

FORCES OF HUMLNITY

Human Empire of the Future

BEFORE CONTACTS WITH THE OTHERS

A new stage of development of the Earth's civilization started after the Helsinki bombardment. Moscowia's missile and bombing strikes against Finland ruined the fragile status quo. On the edge of a nuclear Apocalypse, humanity mobilized and united to finally solve the Moscow regime problem. We know these events as the Two-week War. However, this was only the beginning. China that waited very long to reshape the world, prepared to launch its own offensive. Chinese revanchists decided that it was the right time to take what's theirs and the United States stepped forward to tame the dragon. The planet that watched rapid and merciless shock and awe operations for two weeks, froze on the verge of a full-scale conflict between China and the western civilization. At the last moment young powers on both sides of the Pacific managed to prevent the full-out war. This was the dawn of a new world order.

Professor Higgins and his daughter, Oksana Randall-Higgins, gave humanity a way to reach the stars. A technological revolution followed, and together with it – the first wave of colonization. As the Earth's political structures globalized more and more, new colonies rejected this vector trying to preserve their national and cultural identity. All of those who refused to globalize sought a new life in distant colonies. This voluntary exile laid a foundation for many problems in the future.

Within the next hundred years humanity colonized numerous worlds and gradually they started consolidating into larger clusters. Great distances complicated any unification efforts. Delays in communication between colonies made decision making and centralized control ineffective. As a response to this problem a neo-feudal model started to develop, and nobility was reborn.

This caused civil unrest and armed conflicts. The Earth wanted to stay in control and create a united confederate state. Certain powerful colonies had intentions of becoming metropoles themselves instead of remaining under the Earth's rule. There were also whole factions of revanchists like the "Novaya Rodina" that mostly consisted of Moscovites who were willing to avenge their defeat in the Two-week War.

Despite strong opposition, the Earth managed to quickly achieve several major victories and the conflict devolved into a passive phase, with active engagements persisting only on Weishnoria. Sporadic conflicts between individual colonies were also far from uncommon. Not all planets were situated on equally good Hyperspace routes or had equally plentiful resources, and the good old right of the powerful came into effect. Even the worlds that already were formally under the Earth's control could fight with each other.

During the Colonial Wars the Empire of the Earth started to be referred as such, being in fact, a confederacy where the Emperor was elected by the House of Lords, constituted by representatives of the most powerful noble houses.

AFTER CONTACTS WITH THE OTHERS

For a long time, our civilization has been developing in isolation. In fact, humans were separated from the rest of the galactic races, and therefore the discovery of their existence was a complete surprise for mankind. Especially the fact of existence of so many alien species.

It all began with a sudden contact with the so-called Triclon Dream Singer, a religious and political leader of the Triclons. The Dream Singer requested amnesty from the persecution of the Seit Dominion, which drew humanity into interstellar conflict. Now we stand on the verge of a massive war against the Seit. As Humanity focuses on one conflict, the Eltofa and Kja Empires wait in the wings looking for an opportunity to strike a weakened opponent.

The first clashes did not have any consistent results or lasting consequences. At Outpost 30005 humanity managed to defend against the Seit fleet due to captured intelligence, but hunamity positions on Griffon were lost, although according to our data, currently only the Pirates control the planet.

Now humanity must limit direct actions and instead watch and listen carefully. Intelligence must be gathered about the races of the Galaxy their complex relationships with one another. Understanding that humanity cannot win this war alone it sought out allies in the conflict. Also, one should not forget about the intensification of technological development, in order to maximize its existing advantage. First encounters showed humanity's superior might in battle but the victories may have come too easy. With all races making advances in technology the coming conflict could lead to significant losses on all sides.

Presence of the Galactic League is worth noting separately. This structure is very similar to the old United Nations (UN) – an institution with wide nominal power and complete lack of real power. This lack of influence left the UN unable to leverage it's members into any sort of action In the past. The power and influence of the Galactic League was determined by the Asgar Hegemony, but the Asgars have departed from galactic affairs. Today, the Galactic League has no real power or influence. Now the Galactic League is a place where allegations are hurled and concerns are expressed. But this club is still a convenient place to look for allies and situational alliances. Humanity must find allies in all of the chaos in order to secure it's interests and protect it's colonies. Only by reaching alliances with other strong species will Humanity hope to survive the coming days.

