

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
- Rebirthed 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

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				

Rebirthed 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
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)	