



Editorial

Hi All,

Welcome back to another edition of Incoming. Things are beginning to heat up as the release of Epic draws nearer and forgeworld's latest newsletter talking of new epic models which will be released soon, hopefully the models will be around by Gamesday (U.K) on September 14th.

There is also an epic painting competition on www.epic40.co.uk, the details can be found on the following link: <http://www.epic40k.co.uk/epicomp.html> . There will be prizes for the winners and Fanatic is also contributing to the prizes so get painting. The final entry date is 31Oct 2003.

This issue of Incoming looks the Exodites, the Sisters of battle, painted Tau units and there is more fiction with Horus Heresy- the beginning and last but not least Empire of the stars. Incoming has a set email address for people to send in articles, painting tips, army rules.

It is :Incoming@netepic.org so please keep sending stuff in!!

Special thanks goes to Tom(Netepic), the fifthhorseman, Jyrki.Saari and Nils Saugen for the articles used in this edition of Incoming.

Doug

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Horus Heresy :- The Beginning

Chapter One: A new threat

K'Reng leader of the Iron Coalition glanced around his throne room. Shiny steel walls, rigorously polished nightly reflected the bright gleam from the under floor lighting. Statues formed from the purest adamantium adorned the corridors and many objects of art captured from the primitive worlds, which surrounded his home world of Prime. The clanging of boots could be heard coming down the hallway, looking up he saw his chief advisor enter the room. His skin was gnarled and cracked with age, his movements stiff as though arthritis had started to settle in, although his mind had lost none of it's sharpness. Standing to attention the advisor addressed him.

"My lord, the Imperial forces are on the move again, as we speak there legions are overrunning our neighbours armies in the Rotrini Cluster, their fleets are scattered."

Waving his hand scornfully, K'Reng laughed.

"About time too, they were weak, I was considering invading them myself. They are an embarrassment to our race."

"As I have said before, there level of technology is quite high, what they lack in numbers they made up for in quality, whilst they lack your illustrious armies, their droids in particular cannot be denigrated. I recommend we abandon our outer colonies..."

"What? Abandon them? Do you know how much the coalition relies on the ore from our miners there? The Imperium's borders are parsecs away, our planners estimate that they will attack in around two year's time. We need the ore to prepare our defences. There would be uproar in the senate if I tried to pass that motion!" More shocked than anything, K'Reng shook his head in surprise. "Honestly Mi'Rath, I thought better of you... of all people you should understand this the most, you were around in the civil revolts of '832."

"My lord, with the utmost respect and devotion,"

"Mi'Rath... my bath is due, leave now..." Mi'Rath turned to leave. "And Mi'Rath, stop worrying... you are my closest advisor and it does cause premature ageing you know." Leaning back into his seat K'Reng pressed a button summoning a quartet of servants who reverently lifted his throne and carried it to the executive baths deep within the inner palace.

Mi'Rath strode out of the hall, his face a mask of rage. The fool had no idea! The Imperial fleets were fast, they used the warp with impunity, powerful psykers guided them through the warp and their god emperor led them against all who refused to surrender to his rule. Rumours poured in daily about the strength and size of his armies. Legions of super warriors encased in impenetrable armour, that resisted even the most powerful bullets, the shots that wounded rarely seemed to kill them they could keep fighting after a dozen wounds. He had vowed to protect the coalition as his family had for generations before him, and he would protect the coalition even if he had to protect it from his liege. Sighing, he entered his room, kissing the photo of his dead wife, he pulled out a long slender katana from it's mount on the wall, it was the ceremonial mark of his office and was fitting that it died with him. Lifting out his autopistol he smiled, in his youth he had trained as a bodyguard and even though it broke all of his training and methodology he had to act for the good of all... he had to kill K'Reng.

Walking out of his room, he took a deep breath and walked out of his room in the outer palace. Looking up at the impregnable citadel in front of him, and feeling the raw power of

the outer walls with all its turrets, soldiers and plates of solid plascrete for a second he could almost fool himself into thinking that his nation's invulnerability was tangible. Instead he steadied himself and walked up to the main gate, two giant men waited there. Equipped with oversized laser rifles they were a match for any foe that had yet been faced before. In front of them were reinforced plastic barriers that could stop even the shells of their greatest tanks. Shaking his head he remembered the reports of the Myrian system, the inhabitants there had researched into genetic development. Much as the so-called 'Emperor' had in fact. They were renowned as geniuses and had recently developed the power of their minds to such a degree that they could destroy a man's mind from a mile away. That didn't save them when the Emperor himself arrived with a fleet, which had reduced the planets in the system to bare rock and then left as suddenly as it had arrived. The Emperor's power had never been felt so keenly before... Nobody could fight the Emperor and win, the size of his armies was unparalleled and the skill of his legions was unmatched... he was almost at the gates when the first of the alarms went off.

Chapter Two: Lightning War

Jaghatai Khan smiled as his fleet dropped out of warp, his strike cruisers began to circle the planet, the orbital defences lasted seconds against the huge lances of energy and lascannon batteries that swept across the planet. His Cobra's swept through the ill prepared defending ships. Signalling with a kurt chop the first wave of the invasion began, the strike cruisers surged into the lower atmosphere towards the awaiting ground troops. Missile batteries on the surface swiftly opened up, their deadly contents streaking into the sky and impacting into the shields of the Imperial cruisers, the 'Blade of Reason' suffered minor damage to its port battery before its tormentors could be silenced.

The defenders hastily assembled their forces, a full regiment of fifty thousand men surrounded the capitol and another nine regiments were rapidly approaching, three of them would be there within the hour.

J'Dang awaited with his men for the Imperial assault, silence filled the air, his breath condensed in front of him, he looked around him, the men were lying prone, laser rifles waiting for the invading enemy. Tanks churned through the grass behind him, their engines roaring - the sound was reassuring. There were fifty thousand men surrounding the capitol, millions of soldiers were surrounding the various cities on the planet and another two hundred and fifty thousand soldiers were heading this way.

He knew that the coalition was strong, he had fought in many campaigns against the coalition's enemies, and warp space was relatively quiet here allowing the coalition to grow. Before each battle doubt entered his mind, and after each battle he laughed at himself for doubting the might of the coalition's armies. This time the familiar doubt entered his mind, but this time it was different, the navy had been scattered like chaff... the navy, which had fended off all assailants, had been defeated. As he mused on these thoughts streaks appeared in the sky above him, like a thousand shooting stars they descended down towards the lines of men and vehicles encircling the capitol. They were too fast for the laser batteries to target and J'Dang watched them grow larger as the men grew uneasy, whispers started, then shouts of fear. In horror, he suddenly threw himself to the ground. Crawling for cover, he heard chaos break out, the men were fleeing as the first pods impacted, smashing the infantry and tanks aside they opened up. J'Dang looked over to see one of the pods. It opened like a flower coming to bloom, to expose a nest of tubes. Time slowed down as it burst into fire with a roar, small gouts of flame heralded the arrival of a thousand grenades. They scattered around the ground, tearing up the earth with hundreds of tiny explosions, he watched as his comrades were torn apart, most disintegrated under the lethal barrage, body parts, jelly and

dirt rained all around him, others were not so lucky and died slowly. Shrapnel tore through his cheek, crying out in pain he called to his men.

"Retreat! Reform on the ridge, 27 dash 08!"

They had to reorganise before the enemy assault began. Already beams of power were slicing down from the skies and crippling the defending batteries. His artillery support rumbled up to the hill behind then, at least he wasn't alone.

Standing up he began to run. Some of his men the survivors ran towards him, gesturing towards the tanks which had already mounted the ridge, he summoned forth all his energy and sprinted towards the metal beasts. They somehow seemed immune to the enemy attack, fortunately the bombardment seemed to be of low power and their armour was shielding them. More pods descended this time impacting in between the infantry and the tanks, knowing what to expect as one landed near to him; he leapt to the floor screaming.

"Incoming! Take Cover!"

He held his head down and cowered, trying to protect his bleeding face from the blinding explosions he expected. They came, but only a few, screams from his men alerted him, R'Naro was running forward shouting incoherently, but J'Dang refused to lift his head, he must have time to think. Once the barrage stopped he could continue. The tanks would be their bastion, providing a safe place for them to recover. The thud of feet forced his eyes up, a moan of despair slipped from his lips, the pods were different, a single cannon was in each pod, and they were rotating round and systematically destroying the tanks with shell fire. His infantry were fleeing away from the tanks now, he tried to call them to him, they were being split up! Why could the fools not see it? The remaining tanks managed to kill a few of the pods, but it was a battle, which they couldn't win. There were too many pods and the pods had the advantage of surprise. More pods came screaming down, accompanied by a thunderous roar. J'Dang started to run.

Chapter Two: Lightning War - Part 2

In front of him he saw three of the largest ships he had every seen start to land, each the size of a small city. His men turned and ran back towards the cannons, the new pods were landing by the cannons, not knowing what the pods would contain J'Dang prayed to the Earth Goddess to keep him safe. Gripping his rifle he charged forwards, fear driving his exhausted frame towards the smouldering wrecks of the tanks. By now, fear wracked his body, he had no idea what to expect from this new threat. He watched with trepidation as the first of the new pods opened up, inside he was surprised to find three bikes being lowered on ramps, there riders encased in white armour revving there engines, and filling the air with a guttural roar. He slowed and looked again, the riders must be at least seven to eight foot tall when standing up! Gritting his teeth he swung up his rifle and spraying streams of laser fire towards them, cursing he braced himself against the recoil he watched as the shots merely bounced off the solid frame of the bikes and the massive armoured plated figures that were their riders.

"Form line! Open fire! FOR THE GLORY OF THE COALITION!"

With a sudden roar the bikes spun off towards the advancing troops, he fired upon them again joined by his comrades. Desperation filling him, he watched as a web of laser fire began to form, but the enemy was too fast, they were amongst them in seconds streaking past him and spraying death from there pistols. Each shot popped heads like melons and tore

gaping holes in the torsos of his men. Swords whirled in their hands, some had some kind of rotating jaws on the blade, whilst others crackled with a deep blue resonating colour. He kept running forward, his men beside him - less now, but desperation giving them all a new strength, he was a veteran of many campaigns, he had seen many terrifying sights but the sheer helplessness of the situation completely overwhelmed him. To his left K'Teth was decapitated, a grenade took out M'Fos and P'Nar. Throwing himself to the ground he avoided one of the white armoured fiends which tormented him, crawling now he was almost at the smouldering corpse of the lead tank, tears streamed as he covered his face in hands and wept. His body shuddered, he never even saw the columns of rhinos emerge from the strike cruisers and hurtle towards the capitol. His mind was numb as he curled up into a ball and blanked everything from his head. He never even saw the rider who fired a bolt at him, the adamantium tip penetrated his skull killing him before the main part of the bolt exploded sending shards of skull and brain tissue over the torn, shredded soil surrounding him.

Chapter Three: The Palace

Heriati was Captain of the 3rd company of the White Scars legion; so far the invasion had gone like clockwork. Massive concentration of force had destroyed the forces surrounding the capitol with few casualties, the strike cruisers had taken damage from the defending laser and missile batteries but nothing the techmarines couldn't handle and the defending reinforcements would not arrive in time to save the capitol. In fact by the time they arrived his marines would have taken up position on the city walls and would be able to hold them off with ease.

Glancing at the holo map in his command rhino, he barked orders to his men.

"Viper Squadron, behind you the enemy are reforming, strike now, leave your current target to Jade Squadron. Jade Squadron assist Viper Squadron, Horoto, send your assault marines against the walls, I want the gate taken intact, do not use your devastators, I repeat, do NOT use your devastators! When the gate is taken clear the walls and assume a defensive perimeter, then await my arrival."

Other captains from his fellow legions used land raiders as their command vehicles, but not Heriati, like the other White Scar captains he felt they were too slow. Instead they tank hunted with Predators, and used Rhinos to transport and command their troops. For the same reason, the first company refused to use terminators. Speed and power was what made his chapter invincible, not armour.

"Meri, drive us to the gate. Tsunami squadron follow us in, assume a staggered wedge."

The command rhino leapt forward, tracks clawing deep into the ground and sending up a plume of ripped and torn turf. Explosions dug into the earth around them, splattering mud across the windscreen and knocking the customised rhino from side to side, a gunner on the top fired his heavy bolter around trying desperately to maintain a steady aim. Behind them the rhinos that comprised Tsunami squadron drove through the storm of explosives, they were tossed around like child's toys but still continued tenaciously forward. A rhino took a direct hit and was surrounded by gouts of flame; he frowned until he saw the Rhino fly forwards, leaping unscathed through the inferno.

