppression blaster				12	6	1				
Rocket battery				36	D3	3	deadly(3)			