GREAT HOUSES AND THEIR INFLUENCE

RAROG

The Emperor's house. This dynasty has a vast amounts of power and popularity within the last years. The ruling Emperor ensured significant cultural and scientific progress, but the Empire needs a new sovereign. Under the Emperor sits the Senate consisting of two Chambers. Both the Chamber of Lords and the Chamber of Representatives agree that a replacement for the Emperor must be found. A promising candidate may come in the form of an ambitious and energetic nobleman, Svyatoslav Rarog.

RANDALL-HIGGINS

This house originates from the couple that led mankind to the stars. Patrons of sciences. Duke Randall strengthened his positions significantly and prepares to make a nomination for emperorship at the next Senate hearing. He is an ambitious and strong person, with many backing his rise to power.

CHO LO

A powerful Chinese dynasty. Heads of this house are unofficially called "Lesser Emperor". For countless years the Cho Lo dukes sat in power as Prime Minister to the Emperor. Making back-door deals and secret treaties allowed the Cho Lo to secure nearly as much political power as the Emperor himself. Now with the discovery of alien races the power has shifted dramatically forcing the Cho Lo to now make a move to place a member of their house on the throne.

VISIONER

The house of steadfast tin soldiers that supports the Crown. Visioners traditionally have no political ambitions but play an important role in the Earth's army and navy. Duke Visioner holds the position of Admiral in the Emperor's Navy. Caring not of political power, the Duke seeks only to protect humanity from the threats coming from off world.

KAMLAN(Created by Anton "Asaheim" Vashenko)

Another house with no political ambitions. Kamlans have a significant influence on traditions and culture of the nobility. Their custom of Tameless Hunt has become increasingly popular among young nobles. Especially now, when conflicts at the borders started to grow in scale and number.

ORDER OF THE IMPERIAL CROSS

Not a house in name, the Order of the Imperial Cross was created to keep the lesser noble houses in check. The Order of the Imperial Cross finds it's origins in early Christian religion. Drawing tradition and heraldry from the Order of Malta found on Earth in the 10th century. Lead by the Grand Master, the Imperial Cross seeks to strengthen its standing in the Empire and reign atop all other orders.

ALVAREZ

Lead by the so called "King of Criminals", Duke Alvarez commands his House rott in controversy. While investigations have turned up empty, rumors persist of shadowy deals, scandals, political assassination, and other unsavory connections to the dark underworld of space.

HOUSE TEANCUM (Created by Scott Harper)

House Teancum was founded during humanities first colonizing missions into space. They inhabit the golden moon known as El Dorado IV. The house is ruled by a council of Elders, all of which are veteran knights of the house. Each Council member also takes an apprentice to train as the next generation of Teancum knights.

House Teancum: The Spear of the Emperor (created by Scott Harper)

Home World: El Dorado IV

House Teancum was founded during humanities first colonizing missions into space. They inhabit the golden moon known as El Dorado IV. The world is known for its rare gold alloy which is just as strong as the toughest armor plating used by humanity.

House Teancum is known as the "Spear of the Emperor". They are a strike team house used to assassinate important political adversaries and enemy generals. The emperor often tasks them with black ops missions that other houses are won't accept. During the first contacts with the Seit Dominion, House Teancum was tasked with identifying and eliminating as many Seit leaders as possible. This initial contact was led by Braxus "Strongarm" Teancum, a young noble house knight. The house is ruled by a council of Elders, all of which are veteran knights of the house. Each Council member also takes an apprentice to train as the next generation of Teancum knights.

House Teancum believes that they are the chosen of the emperor and views all other households as inferiors. From birth their children are taught to wield all manner of weapons and pilot everything from MULE drones to Noble house battle suits. Each year the best from their ranks are selected to become squires to serve the knights. Refusing to submit to training results in the execution of the candidate and their immediate family as they are viewed as to weak to live in house Teancum.

The most notable member of House Teancum is Thel Teancum. Thel was counted as one of humanities bravest knights. He was slain during a rebellion against the emperor. It is said that he snuck into the capital of the rebel house and assassinated the entire household before succumbing to his wounds and dying. His armor is forever maintained in the council building as a relic of the founding of the Teancum House.