He quickly checked his display and keyed in a counter suppression request and was pleased to see the strike cruiser 'Wrath of Khan's' response. The icons representing the artillery winked out of existence. Looking up he could see the palace's gates grow larger as they rapidly approached it; explosions still rocked the top of the rear walls as the gates loomed in

front of them. The gates slowly swung open, and with trepidation, he checked his weapons were properly holstered and then drew one each of his bolt pistols and power swords.

"It is time! Blow the inner door!" As he finished his sentence a hunter killer missile left his rhino and smashed open the main doors. Gritting his teeth he prepared to attack.

"And... release the shadow guard."

Then time slowed down, he left his rhino at a run he barely saw his comrades as they flanked him, bolts spewing from their pistols. The defending soldiers were being mown down like wheat, leaping to the ground and rolling forward, a torrent of laser fire streaked past his head, jumping back up onto his feet he was just in time to see a krak grenade destroy the defending emplacement.

Then, they were inside the building.

The Shadow guard automatically split up as they entered, several entered the buildings air vents whilst more continued down the corridors. The internal defence had crumbled before the onslaught. Heriati ran past prepared fallback positions, that lay empty, and past the bodies of soldiers caught by surprise by the Shadow guards determined assault.

As he continued down the corridor his genetically enhanced senses picked up something. Slowing to a pause he saw a door to his right begin to open, a flash of colour appearing behind it. Shoving his bolt pistol into the gap with one hand he sprayed bolt shells causing screams to bellow forth from behind it. With his other hand he sheathed his blade and pulled out a frag, activating it he booted open the door and hurled the grenade into the now exposed corridor. The dying soldiers looked up, limbs were scattered from the devastating volley he had just delivered and the walls were painted with blood, gore and the entrails of men whose death came swift. Those who had survived were in agony, but the grenade soon put them out of their misery. Leaping out of sight and sprinting back down his original corridor, he vaguely noticed reinforcements coming into the corridor, expressions of shock and horror on their faces. A smile crossed his face as he heard the frag go off right in the midst of them obliterating his pursuing foes. He swiftly ejected his empty clip and reloaded the bolt pistol.

Chapter Three: The Palace - Part 2

He knew without checking his wrist comp that he was nearing the inner sanctum, the route had been memorised from scans performed on the flagship during the initial approach. Glancing at the floor he saw a dead Shadow Warrior, vaulting over it he approached the open door, he was instantly aware that this was the inner sanctum, the door led to the throne room. Rolling past the beams of fire that erupted from a bank of turrets encircling the room, he watched them explode into flames as volleys of bolt fire and krak grenades flew from the rest of the Shadow Warriors who had begun to converge behind him. Directly in front of him was the main entrance to the throne room, the room rapidly filling with guards who supplemented a contingent of huge robotic constructs. All at once the enemy opened fire, deadly accurate weapons fire hosing into the advancing Shadow Guard. Leaping up into the air and drawing his second pistol he unloaded his clips into the ranks of guards and then before he had even hit the ground he discarded his pistols and drew twin power swords, their thin shimmering blades sliced through armour and skin like paper. Sweat dripped from inside his armour as his body whirled through the enemy, limbs fell at his feet, ducking under a soldier's rifle he thrust up with his blade. As he rolled to the ground his swords flickering in through his opponents he threw himself towards the entrance, forming a fighting wedge with his brothers, the screams of the dying a fitting introduction for the Coalition's leaders who lurked

behind the door. The Shadow Warriors armour, normally jet-black was covered in the vibrant, crimson blood of the freshly slain. Exultation filled them as they can closer to there main objective.

"For the Emperor and Jaghati Khan!" Burst from his lips as he led the charge against the last of the defenders, a dozen voices answered his cry and they struck against their foes with the speed of the cobra.

Chapter Four: The Final Solution

K'Reng watched as the attacking legion destroyed his armies. They butchered his elite guards and crushed all who opposed them... his armies, which had marched across the stars conquering all who stood before them were mere children compared to the Imperial Space Marines. Bitterness welled in his heart, and a tear rolled down his cheek at the unfairness of it all.

"Why me? WHY CHOOSE NOW! Why am I defeated where all my forefathers conquered".

Weeping openly he cast his eyes around darkly as an idea formed in his mind. Nobody would conquer K'Reng! Nobody would defeat him! Even in death he would conquer... after all... he was invincible! Nothing could defeat the Coalition... therefore its leader must be the ultimate undefeatable being... yes... that must be it, he is a god, a divine ruler... and now it is time for his destiny! He would ascend to rule the heavens! These are just barbarians, a sign from the gods that his time on this plane was over, he must join their ranks. Glancing up at his remaining advisors, he took one last look at the viewscreen, seeing the battle outside the throne room itself. His men had seconds, no more, before they were mopped up, a precious few Shadow Guard had fallen, but not nearly enough to stem the typhoon that swept before the entrance to his lair.

"Chancellor, it is time... we will destroy the planet! Activate the palaces self-destruct and detonate our remaining weapon stockpiles, if we cannot rule then we will make sure that the resulting nuclear winter renders the planet uninhabitable for them too!"

Seeing hesitation, K'Reng vaulted the throne and pushed him to one side, he raced to the security room just to the side of the throne room. The last thing he saw as he left the room was the remaining Shadow Guard placing charges on the door to the throne room, his last guards raced to cover the entrance.

Barging into the operators in his way, K'Reng placed his hand on the auto-destruct console, the machine read his DNA and flashed for confirmation.

"K'Reng, activating auto-destruct, passcode is ..."

At that moment, the doors blew open and the Shadow Guard stormed in, the security chambers slid shut their blast doors automatically before the Imperials could respond. K'Rengs corpse fell to the floor, his skull penetrated by a bullet from behind, and Mi'Rath stood behind him with his autopistol raised. Bullets thudded into him as the operators responded to his threat, he collapsed to the floor, with his face grim, and his soul gently departed into the warp. Hopefully he had saved his world... empires come and go, but his planet would at least have a chance to survive now. Who knows, the planet may yet gain independence in the distant future?

In the throne room, the priceless art lay in pieces, bolt rounds and corpses littered the floors, the highly polished surface stained with the loyal blood of it's defenders, those valiant men who died fighting to the last second, defending their leader. Scorch marks covered the floor, showing where grenades had left their mark.

EPILOGUE

Jaghati Khan, watched from the command ship, the capitol has been taken, Devestators ringed the walls and whirlwinds stood in the courtyard ready to rain death on any attackers, it was only a matter of minutes before the enemy transmitted the planets unconditional surrender. Glancing at his chronometer he smiled, a world conquered in a mere forty minutes was impressive! Luckily, without their leaders the defender's backbone faded, especially with his bikers ripping into the surrounding armies. Soon he might even beat his brother Horus's record. Moving to the strike cruiser flight deck he prepared to receive the planets terms and set up a new governor to manage this vassal world. Nothing could stand in the way of the Imperium.

Sisters Of Battle Army List v 1.2

This army list enables you to use a Sisters Of Battle army in Epic:Armageddon.

If you want to contact me about any unbalancements or mistakes in the list, e-mail me at **the_fifth_horseman@interia.pl** OR post on the Epic Armageddon playtesters forum. I advise to post.

Thank you in advance for any feedback. If you want, you can order for yourself a direct e-mail of any of my army lists each update. Just send the e-mail with „ORDER” in topic, remember to specify, which lists you want to get. Currently, you can order Necrons, Kroot Mercenaries and Sisters of Battle.

Cast out the mutant, the traitor, the heretic. Death to the defilers!

Formed during the Age of Apostasy, the Sisters of Battle, or as they are formally known, the Adeptus Sororitas, number amongst the most stalwart defenders of the Humanity.

The Sisters of Battle are trained to the highest levels with an unshakable faith in the divinity of the Emperor. Their fanatical devotion and unwavering purity is a bastion against corruption, heresy and alien attack. Countless enemies of the Imperium have fallen before the righteous fury of the Adeptus Sororitas as they engage in Wars of Faith, bringing light to the dark recesses of the galaxy that have turned from the path of righteousness. Clad in ceramite power armour, they carry an awesome array of weaponry with which to smite their enemies. The Sisters are incorruptible warriors, each dedicating her life to penitent worship and the rigorous training of mind, body and spirit.

Hit & Run: unit can be given a special „Hit & Run” order: move once, fire Heavy & FireFight weapons with no penalty (assuming if in range), then make one move again.

Faith: Your army begins with 0 Faith points. Some character upgrades and units are listed as Faith(x). They add (x) amount to your Faith points at the beginning of the game. Formations that have this ability add (x) to the pool per every stand of this type in the army. If a unit with Faith is given a character upgrade who has Faith, the Faith points are increased by BOTH the Faith from the unit and the Faith from the character. If the formation who does not have Faith is joined by a character with this ability, then every stand/vehicle in the formation gains Faith (0). If the stand with this character dies, then the unit loses this bonus. Vehicles can never use Acts of Faith, unless specified otherwise in the description of the Act.

If a Faith (x) stand is killed, add (x) again to your pool of Faith points.

Units that have Faith (or have been upgraded with a character that has Faith) can use Acts of Faith, as described below.

Acts of Faith: Each Act of Faith performed costs one Faith point per formation. The Act of Faith requires passing an Initiative test by affected formation(s). The formation does not receive Blast Markers if the test fails, but the Faith point is lost. Vehicles transporting Faithful units cannot use Acts of Faith. An Act of Faith takes effect only during the turn it is used, but the effect lasts the ENTIRE length of the turn. The following effects can be produced by Acts of Faith (Note: the effects of the Acts are not cumulative: for example-you can use Spirit of the Martyr twice on a unit, but it cannot give two additional saves vs. one attack):

Spirit of the Martyr: This Act is used when a Faithful formation fails its' basic armour save, giving the formation an additional 4+ save, taken after the basic one. It can be used on Heavy weapon, Firefight and Assault hits, BUT it does not confer an armour save against any

attack that normally does not allow taking one (MW and Titan Killers, for example). This Act can be used by Light Vehicles for their AP save.

Divine Guidance: Used when a Faithful formation is rolling to-hit in Assault/Firefight or when shooting heavy weapons. Any to-hit roll of 6 will be „upgraded” with MW value. Vehicles can use it for their RANGED attacks (Heavy/ FF), but not for their Assault attacks.

The Passion: The Faithful formation using this Act adds 15 cm to its charge move. (but not advance/withdrawal moves)

Light of the Emperor: Target formation rallies **automatically** this turn. This Act can be used by all Vehicles, if they meet the criteria for using Acts of Faith, of course.

Notes:

Some Heavy Weapons are listed two times on datasheet. Once normally, noted as assault the second time. This is because they can be used while also using FF value, for example the Flamethrowers are used as Small Arms because of their „real” purposes. It is easy to imagine a Sororitas squad storming a bunker, when in addition to riddling the defenders with Bolter shells, they also set it on fire with the ol’ good Flamer. Meltaguns are more powerful in close, so

In some cases, some units have several Heavy Weapons available. If it is so, then you must choose ONE option, and it will be applied throughout the formation. This rule does not apply in case of buying Multi-Melta upgrade, e.g it is perfectly legal for the Celestians to take 2 stands with HFlamer and 2 with MMelta, but not 1 HFlamer, 1 HBolter and 2 MMeltas, unless all players agree about this otherwise before the game starts. Also, all the different weapon configs must be WYSIWYG (what you see is what you get). It must be clear, which stand carries what weapon, just by looking on it.

Sacred Rites:

Before the fighting begins, the Sisters of Battle kneel in prayer, offering their thanks to the Emperor and asking for His protection and guidance. The Battle Sisters are invigorated and emboldened with grim courage and determination to overcome their foes.

Any SoB formation, with the exception of Redemptionists and Exorcists, may take part in the Sacred Rites on the beginning of the game. For each formation, roll a dice on the Sacred Rites table to see what effect their prayers have. Higher ranking members of the Adepta Sororitas inspire greater acts of selfless sacrifice and dedication, and so may add a bonus to the highest roll, as listed below (only apply the highest modifier).

Character	Sacred Rites bonus
Canoness	+3
Celestian Superior	+2
Vet. Sister Superior	+1

Note: to apply a modifier the formation must have the specified character upgrade purchased. Unless specified otherwise, a formation can only roll once on the table. This can be changed by rolling 9 on the table, OR purchasing Litanies of Faith.

