

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)