Braxus "Strongarm" Teancum: The knight that has led my forces during the 2018 and 2019 Verge of War seasons is Braxus "Strongarm". He is known for his ability to wield a two-handed pole axe. It is said that, even without his battle suit, Braxus could swing an axe with enough force to shatter the armor of any foe. He is often seen in battle wielding a pole axe and a heavy beamer.

Braxus is ruthless and leaves no survivors in battle. He performs interrogations and executions for the house council. It is rumored that he may have been involved in several escort missions to move the emperor into the front lines to witness the brutality of the Seit dominion firsthand. Braxus has become an expert on Seit tactics and has even become a feared legend within the dominion. Some Seit have even called him "shorksbane" due to the number of Shork warriors he has slain.



House Camlan: The Tameless Hunters (Created by Anton "Asaheim" Vashchenko)

Homeworld: New Avalon

House Leader: Sir Mordred of Monmut Lord of Avalon

Main colors: Green and black armor, red cloth.

New Avalon was colonized in the year of 2186. Almost the whole world is covered with dense forests with huge populations of large animals. New Avalon is widely known among hunters because of the vast undeveloped territories with vast amount of game. It is especially worth noting the local super-predator - the Mist dragon (Carcharodontosaurus nebula). A reptile that can measure four meters in height, 13 meters in length, with a head two meters long. They can even reach up to seven tons in weight. They are extremelly powerful and have a unique mutation - their saliva contains such a high concentration of fluorine that it can literally burn through water. This feature helps them deal with the thick skin of their main pray.

The mist dragon plays an important role in the customs of local aristocrats the future head of the house must kill the animal in hand-to-hand combat (an important note - in order to "equalize the chances" the hunter is allowed to go hunting in knightly armor).

Power on New Avalon belongs to the Noble House of Camlan. However, not all aristocratic clans recognize its power, as the current head of the house took his place by overthrowing his father. The most irreconcilable position is taken by the Leik clan. House Camland signed a vassal agreement with the Earth during the second colonial war and rules on behalf of the earth. The central government does not fit into local customs and orders.

Separately, it is worth noting the tradition of the Camland House - Tameless Hunt. The duke (or other high-ranking aristocrat of the House with the blessing of the duke) can announce a campaign for glory - the so-called Tameless Hunt. Any aristocrats seeking fame or glory may join in the hunt. Leaving without notification or royal guards, the aristocrats set off for a hunting ground in which to prove their metal through combat with the planets predators. Of course, in the times of war this infuriated some officers, but smart strategists and tactics successfully used Kamlan's thirst for fame to distract the enemy from the main strike.

For Tameless Hunt, the main goal is a not victory, but the gathering of trophies and the killing of the most famous enemies. A special honor is the obtaining of a unique trophy, which is not in any collection. According to unconfirmed rumors - hunting other intelligence species for trophies is permitted.

This practice has led several other galactic powers to protest the hunt and request it be forbidden.

Any evidence of such hunting has never been found due to the law that the search of an imperial vassal is forbidden. Left with little recourse, all the representatives can do is petition the Royal Court for a sanction which may never come.

When the head of the Wild Hunt considers that the hunt was successful, the whole expedition leaves for New Avalon, where the final procession takes place with the trophies being put on public display.

LIEUTENANT



Humanity is a relatively young civilization among the stellar nations. But ambitious and audacious as hell. Born in a little-studied sector of the Universe, mankind presented itself to the galactic community as a strong and self-sufficient nation with a powerful military force and balanced economy capable of affording a mighty stellar fleet.

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Lieutenant	6"	9	8	12	9	4+	3	30

Type: Biological

Command Skill: Range: unlimited, 2 Orders

Special skill "Effective tactics": Once per game can double its orders number.(can be used without command order)

Special abilities:

Command squad: Must be a part of Astroborn unit and becomes a leader of it. **Weapons**: CCW, Astroborne carabine.

Lieutenant	Range	Attacks	Damage	Attribute
Astroborne Carabine	24"	2	1	
Astroborne carabine marker light	24"	1		If hit, the target unit cannot receive benefits from cover.
CCW	1"	1	1	

Sabrina positioned herself behind a large boulder, putting her rifle on her lap. The tactical map was expanded in her field of view. Quickly understanding, she began to give teams commands.

Two squires moved on the flank. "Quickly cover this hollows!" barked Sabrina. Fucking noble wing, why did they bother to give her such stubborn troops she thought to herself.