SACRED RITES TABLE

D6	Effect
1	No effect
2	The enemy does not receive the „more units than opponent” and „twice as many units as opponent” Assault modifiers versus this formation

3	The unit can never be Suppressed
4	Formation ignores any negative modifiers to Initiative
5	Formation can re-roll any failed Initiative roll.
6	Entire formation becomes Immune To Panic
7	In close combat, the formation's Assault attacks will always hit on 3+
8	All stands in the formation gain Faith(1), or add 1 to their previous Faith value, if they already have any
9	Re-roll this result, and roll again on the table.

Sisters of Battle Strategy Rating: 4

Sisters of Battle Initiative Rating: 1+

Titans Initiative: 1+

Aircraft Initiative: 2+

SISTERS OF BATTLE FORMATIONS			
Type	Units	Upgrades	Points
Dominion	4 Dominion stands	Veteran Sister Superior, Rhinos (2), Immolators, Repressors, Preacher, Drop Pods	100
Celestian	4 Celestian stands	Celestian superior, Veteran Sister Superior, Rhinos (2), Immolators, Repressors, Sisters from other orders, Multi-Meltas, Drop Pods	100
Battle Sisters	6 Battle Sisters stands	Celestian Superior, Veteran Sister Superior, Rhinos (3), Repressors, Preacher, Drop Pods	125
Redemptionists	4 Redemptionist stands and 4 Redemptionist Heavy stands	Preacher OR Redemptor Priest	175
Seraphim	4 Seraphim stands	Celestian Superior, Veteran Sister Superior, Preacher	150
Retributors	4 Retributor stands	Veteran Sister Superior, Multi-Meltas, Rhinos (2), Immolators, Preacher, Drop Pods	150
Exorcists	4 Exorcists		400
Orbital Support	1 Imperial Navy Lunar cruiser	may be upgraded to Emperor Battleship for +150 pts	150

SISTERS OF BATTLE UPGRADES		
Upgrade	Effect	Cost
Veteran Sister Superior	Add 1 Veteran Sister Superior to the formation. You can not take both VSS and Celestian Superior/ Canoness. Can be upgraded with Litanies of Faith.	25
Rhinos (Y)	Add Y Rhinos to the formation	Y x 50 points
Preacher	Add 1 Preacher character to the formation. The Preacher can be upgraded to Confessor OR Missionary for +50 points. The Preacher can take Litanies of Faith	25 points +50 for Confessor/Missionary
Celestian Superior	Add one Celestian Superior upgrade to the formation. One Celestian Superior in the army may be upgraded to a Canoness for extra cost. Can take the Litanies of Faith.	50 points +50 if upgraded to a Canoness (one Canoness per army)
Immolators	Replace any number of Rhinos with 2 Immolators each. The Immolators can replace Heavy Flamers with Multi-meltas at additional points cost	100 per Rhino replaced. +25 per Multi-Meltas/ vehicle
Sisters from other orders	One of the following characters: Sister Hospitalier: Re-roll failed armor saves for infantry in the formation, does not work against MW and Titan Killers, can be applied for Light Vehicle's AP save. Cannot re-roll cover saves. Sister Famulous: You can add one Allied Imperial Guard Formation to your army per every one of these Sisters in your army, choosing from the list on next page. Sister Dialogus: upgraded stand gains Faith (1) , all other stands in the formation gain Faith (0)	25 per one, Up to three for a formation. You cannot take two same Sisters from other orders in one formation.
Multi-Meltas	Any number of stands may replace their Heavy Weapon(s) with Multi-Melta(s).	25 per stand.
Repressors	Replace any number of Rhinos with Repressors	25 per Rhino replaced
Redemptor Priest	Add one Redemptor Priest to the formation	25
Litanies of Faith	The formation with Litanies of Faith makes an additional roll on Sacred Rites table, of course Redemptionists and Exorcists cannot use this. This upgrade can be only taken by characters.	25

Drop pods	Unless the formation purchased Transport vehicles (Rhinos, Repressors, Immolators), they can purchase Drop Pods. The deployment follows same rules as Space Marines Drop Pods. The Drop Pods can have their Deathwind Attack replaced by Multi-Meltas (15 cm MW 5+, Single Shot, follows all rules that apply to Deathwind) for +100 pts. You need to have one Lunar class cruiser for every 4 formations with Drop pods, rounding up.	250 Pts per formation +100 to replace Deathwind with Multi-Meltas
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IMPERIAL GUARD ALLIED FORMATIONS

ALLIED IMPERIAL GUARD COMPANIES		
Company type	Units	Points
Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard infantry units	250
Armoured Fist Company	Imperial Guard Command unit plus twelve Imperial Guard infantry units, six Chimera and one Salamander.	400

ALLIED IMPERIAL GUARD COMPANY UPGRADES (Three may be taken per company)		
Upgrade	Units	Points
Fire Support Platoon	Four Fire Support*	100
Infantry Platoon	Six Infantry units*	125
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	300
Hellhound Squadron	Three Hellhounds	150
Griffon Battery	Three Griffons	250
Snipers	Two Snipers*	50
Flak	One Hydra	50
* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.		

ALLIED IMPERIAL GUARD INDEPENDENT SUPPORT FORMATIONS (One may be taken per company)		
Support Formation	Units	Points cost
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie Transport vehicles)	200 (+150 if mounted in Valkyrie)
Sentinel Squadron	Four Sentinels	100

All Data Sheets for the Allied Imperial Guard formations are the same as in the Imperial Guard Steel Legion official army list, so I decided to not duplicate them in here, for sake of simplicity. If any of these formations are taken (NOTE: You need one Sister of The Order Famulous in army for each Allied IG Formation taken, as well as for each Allied Independent Support Formation), then they are deployed along the Sisters of Battle units, with all normal rules applying.

Titans & Aircraft

Aircraft have Initiative of 2+, Titan Legion battlegroups have an Initiative rating of 1+

Imperial Navy Aircraft	
Formation	Cost
Two Thunderbolt Fighters	100
Two Marauder Bombers	250

Titan Legion Battlegroups		
Formation type	Units	Cost
Warlord Titan Battlegroup	One Warlord Titan	1200
Reaver Titan Battlegroup	One Reaver Titan	900
Warhound Titan Battlegroup	One or Two Warhounds	300 per Warhound

Notes: The Sisters of Battle do not use Titans as often as other armies. To represent this, all Titans cost them +20% more points. On the other side, they use the Navy as normal, including the Cruisers.

SISTERS OF BATTLE DATA SHEETS

DOMINIONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	5+	4+
Weapons: 2 Meltaguns				
Weapon	Range	Firepower		
Meltagun	15 cm	MW 6+		
Meltagun (Assault)	15 cm	Small Arms, MW5+		
Notes:				

PREACHER				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: n/a				
Weapon	Range	Firepower		
Notes: Character, Faith (1)				

MISSIONARY				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: as squad, Combi-Weapon				
Weapon	Range	Firepower		
Combi-Weapon	15 cm	Small Arms, AP 4+/ AT 5+, Slow-Firing		
Notes: Character. Leader. Inspiring. Faith (2)				

CONFESSOR				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: n/a				
Weapon	Range	Firepower		
Notes: Character, Faith (2), Fanatical: any formation joined by a Confessor may re-roll missed close combat attacks. (Note: Re-roll is only for to-hit, not armor saves taken by enemy)				

CELESTIANS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	2x5+	4+
Weapons: Bolters, 1 Heavy Bolter OR 1 Heavy Flamer can be replaced with 1 Multi-Melta for +25 points				
Weapon	Range	Firepower		
Bolters	15 cm	Small Arms		
Heavy Bolter	30 cm	AP 5+		
Heavy Flamer	15 cm	AP 4+, Ignore Cover		
Heavy Flamer (Assault)	15 cm	Small arms, AP 4+, Ignore Cover		
Multi-Melta	15 cm	MW 5+		
Multi-Melta (Assault)	15 cm	Small Arms, MW 4+		
Notes:				

CELESTIAN SUPERIOR				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: n/a				
Weapon	Range	Firepower		
Notes: Character, Leader, Faith (1)				

CANONESS				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: as squad, Combi-Weapon				
Weapon	Range	Firepower		
Combi-Weapon	15 cm	Small Arms, AP 4+/ AT 5+, Slow-Firing		
Notes: Character, Commander, Leader, Faith (2)				

BATTLE SISTERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm,	4+	5+	4+
Weapons: Bolters, 1 Flamer				
Weapon	Range	Firepower		
Bolters	15 cm	Small Arms		
Flamer	15 cm	AP 5+, Ignore Cover		
Flamer (Assault)	15 cm	Small Arms, AP 5+, Ignore Cover		
Notes:				

REDEMPTIONISTS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	none	6+	6+
Weapons: Mob Weapons, Exerminators, 1 Eviscerator				
Weapon	Range	Firepower		
Mob Weapons	15 cm	Assault Weapons, Small Arms		
Exterminators	base contact	AP 6+, Ignore Cover, Single Shot		
Eviscerator	base contact	Assault Weapons (MW)		
Notes:				

REDEMPTIONIST HEAVYS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	none	6+	5+
Weapons: Mob Weapons, Exerminators, 1 Eviscerator, Autocannon				
Weapon	Range	Firepower		
Mob Weapons	15 cm	Assault Weapons, Small Arms		
Exterminators	base contact	AP 6+, Ignore Cover, Single Shot		
Eviscerator	base contact	Assault Weapons (MW)		
Autocannon	45 cm	AP 5+/- AT6+		
Notes:				

REDEMPTOR PRIEST				
Type	Speed	Armour	Close Combat	Firefight
n/a	n/a	n/a	n/a	n/a
Weapons: n/a				
Weapon	Range	Firepower		
Notes: Character, Faith (1), all stands in the formation become Immune to Panic				

SERAPHIM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30 cm	4+	2x 5+	4+
Weapons: Twin Bolt Pistols, 1 Twin Hand Flamer, Melta Bombs				
Weapon		Range	Firepower	
Twin Bolt Pistols		15 cm	Small Arms, Assault Weapons	
Twin Hand Flamer		15 cm	AP 5+, Ignore Cover	
Twin Hand Flamer (Assault)		15 cm	Small Arms, AP 5+, Ignore Cover	
Melta Bombs		base contact	MW 6+, First Strike, Ignore Cover,	
Notes: Jump Packs, Hit & Run, Faith (1). Can be deployed following the rules for Drop Pods				

RETRIBUTORS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15 cm	4+	5+	4+
Weapons: 2 Heavy Flamers, OR 2 Heavy Bolters, can be replaced with 2 Multi-Meltas at +25 points				
Weapon	Range	Firepower		
Heavy Bolter	30 cm	AP 5+		
Heavy Flamer	15 cm	AP 4+, Ignore Cover		
Heavy Flamer (Assault)	15 cm	Small arms, AP 4+, Ignore Cover		
Multi-Melta	15 cm	MW 5+		
Multi-Melta (Assault)	15 cm	Small Arms, MW 4+		
Notes:				

.SISTERS OF BATTLE RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armored vehicle	30 cm	5+	6+	6+
Weapons: 1 Storm Bolter, 1 Hunter-Killer Missile				
Weapon		Range	Firepower	
Storm Bolter		15 cm	Small Arms	
Hunter-Killer Missile		45 cm	AP 4+/- AT 5+, Single shot	
Notes: Transport (2)				
SISTERS OF BATTLE IMMOLATOR				
Type	Speed	Armour	Close Combat	Firefight
Armored vehicle	30 cm	5+	6+	none
Weapons: Twin Heavy Flamer, can be upgraded to Twin-Linked Multi-Melta per +25 points				
Weapon		Range	Firepower	
Twin Heavy Flamer		15 cm	AP 4+, Ignore Cover, Multiple Attacks (2)	
Twin Heavy Flamer (Assault)		15 cm	Small Arms, AP 4+, Ignore Cover, Multiple Attacks (2)	
Twin-Linked Multi-Melta		15 cm	MW 4+	
TL Multi-Melta (Assault)		15 cm	Small Arms, MW 3+	
Notes:Transport (1)				

SISTERS OF BATTLE EXORCIST				
Type	Speed	Armour	Close Combat	Firefight
Armored vehicle	30 cm	5+	6+	none
Weapons: 1 Exorcist launcher				
Weapon	Range	Firepower		
Exorcist launcher	45 cm	AP 5+/ AT 6+, Multiple Attacks (D6)		
Notes: Artillery				

SISTERS OF BATTLE REPRESSOR				
Type	Speed	Armour	Close Combat	Firefight
Armored vehicle	30 cm	5+	6+	6+
Weapons: 1 Storm Bolter, 1 Heavy Flamer, Firing Ports, Smoke Launchers				
Weapon		Range	Firepower	
Storm Bolter		15 cm	Small Arms	
Heavy Flamer		15 cm	AP 3+, Ignore Cover	
Heavy Flamer (Assault)		15 cm	Small Arms, AP 3+, Ignore Cover	
Firing Ports		15 cm	Small Arms 4+ attack, only when transporting units	
Smoke Launchers		n/a	Single Shot, the vehicle and all stands within 5 cm count as if being in Scrub cover for the remainder of the turn.	
(Scrub cover: 6+ cover save, -1 to be hit by enemy units)				
Notes: Transport (2) Dozer Blade: Ignore Dangerous Terrain tests for Ruins/Rubble, re-roll for Woods.				

