

## 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	-	