"Sabrina," one of the squires yelled, "don't bother and focus on the center. We will crush the flank".

- I have a different opinion and if ... she was cut off by the squire.
- Do not wave, but do what they tell you. I have been at war since I was 14 years old and I know better how to beat these bastards. one of the squires sad.
- What do you suggest?
- Draw their attention to the center and we will sweep the flank.
- "Fine!" responded Sabrina

Sabiran shrewdly remembered the teams, the feeling that she was playing a computer game did not let go. It was extremely difficult to get used to the fact that she had now rearranged the blue figures on a holographic map, and a few meters from her living people would go into battle.

"Bravo Two! Press the high ground! Bravo Three! Cover the squires!, Sabrina commanded, "GIVE THEM EVERYTHING YOU HAVE!".

- "YES MA'AM!" the troops responded

Suddenly, a discharge rang out over Sabrina's head, reminding her that she was also in combat. Quickly navigating, the lieutenant picked up a rifle and made several sighting shots. The charges of a Gaussian rifle easily broke through the armor, killing the attacker. And Sabrina returned to the holographic map, specifying what was happening on the battlefield.

Human Command Skills

1.PSIONIC SPECIAL CORPS

- 1.1 Lieutenant becomes Psionic specialist and equips Special ammunition marksman rifle (Check P-I operators profile for details), and get +1 DEF.
- 1.2 Lieutenant gets "Psionic Protection" mental power (Friendly unit in 12" gets + 1 to SV(13)affects all types of units)
- 1.3 Lieutenant get +1 MP. All Ranger units can be upgraded to Sharpshooters for 40 pts (You can find Sharpshooters profiles at page 29)
- 1.4 Lieutenant gets "Guiding projectiles" power (All friendly units within 3" get +1 RC and +1 CC(13))
- 1.5 P-i operators unit can have one more Psionic power from the list. And get Ambush special ability.
- 1.6 P-i operators unit gets +1MP. And can use additional power from the list per turn as a free action.
- 1.7 Lieutenant gets "Stealth field" ability. Ignore Command squad special ability. Rangers cost 10 pts less.
- 1.8 Lieutenant gets "Mind trap" power (Enemy model in 18" must use command order to activate next turn (14)). P-i operators cost 10 pts less.
- 1.9 Lieutenant gets +1 MP +2 DEF and can use Mental powers as a Free action.
- 1.10 Lieutenant gets "Psionic explosion" (14)

politic power				
Name	Range	Attacks	Damage	Attribute
Psionic explosion	24"	1	5	AOE 3"

No saves are allowed against this attack.

2. MECHANIZED INFANTRY COMMANDER

- 2.1. Astroborn units cost 10pts less.
- 2.2. All Astroborne units get + 1 RC against models whose HP is more than 3
- 2.3. "Scorpions" cost 10 pts less.
- 2.4. Hounds get + 1MV and cost 10 pts less 2.5 Lieutenant gets + 2 HP and +1 Command Order.
- 2.6. Artificial units that did not move are hard targets(+1) (+1DEF against ranger attacks).
- 2.7. Astroborn units get HP 3 and SV 3+
- 2.8. All artificial models get +2 HP.

Noble house or artificial units)

2.9. If Lieutenant is alive, Astroborn Engineers can use Leiutenants RC for the purpose of Guide special ability. (if RC of the Lieutenant is already increased by order, further +RC order on the Astroborne Engineers do not count)
2.10. If the Lieutenant is killed, nominate another model, it receives Lieutenant command skill (including upgrades) (can't be units from

3. NOBLE HOUSE OFFICER – NOBLE HOUSE UNITS BONUS-ES

- 3.1. Allows the allocation of Command Orders on Noble House units. Unit can acquire Squire Armor for 100 pts.. If Squire Armor is take, the unit receives +2 SV and +10 HP. In addition a weapon must be purchased from the Knight weapons list. Ignore **Command squad** special ability. (If the Squire armor is takes use Squire model to represent Lieutenante, also change his type to Piloted.)
- 3.2. Noble House Sergeants weapons cost 10 pts less.
- 3.3. Noble House Sergeants get +1 CC against models whose HP is more than 3
- 3.4 Noble House units get +1MV.
- 3.5. Lieutenant receives a Knight armor SV 2+, 14 HP and magnetic shield(must buy a weapon from the Knight weapons list) also can use Knight stances for command orders.