APPENDIX A

Using Sisters of Battle as part of an Imperial Guard army.

Strategy Rating: 3

Initiative: SoB formations have 1+, IG formations have 2+

Unit choice limitations:

The IG army cannot have Ogryns.

Sisters of Battle formations must be chosen from a different chart than usually.

See lower.

You can use up to 20% of your total points allowance on Sisters of Battle.

The Titans and Aircraft are purchased for same points costs as for IG army.

SISTERS OF BATTLE FORMATIONS			
Type	Units	Upgrades	Points
Dominion	4 Dominion stands	Veteran Sister Superior, Rhinos (2), Immolators, Repressors, Preacher,	100
Celestian	4 Celestian stands	Celestian superior, Veteran Sister Superior, Rhinos (2), Immolators, Repressors, Sisters from other orders, Multi-Meltas, Exorcist	100
Battle Sisters	6 Battle Sisters stands	Celestian Superior, Veteran Sister Superior, Rhinos (3), Repressors, Preacher,	125
Seraphim	4 Seraphim stands	Celestian Superior, Veteran Sister Superior, Preacher	150
Retributors	4 Retributor stands	Veteran Sister Superior, Multi-Meltas, Rhinos (2), Immolators, Preacher, Exorcist	150

SISTERS OF BATTLE UPGRADES		
Upgrade	Effect	Cost
Veteran Sister Superior	Add 1 Veteran Sister Superior to the formation. You can not take both VSS and Celestian Superior/ Canoness. Can be upgraded with Litanies of Faith.	25
Rhinos (Y)	Add Y Rhinos to the formation	Y x 50 points
Preacher	Add 1 Preacher character to the formation. The Preacher can be upgraded to Confessor OR Missionary for +50 points. The Preacher can take Litanies of Faith	25 points +50 for Confessor/Missionary
Celestian Superior	Add one Celestian Superior upgrade to the formation. One Celestian Superior in the army may be upgraded to a Canoness for extra cost. Can take the Litanies of Faith.	50 points +50 if upgraded to a Canoness (one Canoness per army)
Immolators	Replace any number of Rhinos with 2 Immolators each. The Immolators can replace Heavy Flamers with Multi-meltas at additional points cost	100 per Rhino replaced. +25 per Multi-Meltas/ vehicle
Sisters from other orders	One of the following characters: Sister Hospitalier: Re-roll failed armor saves for infantry in the formation, does not work against MW and Titan Killers, can be applied for Light Vehicle's AP save. Cannot re-roll cover saves. Sister Dialogus: upgraded stand gains Faith (1) , all other stands in the formation gain Faith (0)	25 per one, Up to two for a formation. You cannot take two same Sisters From Other Orders in one formation.
Multi-Meltas	Any number of stands may replace their Heavy Weapon(s) with Multi-Melta(s).	25 per stand.
Repressors	Replace any number of Rhinos with Repressors	25 per Rhino replaced
Litanies of Faith	The formation with Litanies of Faith makes an additional roll on Sacred Rites table, of course Redemptionists and Exorcists cannot use this. This upgrade can be only taken by characters.	25
Exorcist	Add one or two Exorcists to the formation	100 each

APPENDIX B

Unofficial / dropped units.

This section is devoted to units that are unofficial, non-GW approved, or some „old” units, which have been dropped from the range. There are several ideas already, but it will take a while to complete this.

+++THIS SECTION IS CURRENTLY EMPTY+++

+++ SOME IDEAS FOR THESE UNITS, PLEASE POST WHAT DO YOU THINK ABOUT THEM, ALSO POST ANY UNIT IDEAS OF YOUR OWN+++
 +++IN SOME CASES, IDEAS FOR NAMES WOULD BE APPRECIATED, IN OTHER ONES THERE MAY BE SEVERAL NAMES HERE, VOTE ON YOUR FAVOURITE+++

Sisters of Battle Sentinel (Why not? IG has them, and Sisters are supposed to be equipped one hell better...)

Sisters Repentia (Maybe, not sure though- rules are a bit hard to convert into Epic system)

Novice Sisters / Scouts/ Initiates (They are for Sisters the same as Scouts are for Space Marines... Worth a try)

Martyrs (Self-Exploding fanatical ex-sisters, sorta Human Bombs...)

Cherubim /Malakim (CC-orientated Sisters, Bolt pistol and CCW)

Battle Buggy (The name is self-explanatory... Landspeeder chassis on wheels, maybe transport capacity of 1)

Fraternis Militia (Meat-shields... Even worse than the Redemptionists, and a lot cheaper...

Cannon Fodder. Some lucky ones managed to perform great acts, though... Killing Chaos Marine in cover with a **bow**, killing SM **Commander** with a **Shotgun**, sawing limbs off of a **TERMINATOR** with a **CHAINSAW**... and delaying a horde of Hormagaunts ten times their number for half of the game before being slaughtered to a man...)

A new Tank (How to call it? The thing is similar to Baal Predator for Sisters)

Some Walker (In-between Sentinel and Dreadnought... A mobile combat armor)
 A Titan-Style War Engine (Size of a Warhound Titan or a bit smaller, twin Inferno Guns...
 Rebuilt wreck... Or maybe a sort of the Adeptus Mechanicus Knight walkers?)
 Some Aircraft (Small one, Fighter-type, maybe also a Bomber with Inferno Bombs)
 Dreadnought (But what for? And not too fluffwise. Some reasons might be, however.)
 Sisters Bikers (Why not? But what name to choose- I've encountered many in the net...
 Tough nut to crack... Auphanim, Seraphim Bikers, Offanim, Celestian Bikers, thrones as well
 as just Battle Sisters Bikers... and Harley Hell Nuns :-)
 Equites (Rough Riders)
 Tech-Sister (A female Techmarine... lol)
 Purifier tank (Inferno cannon, Twin HvBolter turret, HvFlamer sponsons... cheesy)
 Purgator Sisters (2 Hvy Flamers on each stand... Ouch... This hurts...)
 Invocator (A propaganda tank, with a Confessor and a sonic amplifier...
 Flagellants (Bunch of guys with flails, even more nutcases than Reds... And I thought it was
 impossible...)
 Mounted Militia (Frateris Militia, mounted)
 Archangels (Elite of Sororitas assault units, bolt pistols plus Power Weapons)
 Attack Bikes (Heavy Flamer, upgrade to Multi-Melta)
 Blessed Daughters of the Emperor (Sisters chosen for some great works... More Sacred Rites
 for them...)
 Paladines (???)
 Land Raider (heh... cheesy like hell)
 SoB replacement for Tactical Dreadnought (Terminator!) armour?
 Sororitas equivalent of a Librarian? (It's no nonsense, ever thought, what happens to female
 psykers? The Grey Knights are male, and there MUST be several psyker girls throughout the
 galaxy. The psykers of the power and strength of a Librarian or a Grey Knight. Yet, no
 mention on these. They cannot all be considered sacrifices for the Emperor, nor succumb to
 chaos. Imperium is vast. And on the side, few of the orphans chosen to be introduced in the
 ranks of Sororitas will surely be the psykers of highest grade. Think about this.)

Also, someone out there mentioned an idea for equipping Celestians with Storm Bolters.
 The SoB Sentinels would have Heavy Flamer, not Multilaser as basic weapon. Multimelta as
 an option.
 Melta Pistols (Small Arms MW, stronger in base contact)
 Alternative rockets for Exorcist: Melta, Valkyrie (one attack, slow firing, but damn strong),
 Brimstone (Napalm-type missiles), maybe some shrapnel-type too.

Eldar Exodites

History

Even before the fall some Eldar started to question the increasingly hedonistic and decadent lifestyle of their race. Even though they were ridiculed and mocked they preached tirelessly against the dangers of too easy life. Some say they were more sensitive to the Warp than most Eldar and could sense the evil growing there, fed by the psychic resonance of the Eldar desires. Others say they were just wiser than the average Eldar, visionaries able to predict the cataclysmic outcome of the hedonistic pursuits.

Whatever the truth may be they nevertheless managed, in time, to get so much support as to become a nuisance, if not exactly a threat, to the ruling Eldar class. When they were persecuted ever more openly they decided to turn their collective back to their foolish brethren and seek their fortunes elsewhere. They headed beyond the outer reaches of Eldar space to planets seeded for terraforming generations past, the so-called maiden worlds, and settled there.

The maiden worlds, although differing in a number of respects, are remarkably similar with the same kind of climate, flora and fauna. Each has mostly the same kind of geotypes, the differences being in how much of any given type is present at the planet. Some planets have more swamp, for instance, while others have jungle as the predominant geotype etc. The climate ranges generally from warm to hot with the Polar Regions being very small. The flora and fauna both resemble Earth's prehistoric plants and animals, with different saurians being the dominant species.

Society

When the first exodites landed on the maiden worlds, they decided to shun most of the high technology they had brought with them. Rather than to try and dominate the nature, their leaders decreed they would be living in harmony with it. They were no fools, however, and realized the threat of outside invasion. The elders decided to appoint a group of their wisest people as custodians of the forbidden technology, and stored the technological items to the most inaccessible place in the planet, to be used only in dire emergency. Since even the maiden worlds have webway portals, the Exodites had little need for spacecraft.

The Exodites then settled on areas they found attractive. In time, they learned to communicate with the animals living there, and even use their psychic powers to bond with them. This marked the beginning of the social structure found today in the Exodite worlds.

Exodites are divided into a number of noble clans, each associating with a different kind of animal, the Royal clan and the Chosen. Those who can bond with the animals form the fighting elite and the main army of the clan, while the others handle most of the civilian occupations and, in times of war, fight as support troops and foot soldiers. All clans form a loose confederation under the leadership of a High King. Each clan, in turn, is divided into a number of families. The clans live in the areas where their animal mounts live, and each fulfils its own, highly specialized role in times of war and peace.

The clan of the High King or the Royal Clan are the descendants of the original custodians of technology, and have over time become the ruling class of the Exodites. The High King is chosen by High Priest of the World Spirit and is in office for life. When he dies, another is chosen from the Royal Clan. This may or may not be the descendant of the late High King, the office is not hereditary and the High Priest makes the decision alone.

The clans are quick to unite in face of external threat but commonly skirmish with each other over resources and animal herds when no enemy is attacking. This is seen as a necessary part of keeping vigilance against the kind of weakness that leads to chaos. The skirmishes, however, are not what a human might first think of. The combat is highly ritualized and regulated by a warrior's code, which humans commonly translate as "chivalry" simply for the lack of a better term. Fatalities are uncommon since battles are more like field exercises (if extremely realistic; injuries are common) than real wars. To purposefully slay an opponent is considered the height of dishonour and leads to severe punishments.

The Royal Clan is strictly neutral in these skirmishes, and their role is the one of mediators and umpires. A Royal Clan delegation is invited to watch over a battle to ensure that the warrior's code is followed. This means that the Royal Clan may never attack other clans, nor may the other clans attack the Royal clan. To start a battle without inviting a Royal Clan delegation is a serious breach of chivalry. The attacker is declared to be the loser of the battle with extreme dishonour and the whole clan is shunned for a year and a day.

The third major group in the Exodite society does not belong to a clan. These people are called the Chosen, and they are the guardians and maintainers of the World Spirit. The World Spirit is the cornerstone of the Exodite society, much like the Infinite Circuit is in the craftworld Eldar society.

