

## 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)	