(Use Knight model instead of lieutenant model, also change his type to Piloted)

(To use the Stance in enemy turn lieutenant must have us un spend command order)

- 3.6. Noble House units cost 20pts less
- 3.7. Noble House Sergeants can take Mule drones for 30pts each(for profiles and upgrades use Astroborne Riflemen squad profile) and are able to take him under control.
- 3.8. Noble House Squires, Knights and Paladins, and Leiutenant get +2 MP.
- 3.9. Lieutenant becomes Chevalier Banneret

Name	MV	RC	CC	DEF	MP	SV	НР
Chevalier Banneret	6"	9	10	11	10	2+	16

(must buy a weapon from the Knight weapons list) also can use Knight stances by spending command orders. Gets a magnetic shield.

(Use Knight model instead of lieutenant model)

(To use the Stance in enemy turn lieutenant must have an unspend command order)

3.10. All Squires, Knights and Paladins in the army become Command Units with +1 Command Focus and command range: self.

ASTROBORNE INFANTRY SQUAD 40 PTS

1x Corporal, 2x infantry, 1x Mule Drone

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Corporal	6"	8	8	12	8	4+	2	30
Rifleman	6"	8	8	12	8	4+	2	30

Type: Biological

Unit commander: Corporal

Special skill "Rapid fire": Once per game all models in the unit may double the amount of ranged attacks.

Special ability:

"Aim" Astroborn models with Corporal still alive have +1 RC with Assault Rifles (any mode) if they do not move that turn.

Weapons: CCW and Assault Rifle.

A "Mule" FWP can be added to the unit for 30 pts.

Weapon profiles:

Name	Range	Attacks	Damage	Attribute
Assault Rifle	24"	2	1	
Assault Rifle (AP)	24"	1	1	-1 SV
CCW	1"	1	1	

Astroborne infantry drone "Mule" FWP 30pts

Name	MV	RC	CC	DEF	MP	SV	HP	Base
MUL FWP	6"	6	6	11	6	3+	4	60

Type: Artificial

Special skills used by a unit affects the Mule FWP as well.

Special abilities:

"Guided": This model may fire its weapon using another model's RC if that friendly model from its unit is within MP range from this model, and that model does not use its weapon this turn. The friendly model that Guides this model may not use its weapon. If this model has no other models in its unit it can be Guided by any friendly model

Mobile cover: All hits from shooting attacks against the unit are distributed to the drone first, unless the controlling player decides otherwise

Weapons: Heavy Beamer (can be replaced with ATGM or Mortar for 10 pts), Iron Legs. Can equip a "Mule" FWP Shield that grants + 2 HP for 15 pts.

	Name	Range	Attacks	Damage	Attribute
	Heavy Beamer	24"	5	1	-
	ATGM	48"	1	4	-3 SV
ì	Mortar	36"	1	3	AOE 3"
	Iron leg	1"	1	1	



"HOUND" MAIN BATTLE TANK 160 PTS

1x Hound 1x Astroborn Engineer

Main Unmanned Tank M4A2 "Hound"

Main battle tank of the Earth's military. An agile and fast vehicle, remotely controlled by a human operator. The tank can also function in a stand-alone mode, executing the onboard AI's commands.

While having lighter armor than most of its other races' rivals of the same class, Hounds rely on speed, agility and firepower superiority.

Name	MV	RC	СС	DEF	MP	SV	HP	Base
Hound	6"	6	6	11	6	3+	8	90
Astroborn Engineer	6"	8	8	12	9	4+	2	30

Type: Artificial

Type: Biological(Astroborne engineer)

Special skill "Combat maneuver": Once per game can move after shooting and get hard target(2).

Special abilities:

Damage grade: if a model has 1-3 HP remaining, its RC, CC and MV characteristics are reduced by 1.

(Astroborne engineer)Leader: Astroborne Engineer is allways a leader of this unit. (Hound only)Guided: This model may fire its weapon using another model's RC if that friendly model from its unit is within MP range from this model. The friendly model that Guides this model may not use its weapon. If this model has no other models in its unit it can be Guided by any friendly model.