Originally, the world spirit was just like the infinity circuit, a repository for the souls of the dead Eldar. The Exodites constructed a number of Wraithbone circles for just this purpose. The Circles bear an uncanny resemblance to the stone circles of the ancient Earth, and are even situated in similar places of natural beauty. Each clan had at least one circle, and dedicated their most powerful seers and bonesingers to the maintenance of the place. However, for some still unknown reason the Wraithbone pillars started to grow, sprouting root-like tendrils and partly merging with the surrounding earth. Perhaps the Circles were drawn to each other, but whatever the reason the originally isolated circles became connected, and the spirits of the different clans could commune with each other. More remarkably, the Circles started to absorb the spiritual energy of the world. First psychic residue in the biomass then the harmonious energy of the living plants and, finally, the energy generated by the living animals. The consciousness of the spirits started to form something greater than the sum of its parts: the World Spirit. The World Spirit is a form of collective consciousness of the world, held together by the Exodite ancestor spirits. It is not a hive mind of any sort, since the Exodite spirits remain independent and individually aware, but rather a separate consciousness formed from the fragmented spiritual life energy in the planet's biosphere. A crude analogy would be the astronoman, where the biosphere has the role of the Adeptus Astronoman and the Exodite spirits are the Emperor, although the biosphere isn't leached of its life energy.

In time, as the Wraithbone Circles Became connected, the keepers formed their own hierarchy, distinct from that of the Clans. They were no longer the keepers of a clan's ancestors, but priests of the world spirit. The priests choose a High Priest amongst themselves, after consulting with the World Spirit in a weeklong ritual. Unlike that of the High King, the position of High Priest is not for life. High Priest is chosen every seven years in a seven-day ritual timed so that the summer solstice is the final day. The current High Priest may be chosen to continue but has no power over the process.

Other than the priests and the Spirit Singers, as the bonesingers are now called by the Exodites, the Chosen include a group called Spiritdancers. The Spiritdancers are people who are naturally sensitive to the presence of the World Spirit and the ancestor spirits bonding it

together. A Spiritdancer is identified at birth by their special intricate facial birthmark patterns. It is a great honour amongst the Exodus Eldar to have given life to a Spiritdancer. The Spiritdancers themselves are considered the paragons of the Exodus society. They are able to draw from the vast reservoir of combat experience of the ancestor spirits and form a formidable fighting force. They spend their lives honing their skills and physical as well as psychic abilities. In the Chosen hierarchy, they form the temple guard watching over the sacred Wraithbone Circles and shrines of the World Spirit.

Army List

The core of any Exodite fighting force is composed of noble clan hosts of animal riders. A single clan host usually represents the main fighting force of a single noble family, but very small families have been known to band together to form a single host when called to arms while large families may be able to field several hosts. You must have at least one clan host in your army. For each clan host you may include up to 5 support hosts and one special host. The Great Dragon riders are a special case. Each great dragonrider counts as a clan host himself, so you may include support and special hosts as above. You may only have one Great Dragon for every 2000 points in your force, meaning that forces of up to 2000 points may only have one, forces of over 2000 but less than 4000 points may have two and so on.

Special Rules

Lances

Exodite lances are special energy weapons, which concentrate multiple small energy beams to one point producing a devastating blast. Compared to common weapons they are very short-ranged but suit the Exodite preference of close combat. The weapon is fired at the very start of the close combat phase before resolving any combat. The Exodite does not have to be in close combat to use it but if he is the lance can be fired at models on base contact only; if all enemies are killed any excess shots are wasted. If any targets survive close combat is carried out normally.

Clan Hosts

Sky Dragon Clan

Sky Dragon is a common name for a variety of pterosaur, which live in the hills and mountains of the Exodite worlds. Their role in war is to make long range reconnaissance for Exodite forces and keep them informed of the enemy disposition while also protecting the Exodite armies from aerial attacks and harassing the enemy reinforcements and supply columns whenever possible. The flying mounts of the Sky Dragon Host are slower than the flyers of other races, but are far more agile and capable of making terrifying bomb and swoop attacks against enemy infantry and light vehicles. Some Exodite worlds with different fauna use mounts other than dinosaurs, such as giant eagles or owls. Their combat effectiveness and use, however, remains the same.

A Sky Dragon may make a swoop attack against any one infantry or cavalry stand in an enemy detachment it overflies during its movement. All the Dragons in the swooping detachment must attack the same enemy detachment. Fight a round of CC between the swooping dragon and the enemy stand. If the dragon wins it may continue movement (if it has any left). In case of a tie, the enemy stand wins. The enemy detachment may fire at the attacking Dragon detachment if it is on first fire orders, as normal. Only one swoop attack may be made per turn.

A Sky Dragon detachment may place a single barrage template on any enemy detachment it overflies during its movement. The barrage has $d6 + 1$ barrage points with a TSM of 0. The enemy detachment may fire at the attacking Dragon detachment if it is on first fire orders, as normal.

Sky Dragons may land, but they may only move 5cm when on the ground and their CAF is halved. When landed, they may claim objectives, but if they take off again the objective reverts to non-controlled unless there are enemy units within 15cm, in which case enemy controls it.

Swamp Dragon Clan

Swamp Dragon is a common name for a variety of medium-sized bipedal dinosaurs, which live in or at the edges of swamps. Swamp Dragons are swift hunters, which like to spring from ambush and overcome their prey with lightning fast charges. In war the troops of Swamp Dragon Clan range ahead the main force to perform ground reconnaissance and flank attacks. They are not limited to that, however, and can hold their own in frontal assaults when properly supported, charging the enemy and ripping them apart in close combat.

Swamp Dragons are exceptionally agile and count as infantry for movement purposes. They can't, however, enter buildings or fortifications. Swamp Dragons are also capable of short bursts of fantastic speed and can charge three times their movement if charging to close combat.

Plains Dragon Clan

Plains Dragons are huge, bipedal dinosaurs resembling Tyrannosaurus of old Earth. They are fearsome monsters able to swallow a man whole. Plains Dragons are at the top of the food chain and it shows in their method of hunting. They just charge whatever they encounter, as there are few foes able to match them. Plains Dragon riders are elite shock troops used to spearhead an attack

Plains Dragons are terrifying creatures, towering over lesser troops and letting out ear-shattering bellows. Any troops they charge must make a morale check. If failed, their CAF is reduced by -2 for that turn. If a Plains Dragon is killed by snap fire after it has declared a charge against an enemy unit, it may still complete the charge and fight in the Close Combat phase. After the Close Combat phase is over or the plains Dragon loses a round of Close Combat, remove the beast. Plains Dragons count as vehicles for pinning purposes but are considered to be walkers for the purpose of movement.

Stone Dragon Clan

Stone Dragons include various four-legged dinosaurs. Most common types resemble Stegosaur, Triceratops or Ankylosaur but other types do exist. They are unusually thick-skinned and have unusually high pain threshold making them very resilient. As they are slow, they are not equipped with lances. Instead, they have longer-ranged weaponry and are used to support an assault.

Tigerbeast Clan

Tigerbeast Clan rides to battle on top of vicious monsters resembling the Sabre-toothed Tiger of old Earth. A Tigerbeast is one of the most ferocious animals in the galaxy, a match for even the dreaded Wolves of Fenris. The Tigerbeast Clan members have a reputation of being unusually bloodthirsty, a trait no doubt arising from their close association with the beasts they ride. While it causes the Spirit Priests great concern the fact remains that Tigerbeast

Clan troops on battlefield are not surpassed by anyone. Tigerbeast troops are used to support Plains Dragons and they are especially good in assaulting infantry.

Tigerbeast riders roll a bonus d6 if they fight against infantry or cavalry, so they roll 3d6 instead of 2d6.

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Sky Dragon	50 cm	5+	+3	Shuriken	25 cm	2	5+	0	Flyer, special rules
Swamp Dragon	20 cm	5+	+3	Laser Lance	20 cm	2	4+	-1	May charge 3x movement, lance, counts as infantry for movement.
Plains Dragon	20 cm	3+	+6	Thermal Lance	20 cm	1	3+	-3	Fear, lance, may always complete charge. Vehicle for pinning and walker for movement.
Stone Dragon	15 cm	2+	+2	Thermal Cannon	50 cm	1	4+	-2	Vehicle.
				Shuriken	25 cm	3	5+	0	
Tigerbeast	20 cm	4+	+4	Sonic Lance	20 cm	3	5+	0	+d6 in CC against infantry or cavalry, walker.

Support Troops

DEFENDERS

Defenders are the support troops of the Exodite army and equivalent of Guardians in the Craftworld armies. While less powerful and mobile than the Dragon riders they are very versatile and they give much needed fire support to an Exodite War host. All Exodites are trained in the art of war and are called upon to provide support at times of war. Defenders consist mainly of non-noble Exodites and are usually deployed to defend important fire positions.

Avengers

Avengers are actually Defenders trained and armed for close combat. They are usually deployed as flank guards and support troops in dense terrain where their lack of ranged weapons is not an issue and their better close combat skills are an advantage.

Pathfinders

Pathfinders are professional woodsmen and explorers. They keep the Exodite pathways safe and keep constant vigilance to spot any invasion threatening the Exodites. To represent the way Pathfinders can move unseen the Exodite player is allowed to reposition them once the opposing armies have been set up. Before the game begins the Exodite player may move any of his Pathfinders once at up charge rate (i.e. double their normal move distance). This may bring Pathfinders close to the enemy line - but they are not allowed to move closer to any enemy troops than 5cm

Due to their special cloaks made from chameleon dragon's skin, Pathfinders cannot be targeted at a range greater than 25cm. This rule also applies to barrages, if there are no enemy units within 25cm that have the Pathfinders in their line of sight.

Pathfinders are not bound by the general targeting rules, and thus are allowed to shoot at enemy command units even if they are not the closest targets. To do this, the player must first roll a D6 for any Pathfinder stand that attempts to target a command unit. On **4+** the

Pathfinders identify the stand and may shoot at it, otherwise they have to shoot at some other target.

Note: You may not have more pathfinder detachments than your combined amount of Defender and avenger detachments.

Support weapon Batteries

Like their craftworld counterparts, Exodites utilize the anti-grav platform-mounted heavy weapons. These are usually heavy Shuriken Cannons for infantry support and Lascannons for anti-vehicle duty.

Exodite transport saurians

Exodites use a number of fast saurians for troop transport purposes. The Saurians are fitted with a howdah for troops and may also be used for towing anti-grav platforms.

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Defender	10 cm	None	0	Shuriken	50 cm	1	5+	0	Infantry
Avenger	10 cm	None	+1	Pistols/ Swords	25 cm	1	5+	0	Infantry
Pathfinder	10 cm	None	+3	Lasgun	50 cm	1	4+	0	Infiltration, can not be targeted at ranges over 25cm, Sniper, Infantry
Anti-grav Shuriken	10 cm	-	-3	Heavy Shuriken cannon	50 cm	3	5+	0	Infantry
Anti-grav lascannon	10 cm	-	-3	Lascannon	75 cm	1	4+	-2	Infantry
Transport Saurian	20 cm	4+	+1	Shuriken	25 cm	3	5+	0	Transport (2), Tow, vehicle.

Special Troops

Banner Bearers

Commanders of the Exodite hosts also carry the banner of the host, hence the name. They are the most experienced warriors in their units and are expected to lead from the front by example. They are an inspiration to their troops who constantly strive to be worthy of fighting alongside their leader.

Beastmaster

Some individual Exodites show even greater aptitude and empathic talent for understanding animals than usual. Called Beastmasters, these individuals live with their animal companions as pack leaders in the untamed wilderness areas of the Exodite worlds. In times of war, they come forth from their retreats to fight with their friends, lending the support of their pack to the war effort. The most common Beastmasters lead a pack of Cave Bears, Great Wolves or Pteraraptors (small flying dinosaurs). The will of the Beastmaster keeps the pack in fight. While the Beastmaster is alive the pack is immune to morale checks. If the Beastmaster is killed, the pack disperses and is removed. The pack must stay within 30cm of the Beastmaster at all times. Any animals outside this radius lose interest and wander off the battlefield.

Mounted Pathfinder

Some Pathfinders manage to befriend a Chameleon Dragon in their voyages. They form an elite troop in times of war and force the enemy to be on their guard constantly, striking unseen and fading away again before serious pursuit materializes only to strike again from another direction. The Chameleon Dragon's scales blend to the surrounding terrain just like the cloak of the Pathfinders and its soft footpads are next to noiseless.

Spirit Priest

Spirit priests are keepers of the Wraithbone circles, links to the ancestor spirits and priests of the World Spirit. In battle the Spirit Priests release the power of the World Spirit against intruders. A curious fact about the Spirit Priests is that they don't need to use runes. The World Spirit itself acts as a buffer between the Warp and the Priests. Since it is composed of the harmonious life energy of plants and animals, its warp presence is effectively invisible to the loathsome predators living in the Warp.

A Spirit priest may use one of the following powers once per turn. All the powers, except chain lightning, are non-physical psychic powers.

