

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 beam		18	D3	4	deadly(2D6), ignores energy shields, models hit permanently reduce their speed by 4".		

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	
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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.