Weapons: Hound is armed with Rail Cannon with two firing modes and Ram. Astroborne Engineer is armed with Assault rifle and CCW.

Name	Range	Attacks	Damage	Attribute
Rail Cannon AP	60"	1	6	-4 SV
Rail Cannon HE	60"	1	3	AOE 4" -1SV
Ram	base	1	1	-
Assault Rifle	24"	2	1	-
Assault Rifle (AP)	24"	1	1	-1 SV
CCW	base	1	1	-



SELF-PROPELLED HOWITZER "SCORPION" 90 PTS

1x Scorpion 1x Astroborn Engineer

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Scorpion	6"	6	6	10	6	3+	6	90
Astroborn Engineer	6"	8	8	12	9	4+	2	30

Type: Artificial

Type: Biological(Astroborne engineer)

Special Skill "Smoke screen": Once per game may receive +3 DEF until the start of owners next turn.

Special abilities:

Hard target (1)

(Astroborne engineer)Leader: Astroborne Engineer is allways a leader of this unit.

(Scorpion only)Guided: This model may fire its weapon using another model's RC if that friendly model from its unit is within MP range from this model. The friendly model that Guides this model may not use its weapon. If this model has no other models in its unit it can be Guided by any friendly model.

Pinning(13): If any enemy model is killed with this weapon enemy biological and pyloted unit must pass an MP test against the value in brackets or suffer following penalties: -1RC -1CC Half its MV value.

EMP(12): If Artificial unit is hit by this weapon it must pass MP test against the value in brackets or cannot activate during his turn unless receive an order. Piloted units suffer the Pinning effect if the test is failed.

Weapons: Rail Howitzer with following firing modes and Ram. Astroborne Engineer is armed with Assault rifle and CCW.

Name	Range	Attacks	Damage	Attribute
Rail Howitzer HE	72"	1	4	-1 SV AOE 4" Pinning(13)
Rail Howitzer AP	72"	1	6	-2 SV AOE 2"
Rail Howitzer EMP	72"	1	-	AOE 5" EMP
Ram	base	1	1	-
Assault Rifle	24"	2	1	-
Assault Rifle (AP)	24"	1	1	-1 SV
CCW	base	1	1	-

Self-propelled Unmanned Artillery M101 "Scorpion"

A rare weapon system that the Astroborne infantry corps uses when CAS and orbital support are not available. "Scorpions are fast and stealthy vehicles that can quickly move up, fire and reposition before the enemy strikes back.

High mobility and a wide firing angle range of the rail howitzer make it exceptionally versatile. The turret is only partially armored, providing protection only for the loading mechanism and breech assembly.



NOBLE HOUSE: SQUIRE 180 PTS

1x Squire

Name	MV	RC	СС	DEF	MP	SV	HP	Base
Squire	6"	8	8	11	8	2+	10	50

Type: Piloted

Special Skill: Once per game, before the Squire makes any close combat attacks or before an enemy model attacks the Squire, the controlling player may choose one of the following stances:

Defence stance: +2 DEF against close combat attacks, - 1 CC for own close combat attacks

Attack stance: + 2 Attacks, -2 DEF in close combat

Balanced Stance: +1 DEF and +1 CC

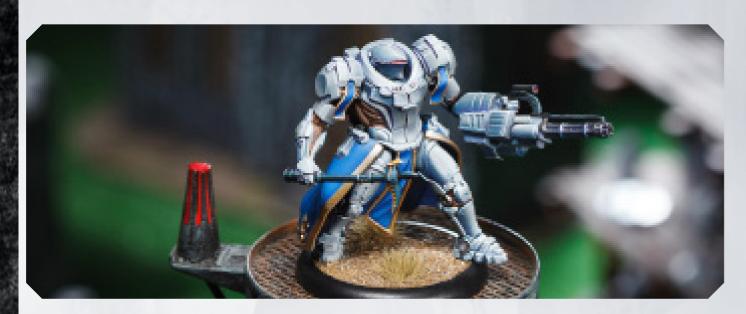
Stance effects last until the end of the turn in which this special skill

was activated.

Arrogant: Squires cannot benefit from a command order unless given by a Noble House unit. but are able to activate their Special Skill without Commander's order.