- **Eldritch Storm** - may select any target within 50cm range. Place barrage template within range. Any model under the template will be flung to a random edge of it. Scattered models may do nothing for the remainder of the turn. Storm blocks LOS and nobody can see, move or shoot through it but barrages can still be fired indirectly over the storm if a third party can see the target. The template stays in place until the end of the turn. The storm has less of an effect on Titans/ Praetorians taking down one shield if there are any active or inflicting a single hit on the lowest location on its template with a -2 modifier if no shields are active. A Titan/ Praetorian can move and shoot normally regardless of the final effect of the storm.
- **Wisdom of the Ancestors:** The Spirit priest may shift the given orders of one *unmoved* Exodite unit within 50cm by one category in either direction along the following progression: **Charge--Advance--First Fire**.
Example: A nearby unit is on Advance Orders. The unit may shift to either First Fire or Charge Orders (units on Charge and First Fire orders, of course, can only shift in one direction, thus Charge does not wrap around to First Fire).
- **Primal Fury:** The Spirit Priest unleashes the fury of the World Spirit against his enemies. Choose an enemy detachment within 25cm. The unit must pass morale check with -1 modifier or go on fall back orders.
- **Chain Lightning:** The Spirit Priest unleashes a bolt of lightning. Choose an enemy model within LOS and 25cm. On 4+ the model is hit with -1 save modifier. If the model is hit, choose another model within 6cm. If it is hit, you may choose yet another model within 6cm and so on. The attack stops after the first miss

Spiritdancers

Spirit Dancers are the elite temple guards of the Exodites. They draw power from the ancestor spirits of the Exodites and are unmatched warriors on battlefield, having perfected their skills over a long time and millennia of experience from their ancestors. The Spirit Dancers are unmatched acrobats, able to flip over their enemies to strike from behind or just by-pass them.

The Spirit Dancers may use one of the following special abilities once per turn. However, you can't use the same ability for more than one turn and all stands in the host must use the same ability. The ability is chosen in the orders phase

- *Swift as the wind:* The Spirit Dancers can't be pinned to close combat this turn.

- *Unshakeable*: The Spirit Dancers are immune to morale checks for one turn.
- *Fury of the Spirits*: If the Spirit Warriors charge to close combat they roll an additional d6 for this turn. This power has no effect if they are themselves charged.

Dragon Warriors

Dragon warriors are the equivalent of Eldar Dreadnoughts. Instead of Wraithbone, they are painstakingly sculpted from the bones of the Great Dragons. Controlled by the spirit of a great war hero they boldly stride to war eager to crush their enemies in combat once more.

A Dragon warrior will always remain within 10cm of a living Exodite unit and has the same orders as that unit. If they start a turn over 10cm away from a living Exodite unit the Dragon warrior will charge towards the nearest living Exodite unit and can only enter close combat if the Exodite unit they are moving towards is engaged in close combat. If the closest unit within 10cm is a Spirit Priest or a Spirit Dancer, any orders may be given to the Dragon warrior

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Sky Dragon Banner Bearer	50 cm	5+	+5	Shuriken	25 cm	2	5+	0	Command, Inspirational, Flyer, special rules
Swamp Dragon Banner Bearer	20 cm	5+	+5	Laser Lance	20 cm	2	4+	-1	Command, Inspirational, May charge 3x movement, lance, counts as infantry for movement.
Plains Dragon Banner Bearer	20 cm	3+	+8	Thermal Lance	20 cm	1	3+	-3	Command, Inspirational, Fear, lance, may always complete charge, vehicle for pinning and walker for movement.
Stone Dragon Banner Bearer	15 cm	2+	+4	Thermal Cannon Shuriken	50 cm 25 cm	1 3	4+ 5+	-2 0	Command, Inspirational, vehicle.
Tigerbeast Banner Bearer	20 cm	4+	+6	Sonic Lance	20 cm	3	5+	0	Command, Inspirational, +d6 in CC against infantry or cavalry, walker.
Beastmaster	15 cm	None	+4	Lasgun	50 cm	1	4+	0	Hq, special rules, infantry.
Cave Bear	10 cm	6+	+5	-	-	-	-	-	Special rules, walker.
Great Wolf	15 cm	None	+3	-	-	-	-	-	Hit & Run, Special rules, infantry.
Pteraraptor	30 cm	None	+1	-	-	-	-	-	Flyer, Hard to Hit
Mounted Pathfinder	20 cm	5+	+4	Lasgun	50 cm	1	4+	0	Infiltration, can not be targeted at ranges over 25cm, Sniper, walker.
Spirit Priest	10 cm	None	+3	-	-	-	-	-	Psychic, Psychic save 3+, HQ, Medic, infantry.
Spirit Dancer	10 cm	None	+6	Shuriken Pistol	25 cm	1	5+	0	Special Rules, Elite, infantry.
Dragon Warrior	10 cm	4+	+3	Thermal Cannon	50 cm	1	5+	-2	Fearless, walker, special Rules

Royal Clan Hosts

Royal clan is the only Exodite clan to use exclusively high-tech weapons. As the custodians of the forbidden technology, only they have the knowledge to maintain the most complex machines and weapons. In times of peace they are the diplomats and negotiators of the Exodites. In times of war they unleash their terrifying machines of destruction against the enemies of the Exodites.

All Royal Clan Hosts are special cards.

Knights

Long before their counterparts existed for the Imperial and Chaos Armies the Eldar used one-man walking machines of destruction, the Eldar Knights. In Exodite worlds the knights are used exclusively by the Royal Clan, who lends their support to the most important battles in case of an offworld invasion.

Special Rules

Psychic Lances

All Eldar Knight suits are equipped with a Psychic Lance for use in close combat.

When Eldar Knight charges into close combat with non-Titan/Praetorian units roll a D6 before you resolve the combat and consult the following table:

- 1-3** No effect, resolve combat as normal.
- 4-5** The target's CAF is reduced to zero for the rest of this CC.
- 6** The target must make an unmodified save or be destroyed. If the target makes this save, proceed with the CC as normal.

When Eldar Knight charges into close combat with a Titan/Praetorian roll a D6 before you resolve the combat and consult the following table:

- 1-3** No effect, resolve combat as normal.
- 4-5** The target's CAF is reduced by D6 for the rest of this CC.
- 6** The target's CAF is halved for the rest of this CC.

The Psychic Lance is particularly effective against Greater Daemons. When a Greater Daemon is attacked, it must make its basic saving throw or be destroyed (i.e. cannot use Chaos Cards to save the Daemon). Apply a -1 modifier to this roll for each Eldar Knight beyond the first that adds its Lance to the charge. The Chaos player may apply a +1 modifier to the roll of each Chaos Card he sacrifices. These cards must be used up BEFORE the roll is made.

Psychic Lances only work when the Knight charges another unit. They DO NOT work if the Knight itself has been charged.

Holo-fields

All Eldar Knights use Holo-fields for protection in a similar way to Eldar Titans. The Save given by the Field is dependant on the Knight's orders as shown below:

<u>Orders</u>	<u>Save</u>
Charge	3+
Advance	4+
First Fire	5+
Fall Back	4+

Eldar Knight Holo-fields obeys the same rules as Eldar Titan Holo-fields.

Summary

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Fire Gale	20 cm	3+	+3	Maelstrom Laser Scatter	75	2	4+	-2	Holo-field, Psychic Lance

				Laser	25	3	5+	0	
Fire Storm	20 cm	3+	+2	Missiles Shurikens	100 25	4BPs 2		-2 0	Holo-field, Psychic Lance
Bright Stallion	25 cm	4+	+4	Maelstrom Laser Lascannon	75 50	2 1	4+ 5+	-2 -1	Holo-field, Psychic Lance
Towering Destroyer	20 cm	2+	+6	Thermal Cannon Shuriken	50 cm 25 cm	2 3	4+ 5+	-2 0	Penetrating (2)

Infantry

Guardians

Guardians are the foot troops of the Royal Clan. They are always deployed mounted in the versatile Falcon grav-tanks and used to support an attack with a fast-moving infantry force.

Summary

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Guardian	10 cm	None	0	Shuriken	50 cm	1	5+	0	Guardian

Vehicles

Tempest

The Tempest is a massive and heavily armed skimmer armed with deadly long range Tempest lasers.

Falcon

Falcons are fast skimmer tanks capable of taking on enemy armor and transporting troops.

Summary

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Falcon Grav-Tank	25 cm	3+	+1	Lascannon	75 cm	1	4+	-2	Carries 2 Stands. Skimmer
Tempest Grav-Tank	25 cm	1+	+4	Tempest Laser Shuriken Shuriken Can.	100 cm 15 cm 15 cm	2 2 1	4+ 6+ 5+	-3 0 -1	Skimmer, Super Heavy, Tempest Laser Turret

Flyers

Nightwing

These are fast air superiority fighters of the Exodite army. They are also armed with barrage weapons for a close support role when needed.

Phoenix

This is a heavily armed and armored bomber with advanced sonic weaponry and deadly plasma bombs. It is considered a thruster and follows all the rules for flyers. Phoenix is armed with sonic cannons that ignore to hit modifiers for cover and can also drop 2 plasma

bombs when at any point during their movement. These barrages may be dropped independently (they need not touch).

Summary

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Nightwing	100 cm	3+	+4	Lascannon Shuriken Missiles	75 cm 25 cm 50 cm	1 4 4 BPs	4+ 5+ 5+	-2 0 0	Flyer, May fire barrage, flyer
Phoenix	75 cm	3+	+2	Sonic Cannon Shuriken Plasma bombs	75 cm 50 cm Special	2 4 8 BPs	4+ 5+ 3+	-3 0 -3	Flyer, Sonic Cannon ignores cover modifiers to hit, 2 barrage attacks, flyer

Cavalry and Walkers

Jetbikes

Exodites value speed and agility as favorable aspects when engaging war even more than their craftworld cousins. These jet bikes represent mobile skimmers that seek and engage the enemies to bog them down while the rest of the army secures the objectives.

Wraithguard

They are sophisticated robot-like entities that are powered by the souls of dead Exodites, through special gems known as spirit stones. Wraithguards are immune to the restrictions of firing upon Greater Daemons and to morale checks.

A Wraithguard will always remain within 10cm of a living Exodite unit and have the same orders as that unit. If they start a turn over 10cm away from a living Exodite unit the Wraithguard will charge towards the nearest living Exodite unit and can only enter close combat if the Exodite unit they are moving towards is engaged in close combat. If the closest unit within 10cm is a Spirit Priest or a Spirit Dancer, any orders may be given to the Wraithguard.

War Walkers

These are bipedal mobile weapons platforms that may assume either anti-vehicle or anti-personnel roles.

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Jet Bike	35 cm	None	+3	Shuriken Cannon	15 cm	1	5+	-1	Skimmer
Wraithguard	10 cm	6+ Fixed	+4	Wraithcannon	50 cm	1	5+	-1	Fearless, infantry, Special Rules
War Walker	25 cm	None	+1	Lascannon Scatter Laser	75 cm 25 cm	1 3	5+ 5+	-2 0	Walker

Great Dragons

Great Dragons are ancient, mythical creatures inhabiting the most remote places of the Exodite worlds. They are actually an enigma, since nobody know how they got there in the first place; it is highly unlikely that they have simply evolved there. Only

Clanheads or the members of his immediate family are allowed to ride a Great Dragon.

Special Dragon Powers:

The following powers apply to all types of Great Dragon.

Dragon Fear

All Great Dragons radiate an aura of fear. All enemy units within 15 cm of a Great Dragon, must make an immediate morale check or go on fallback orders (A roll of 1 is always a failure).

Psychic Save

All dragons have a natural resistance against psychic powers. Thus all Dragons have a saving throw of 3+ against all non-physical psychic powers.

The Great Dragons are divided into four broad categories.

Wood Dragons

Wood Dragons are the most cunning of their kind. They are pranksters and love to harass other Dragons. They are energetic, sneaky and smart.

The wood dragons breathe a powerful corrosive gas. Place a barrage template within LOS and range, any unit at least half covered by the template is hit on a 4+. This weapon ignores cover.

Wood Dragons are masters of camouflage; they have a chameleonlike ability, blending with the background making them difficult to spot. Any unit trying to fire at the dragon must first roll 4+ on a d6 to see if they are able to target the Dragon. If they fail they may not shoot at the Dragon and their shot for that turn is forfeit. Artillery spotters must also roll 4+ on a d6 if they wish to call a barrage on the Dragon. If the Dragon is in woods it may not be shot at ranges greater than 50cm at all.

Flame Dragons

Flame dragons are the fiercest of all the dragons. They are vain, flamboyant and erratic creatures. They are surrounded by an aura of bright light and intense heat. Due to this they are often referred to as Sun Dragons.

Flame Dragons have a powerful breath attack. Place the twin (immolator) fire template from the head of the dragon facing any direction away from the stand. Any unit at least half covered by the template is hit on a 4+. This weapon ignores cover.

The Flame Dragon aura radiates an intense heat, thus all units within 10 cm of the dragon suffer -1 penalty to their CAF. This heat shield also gives the Dragon with a limited protection from ranged attacks providing a 4+ unmodified saving throw.

Night Dragons

Night Dragons are malevolent, evil creatures and their riders must constantly keep a close eye on them. Only the bravest and strongest of the Dragon Riders will be able to control these creatures in combat.

The Night Dragons breath attack is unlike that of any other dragon. They breathe pure energy bolts that strike with deadly precision and destructive power.

Night Dragons are obscure creatures. A night dark mist always surrounds them, making them difficult to target. This mist works almost like a holofield. If the dragon is moving the field offers an unmodifiable saving throw of 3+, if it chooses to remain still this saving throw will be 4+. These saves are in addition to the Dragons normal armour save.

Mineral Dragons

Mineral Dragons are quite unlike any other type of Dragons. They are less gracious, tougher, more robust creatures, and unlike the other Dragons Minerals may not fly. Mineral Dragons are a rather docile lot. They are friendly creatures, and not so erratic as their cousins. Thus the Draconans has named them the Friendly Giants. However, once they get aggravated they have a fierce temperament, rivaling even that of the Flame Dragons.

The Minerals haven't got a breath attack. Instead they have a stomping attack. Place a Blast template within 50 cm and line of sight. The earth under the template begins to tremble and then collapses. Any unit at least half covered by the template is hit on a 4+. Due to its method of travel this attack ignores shields of any type. In addition if the target is a Titan or a Praetorian and you score a hit, roll a further D6 to determine if the target is trapped within the crater that is formed by the earthquake. On a roll of 6 the Titan/Praetorian is trapped within the crater. Trapped targets may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and must forego firing attacks if they wish to leave the crater.

The Mineral Dragons have a long, spiked tail. They may use this tale to strike at large opponents in Close combat. If in close combat with a unit of super heavy or higher pinning class, they may add +2 to their CAF.

The mineral Dragons are extremely resilient and are able to withstand wounds that would normally kill a Dragon. Whenever a Mineral Dragon is hit and fails it's saving throw, roll a d6, on a roll of 4+ the wound is minor and is shrugged off.

SUMMARY

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Wood Dragon	20 cm	1+	+8	Gas Attack	25 cm	Template	4+	-1	Skimmer, Use Barrage Template, ignores cover. Inspiring, Special rules.
Flame Dragon	20 cm	1+	+10	Fire Breath	Template	Template	4+	-1	Skimmer, ignores cover to hit, Inspiring, Special template.
Night Dragon	20 cm	1+	+8	Lightning Bolts	35 cm	2	3+	-2	Skimmer, night mist, Inspiring,
Mineral Dragon	10 cm	1+	+12	Tremor Attack	50 cm	Template	4+	-1	Use barrage Template, ignores cover, Inspiring,

Army Cards and Composition

Clan Hosts

Name	Contents	Break Point	Morale	Victory Points	Cost
Sky Dragon Host	2 Detachments (5 Sky Dragons per detachment) 1 Banner Bearer	6	3	6	600
Swamp Dragon Host	2 Detachments (5 Swamp Dragons per detachment) 1 Banner Bearer	6	3	6	600

Plains Dragon Host	2 Detachments (5 Plains Dragons per detachment) 1 Banner Bearer	6	3	8	750
Stone Dragon Host	2 Detachments (5 Stone Dragons per detachment) 1 Banner Bearer	6	3	6	600
Tigerbeast Host	2 Detachments (5 Tigerbeasts per detachment) 1 Banner Bearer	6	2	6	600

Support Hosts

Name	Contents	Break Point	Morale	Victory Points	Cost
Defender Host	1 Detachment (10 Defenders)	5	3	3	250
Avenger Host	1 Detachment (10 Avengers)	6	3	3	250
Pathfinder Host	1 Detachment (3 Pathfinders)	2	3	1	100
Anti-grav Shuriken	1 Detachment (5 Anti-grav platforms)	3	3	1	125
Anti-grav lascannon	1 Detachment (5 Anti-grav platforms)	3	3	2	175
Transport Saurian Host	1 Detachment (5 Transport Saurians)	6	2	3	300

Special Hosts

Name	Contents	Break Point	Morale	Victory Points	Cost
Cave Bear Pack	1 Detachment (5 Cave Bears per detachment) 1 Beastmaster	Special	Special	2	200
Great Wolf Pack	1 Detachment (5 Great Wolves per detachment) 1 Beastmaster	Special	Special	2	225
Pteraraptor Pack	1 Detachment (5 Pteraraptors per detachment) 1 Beastmaster	Special	Special	2	225
Mounted Pathfinder	1 Detachment (3 Mounted Pathfinders)	2	3	2	175
Spirit Priest	1 Spirit Priest	1	-	2	125
Spiritdancer Host	1 Detachment (5 Spiritdancers)	3	3	2	175
Dragon Warrior Host	1 Detachment (5 Dragon Warriors)	5	-	2	175

Royal Clan Hosts

Name	Contents	Break Point	Morale	Victory Points	Cost
Fire Gale Host	2 Detachments (3 Fire Gales per detachment) 1 Banner Bearer	4	3	6	550
Fire Storm Host	1 Detachment (3 Fire Storms)	2	3	3	250
Bright Stallion Host	1 Detachment (3 Bright Stallions)	2	3	3	300
Towering Destroyer Host	1 Detachment (3 Towering Destroyers)	2	3	3	350
Tempest Host	2 Detachments (3 Tempests per detachment)	3	3	9	900
Tempest Squadron	3 Tempest SH Grav-Tanks	2	3	5	450
Guardian Host	1 Detachment (10 Guardians, 5 Falcon Grav-tanks)	8	3	5	500
Nightwing Squadron	3 Nightwings	2	3	3	300
Phoenix	1 Phoenix Bomber	1	3	3	300
Jet Bike Host	1 Detachment (5 Jetbikes)	3	3	2	200
Wraithguard Host	2 Detachments (5 Wraithguards) 1 Spirit Priest	Spirit Priest	-	4	375

War Walker Host	1 Detachment (5 War Walkers)	3	3	3	250
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Great Dragons

Name	Contents	Break Point	Morale	Victory Points	Cost
Wood Dragon	1 Wood Dragon	Stand	-	4	350
Flame Dragon	1 Flame Dragon	Stand	-	4	350
Night Dragon	1 Night Dragon	Stand	-	4	350
Mineral Dragon	1 Mineral Dragon	Stand	-	4	350

Tau Battle force part.1

Last time I did something on the Tau I was reviewing the quality of the models and how good they were. Well in preparation for a battle report sometime in the future with Tom (Netepic) I am was thinking of showing of the results of my frantic painting.

I will start off with the fliers:- I am using the following colours

Chaos Black –undercoat

Vomit Brown - Main colour

Vermin Brown – Camo

Scab red – secondary colour to break up the main colour

Bolt gun metal – weapon barrels

Unfortunately I couldn't finish in time the Manta I was painting which I must admit was better result so far than the first attempt, I might even strip the first attempt and start again using the same method as the second try. I will show the Manta model in the next article along with other models. To start of with I only have the Barracudas and the Tiger Shark, again the Manta would have been present if time permitted.



Suffice to say, painting the last 5 models in a short space of time wasn't easy. After the initial try painting the first 3 barracudas, which I found difficult, I tried a tiger shark. I found that it seemed to be easier until I started painting the underside of the tiger shark.

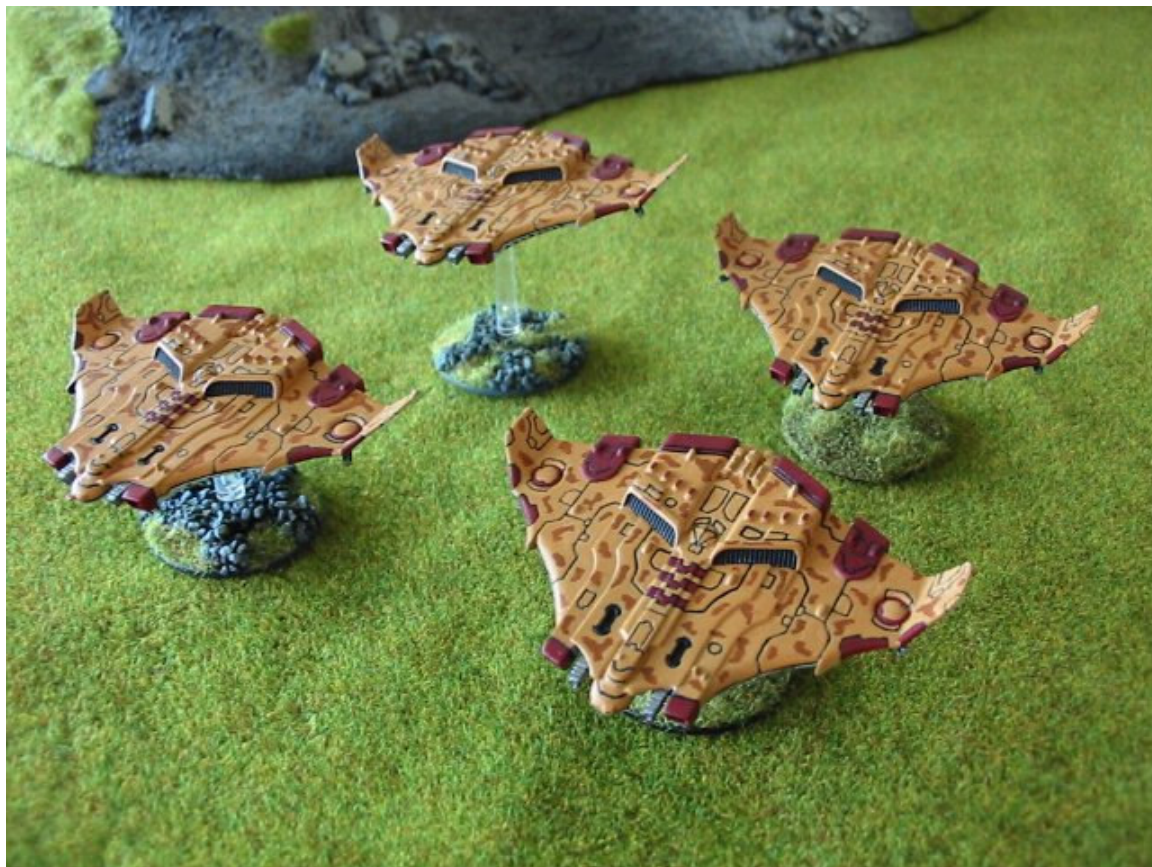


Trying to keep the black lines was not easy and many times frustrating to repeat the same part over and over again.
I did 2 sets of Barracudas and as my force grows I will see if I have enough fighters available for the air.





The tiger sharks were the hardest for me, it took ages to get this painted and although the top turned out very well it was hard to motivate myself to paint the undersides.



Sorry about the lack of pictures for the second Manta by I will make sure they are around for the next article.

Douglas

Empire of the Stars

By Tom Webb for the [NetEpic](#) site.

- i. Introduction
 - a. What is Empire of the Stars?
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 - iv. Spies
 - v. Saboteurs
 - vi. Agents
- iii. Calculating the victor

Introduction

What is Empire of the Stars?

Empire of the Stars is a turn based strategic simulation of interstellar empires. Empires play the leader of their chosen race and can micro-manage their forces to the finest detail. Alliances can be formed; trading between races is common place.

How to play a campaign game using Battlefleet: Gothic and NetEpic

The game can be played in conjunction with 'Battlefleet: Gothic and NetEpic' to provide a tactical edge to your game play. Allowing you to control your individual ships in combat, defending your forge worlds and protecting your transports from harm or leading your fleets into battle decimating your opponents defences and carving deep into his territory to land your ground forces onto his home world.

The easiest way to do this is to every time there is a fleet combat in the game of 'Empire of the Stars' take note of the terrain in the tile and set up the terrain using the tables below. The scenario is treated as a normal fleet engagement, every detachment in the fleet (from the ground forces) is given it's own free transport. (EG: The fleet is carrying a battle company, two bike detachments and a reaver titan, this totals up to 7 free transports. Four for the detachments in the battle company, two for the bike detachments and one for the reaver titan.) If the transport is destroyed then the detachment is also lost, the transport gets +3 to any boarding actions. Note this bonus is cumulative with any normal racial bonuses (EG: Space Marines would get +4). In the event that a fleet moves into a system, which contains an enemy fleet, then the fleet that moves is always counted as the attacker. Unless both players agree not to fight then combat is inevitable.