Weapons: Plasma Spike hammer and Knight heavy Beamer (can be replaced to Plasma sword (free)). May take Light beamer for 5 pts

Name	Range	Attacks	Damage	Attribute
Heavy Beamer	24	5	1	-
Plasma Spike hammer	1"	2	7	-3 SV
Knight Plasma sword	2"	2	6	-2 SV Reroll hits.
Light Beamer	20"	3	1	-



A separate stratum of the population is the nobility. Since maintaining and developing the army at space distances is a task of utmost difficulty, the Empire had to actually restore feudalism. Besides the standard institutions of society there are noblemen. This is a caste of professional warriors that are the first to answer the call, the first to blaze a trail.



NOBLE HOUSE: KNIGHT 250 PTS

1x Knight

Name	MV	RC	СС	DEF	MP	SV	HP	Base
Knight	6"	9	9	11	8	2+	14	60

Type: Piloted

Special Skill: Three times per game, before the Knight makes any close combat attacks or before an enemy model attacks the Knight, the controlling player may choose one of the following stances:

Defence stance: +2 DEF against close combat attacks, - 1 CC for own close combat attacks

Attack stance: + 2 Attacks, -2 DEF in close combat Balanced Stance: +1 DEF and +1 CC

Stance effects last until the end of the turn in which this special skill was activated.

"Arrogant": Knight cannot benefit from a command order unless given by a Noble House unit, but are able to activate his Special Skill without Commander's order

Magnetic shield: Lowers attacks attribute by 1(-2 SV becomes -1 SV) **Armor Bearers:** If at the end of the Knight's movement there is a friendly Squire within 2" the Knight can use Squire's weapon profile instead of his own.

Must get one two handed weapon or maximum of 2 one handed weapons from the knight weapon list. You can't take two same one handed weapons. May take 1 additional shoulder mounted weapon from the list.

Can use Knight fist instead of other melee weapon.

Name	Range	Attacks	Damage	Attribute
Knight Fist	1"	1	2	-1 SV

KNIGHT WEAPONS LIST

Knight Heavy Beamer - armed for 15 pts

Heavy Beamer- armed for 10 pts

Plasma Spike hammer- armed for 15 pts

Knight Rail Cannon - armed for 25 pts

Plasma Poleaxe - armed for 30 pts

Plasma Sword - armed for 20 pts

Plasma Hammer and Axe - 15 pts

Shoulder Mounted weapon list:

ATGM- armed for 10 pts

Beamer - armed for 10 pts

KNIGHT WEAPON PROFILES

Name	Range	Attacks	Damage	Attribute
Plasma Hammer and	1"	3	5	-3 SV Two handed
Axe				

Name	Range	Attacks	Dam- age	Attribute
Plasma Sword	2"	2	- 3 -	-2 SV, Reroll Hits, Two handed

Name	Range	Attacks	Damage	Attribute
Knight Rail Cannon AP	40"	1	6	-4 SV, Two handed
Knight Rail Cannon HE	40"	1	3	AOE 4" -1 SV, Two handed

Name	Range	Attacks	Damage	Attribute
Plasma Poleaxe	2"	2		-2 SV, Sweep, Two handed

Name	Range	Attacks	Damage	Attribute
Plasma Spike hammer	1"	2	7	-3 SV one handed

Name	Range	Attacks	Damage	Attribute
Knight Heavy Beamer	24"	4	1	-1 SV one handed

Name	Range	Attacks	Damage	Attribute
Plasma Poleaxe	2"	1	8	-2 SV One hand-
				ed

Name	Range	Attacks	Damage	Attribute
Plasma sword	2"	1		-2 SV One handed

Name	Range	Attacks	Damage	Attribute	
Heavy Beamer	24"	5	1	- one handed	

Name	Range	Attacks	Damage	Attribute
ATGM	36"	1	4	3 SV one
				handed



RANGERS 60 PTS

2x Rangers

Name	MV	RC	CC	DEF	MP	SV	HP	Base		
Ranger	6"	9	8	13	8	4+	1	30		

Type: Biological

Special Skill "Targetiers": once per game Rangers can nominate an enemy unit they have a LOF to. Any unit in your army can immidiately shoot in the nomitated enemy unit even if they allready activated this turn. This shooting is treated an a normal shoot action regarding all modifiers and effects on the shooting unit and friendly unit cannot be nominated more than once per round.

Special abilities:

Hard target (2)

Spotters - If the target is hit by a Astroborne carabine marker light froendly Artificial models can fire their weapons using LOF from the Rangers. Distance is still measured from the firing unit.

Ambush

Ignore free strikes.

Pinning(12): If any enemy model is killed with this weapon enemy biological and pyloted unit must pass an MP test against the value in brackets or suffer following penalties: -1RC -1CC Half its MV value.

Weapons: Astroborne Carabine (can be replaced with Marksman Rifle for 5 pts per model) and CCW

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Name	Range	Attacks	Damage	Attribute
Marksman Rifle	36"	1	3	-1 SV Sniper Pinning(12)
Astroborne Cara- bine	24"	2	1	-1 SV
Astroborne cara- bine marker light	24"	1		If hit, the target unit cannot receive benefits from cover.
CCW	1"	1	1	

RANGER SHARPSHOOTERS + 40 PTS

2x Rangers, 1x HRD

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Ranger Sharp- shooter	6"	10	8	13	8	4+	1	30
HRD	6"	7	-	12	7	4+	3	40

Type: Biological

Special Skill: "Triangulated Shot" If this skill is activated Ranger Sharpshooter can Ignore LOF to the target and any terrain effecting the target. Can be used multiple times. Not available if HRD is dead.

Special ability:

Ambush

Rangers and HFDs disengage without free strikes.

Rangers and HRDs are equipped with Thermo-optical camo cloaks and are a Hard Target (2). If Rangers and HRD did not move, they get +1 to RC and are a Hard Target (3).

Guided(HRD): This model may fire its weapon using another model's RC if that friendly model from its unit is within MP range from this model. The friendly model that Guides this model may not use its weapon. If this model has no other models in its unit it can be Guided by any friendly model

Weapons: Sharpshooters armed with Marksman Rifle, Burst pistol, CCW. Heavy rifle Drone(HRD) is armed with Heavy Rail Rifle

Name	Range	Attacks	Damage	Attribute
Marksman Rifle	36"	1	3	-1 SV Sniper Pinning(12)
Heavy Rail Rifle	48"	1	4	-2 SV Sniper Pinning(12)
Burst pistol	10"	3	1	-
CCW	1"	1	1	

P-I OPERATORS SQUAD 120 PTS

2x P-I operators Psionics

Name	MV	RC	СС	DEF	MP	SV	HP
P-i operators	7"	9	8	13	9	4+	2

Type: Biological

Special skill "Psionic Dome": Once per game a P-i operators unit can use up to three psionic powers from the list during one round (the restriction of knowing only one power does not apply for the duration of that round) and all friendly units within 12" of a friendly Pi-operator can use Pi-operator's MP for mental power tests.

Special abilities:

Hard target (2)

"Psionic specialists": Can use one psionic power each round. The unit knows only one power from the list, chosen before the beginning of the game. To use a power, nominate a model in the unit that uses the power, then pass a mental test as described in the main rules under the Mental Power section.

Backlash: If a model passing a mental test rolls a 1, it suffers a wound with no saves available

Weapons: Special ammunition marksman rifle and CCW

Weapon Profiles:

P-i operators	Range	Attacks	Damage	Attribute
Special ammunition marksman rifle	36"	2	2	-2 SV Sniper
CCW	1"	1	1	

PSIONIC POWERS LIST:

Name	Effect
Psionic attack	Range 18": Enemy unit suffers -1RC and CC. (12)
Psionic shield	Range 12": Friendly unit gets +1 Def (12)
Strengthening	Range 12" Friendly unit gets +2MV. (12)



NOBLE HOUSE: SERGEANTS 120 PTS

2x Sergeants

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Sergeants	5"	9	8	12	7	2+	4	40

Type: Piloted

Special Skill: "Noble house glory": Once per game Noble House sergeants receive +1MV +2 RC and +2 CC for 1 game round.

Weapons: Each Sergeant can carry one weapon (except the Rail cannon) from the Knight weapons list. Prices for equipping these weapons can be found in the list. The Attacks value of Knight melee weapons wielded by Sergeants is reduced by 1 and weapon special rules such as Sweep or Reroll are not applied. Also armed with hand mounted Assault rifle.

Name	Range	Attacks	Damage	Attribute
Assault Rifle	24"	2	1	
Assault Rifle (AP)	24"	1	1	-1 SV