Any tile, which is attacked and has a trade route on it, gets a free Orbital Dock, which will join the defenders. In the event that there is no defending fleet to protect it then the Orbital Dock will surrender. If the tile is captured and the player has an adjacent tile with a trade route then the two routes will connect automatically.

In the event that a fleet is attacking a fully developed planet (EG: Hive World, Forge World, Agri World) then a planetary assault mission is fought. Note that no additional defences are given to the defender; he only has the defences that he built during the campaign. Each transport which gets to within 30cm's of the planet on the low orbit table is considered to have landed it's troops, if it is destroyed after the troops are landed then it makes no difference, when the fleet moves off again the transport will be replaced for free. If no defending fleets are present then all transports are considered to have safely landed their troops using drop ships and drop pods as usual.

BATTLEFLEET: GOTHIC TERRAIN GENERATOR

Empty Space	Use the BFG Deep Space Generator
Asteroid Belt	Roll for each of the sectors on the table, on a 4+ the sector contains an asteroid field.
Nebula	The defender gets to choose whether the battle is fought in deep space or whether he wishes to withdraw into a Nebula instead. If he withdraws into the nebula use the following rules. There are no terrain items placed on the table, instead the entire table represents the inside of a nebula. This means that no weapons can fire at a range of over 30

	cm's, shields are non-functional and when players deploy their fleets they must use counters instead. Each counter is blank on its top side except for a directional facing arrow and on its underside contains the name of the starship it represents. When an enemy vessel gets to within 30cms of the counter, remove it and replace it with the correct model as usual.
Habitable Planet	Roll a dice on a 1-3 the battle is fought in the systems inner biosphere; use the standard BFG terrain generator. On a 4-6 the battle is fought in the systems primary biosphere, use the standard BFG terrain generator.
Black Hole	The defender may choose whether to fight in Deep Space or in close proximity to the black hole. If the battle is fought in deep space then roll as usual otherwise use the following rules. Due to the strength of the black holes gravitational pull no fighters or torpedoes may be used. Ships permanently get a free 45° turn towards the sunward edge of the table if they want it. Space hulks and ships with a critical hit to the thrusters will move 10 cm's towards the sunward edge of the table each turn, making no turns in the process. Any ship, which touches the sunward edge of the table, is torn apart by the gravitational pull and removed from the table, no ships may withdraw from combat.

The forces in each side will already be in the respective fleets from both sides, so that is not a problem. The game 'Empire of the Stars' uses the standard BFG roster sheets as standard.

When the game is over make a note of the casualties and record them on the rosters for the different fleets. Ships may withdraw from the combat at any time after the first turn as usual. Combat is considered over when one side has no ships left on the board.

When fighting ground combat using NetEpic, the battle is fought as usual with objective counters; the following modifier must be taken into account.

If the army has an illegal composition, (note that a company is still counted as a company as long as the HQ unit's survive.) then each detachment must pass a morale check in order to be given orders. Otherwise it cannot be given orders but will fight in CC as normal.

After a battle any companies which have not been broken have their HQ units replaced free of charge. When rolling to see if detachments are replaced roll for each detachment in the company, not the company as a whole.

After the battle consult the chart below.

An attacker major victory is scored when the attacker gets double the defenders victory points.

An attacker minor victory is scored when the attacker gets more victory points than the defender.

A draw is scored when both sides get the same amount of victory points.

A defender minor victory is scored when the defender gets more victory points than the defender.

An defender major victory is scored when the defender gets double the attackers victory points.

Attacker Major Victory	The attacker manages to shred the defenders army forcing him back in a total rout. Any broken detachments in the defenders
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	army are caught and butchered in the pursuit and are removed from his defending force.
Attacker Minor Victory	The attacker wins, but both armies are forced to withdraw. The attacker can use the resources gained in the attack to replenish all his broken detachments, the defender must roll a 4+ for each broken detachment. If he succeeds then the detachment is totally replenished, however if he fails then the detachment deserts or is used as spare parts.
Draw	Neither side wins and both armies are forced to withdraw. Both sides must roll a 4+ for each broken detachment. If they succeed then the detachment is totally replenished, however if he fails then the detachment deserts or is used as spare parts.
Defender Minor Victory	The defender wins, but both armies are forced to withdraw. The defender can use his vast resources to replenish all his broken detachments, the attacker must roll a 4+ for each broken detachment. If he succeeds then the detachment is totally replenished, however if he fails then the detachment deserts or is used as spare parts.
Defender Major Victory	The defender manages to shred the attackers army forcing him back in a total rout. Any broken detachments in the attackers army are caught and butchered in the counter attack and are removed from his attacking force.

How to initiate the game

Checklist:

- Choose the races
- Setup the map
- Setup the starting planets
- Choose the starting fleets

Choosing the races:

The first thing that players need to decide on when creating a game of 'Empire of the Stars' is what races they wish to include. Races can be downloaded off the 'Empire of the Stars' website (<http://www.webbsoft.org.uk/EOTS>) at any time. Each race comes with a set of templates for the fleet datasheets, fleet datasheets and the player datasheets along with a set of counters.

Setting up the map:

When you first setup the map for Empire of the stars, draw a grid 60 x 60 or download the sample maps from the website (<http://www.webbsoft.org.uk/EOTS>). Then each player may choose a location for his home world. Home worlds cannot be closer than 10 squares from each other. Once a location has been selected, colour the tile yellow to indicate the tile contains a habitable planet. Then place your race marker on it along with a shipyards counter and a Forge world counter.

Once each player has determined they're starting position. They take it in turns to determine the surrounding sectors contents. Each player must roll on the table with 2d6 below for each adjacent sector.

2 - 5	Empty Space	The tile contains a few items of scientific interest but apart from that, it has no material value. Draw a cross in the box to indicate it is barren and place your race marker on it.
6 - 8	Asteroid Belt	Asteroid belts can be colonized by belt miners and provide a steady flow of income for the owner. They are difficult to defend, as they tend to contain a low population to fend off ground attacks. If the dice roll was a double then the tile is owned by an independent race with an asteroid base, place an independent race marker on it and an Asteroid base counter. Otherwise the tile becomes yours and you can place your own marker on it. Colour it navy blue to show the type of the tile.
9	Nebula	Nebulae provide useful scientific information but have no material value; they can prove a headache for defence as vessels in it are hidden from long range sensors. Colour it mauve to indicate that it is a nebula and place your race marker on it.
10 - 11	Habitable Planet	Habitable planets are capable of supporting life without expensive biodomes or hydroponics. They can hold a large population and due to this they are very hard to conquer, if the dice roll was a double then place an independent race marker on it and a then colony counter on the tile. Otherwise the tile becomes yours and you can place your race marker on the tile.
12	Black Hole	Black holes dominate this empty part of space; the gravitational pull is too strong to allow any bases other than research bases to be built here. Place your race marker on the tile and colour it red to indicate the type of tile.

Once each player has setup his homeworld and the surrounding terrain then the player can setup his starting fleet.

For each player you then need to print out a fleet sheet. Then you need to fill out the fleet name (the race name will already be filled in) and then you can buy a flagship from your races fleet list (any ship with the command ability). If you have any leftover points then you can start to fill out the fleets with starships.

On the players status sheets record your initial information. You need to fill out your player name; your race name will already be filled in. Each player starts with 0 economic points.

1. Phases

As the game now begins, each player takes it in turn to complete each phase before the game progresses to the next phase. Players each roll a dice and the highest roller goes first, play continues to the left around the table, in the event of a tie the players who tied must roll again.

For example: The players roll to see who gets the first turn, the Imperial Guard get a 4, the Squats get a 2 and the Eldar get a 4. So the Imperial Guard and Eldar reroll (the winner this time goes first) The Imperial Guard gets a 2 and the Eldar gets a 1. The Imperial Guard now starts to take his turn, (the Squats although they got a 2 as well, were knocked out of the process when they got less than the other players on the first roll) play will continue to the player on his left (the Eldar).

a. Economics

The Economic phases is where the player builds up his empire, builds new starships and develops his trade route infrastructure.

i. Calculating income

The active player consults the chart below and adds up the income for each of his bases/worlds/colonies connected to a trade route which in turn is connected to the homeworld, note that a players homeworld always generates income as it is the beginning of every trade route.

CALCULATING INCOME CHART

Type	Economic Points (EP's)
Asteroid Base	20
Research Base	10
Colony	10
Hive World	20
Agri World	10
Forge World	30

ii. Establishing Bases/Colonies

The active player may attempt to build a base in any tile, which is connected to the races trade network then the player just needs to consult the chart below, deduct the cost and place the corresponding counter on the tile.

ESTABLISHING BASES CHART

Type	Economic Points (EP's)	Terrain
Asteroid Base	30	Asteroid Belt
Research Base	30	Any
Colony	10	Habitable Planet

iii. Upgrading Colonies

The active player may upgrade any colony to a Hive, Forge or Agri world for a further 20 EP's. For every Agri world you have (and is connected to the trade network) you may have up to two Forge Worlds or Hive Worlds, if you ever do not have enough Agri worlds to supply your worlds then you must instantly degrade enough worlds from there current status to colonies to represent the rampant starvation.

iiii. Establishing trade routes

Trade routes are the backbone of your empire, without a network of trade routes you cannot establish bases, you cannot build regiments, your ships cannot conduct a bombardment of an enemy planet and you cannot repair/reinforce your fleets after an operation. Trade routes represent investing in the commerce of a sector, so that merchant

shipping begins to criss-cross the space and the easy shipment of materials can begin.

To build a trade route from one tile to another, the tile must be adjacent to another tile with a trade route connected to the player's homeworld. It costs 10 Economic Points (EPs) to build a trade route.

b. Production

The production phases are where the active player's economy begins to churn out the starships and regiments needed to become the dominant power in the galaxy.

i. Creating starships

Starships can be assigned to any fleet that is either on a tile with a Forge World or a Homeworld under the player's control. They may be assigned to any fleet in the empire or can be used to create a new fleet. Each EP you spend will buy you 10 points worth of ships.

New fleets always start at the player's homeworld; they must be a legal fleet you cannot create an illegal fleet intentionally.

Take note that you cannot have more Fleets than you have Forge worlds. If at any time you have more fleets than Forge worlds due to combat or an event then you must choose a fleet and either if the fleet is in a tile connected to the empire's trade network convert all the fleet's ships into storage (they become 'mothballed') place a M on the fleet sheet. Otherwise if the fleet is not on the trade network then it is destroyed immediately unless it can move back to the trade network in this turn. If another Forge world is claimed then any mothballed fleets can be returned to service at by paying 10% of the normal value of the fleet.

ii. Creating regiments

The active player may create a regiment at any Hive world that has is either connected to the empire's trade network. Place a regiment counter on the tile and deduct 1 economy point for every 10 points you spend on the regiment, no world can have more than three regiments on it. A regiment represents one Company card slot, five support card slots and a special card slot. You can fill as many or as little slots as you want, but you must always have a company card.

c. Main Movement

The main movement phase is where the player launches his operations; fleets can be dispatched to attack enemy fleets or to take over enemy tiles. Fleets can attempt to map out unexplored tiles and freighters move to aid construction in tiles not connected to the main trade network.

i. Moving fleets

Fleets move at the speed of the slowest ship in the fleet, fleets can move one tile for every point of warp speed possessed by the slowest ship. Fleets may move into an unexplored tile, but their movement ends there and they must roll on the unexplored tile chart (see below) immediately to determine what the tile contains. If a fleet is in a tile with a regiment then that regiment may join the fleet, there is no limit to the number of regiments, which can join a fleet, and the transports are provided for free.

UNEXPLORED TERRAIN CHART

2	Event	Roll again to determine the terrain and then roll on the event chart below
3 - 5	Empty Space	The tile contains a few items of scientific interest but apart from that, it has no material value. Draw a cross in the box to indicate it is barren and place your race marker on it.
6 - 8	Asteroid Belt	Asteroid belts can be colonized by belt miners and provide a steady flow of income for the owner. They are difficult to defend, as they tend to contain a low population to fend off ground attacks. If the dice roll was a double then the tile is owned by an independent race with an asteroid base, place an independent race marker on it and an Asteroid base counter, the fleet must immediately move back into the tile it came from. Otherwise the tile becomes yours and you can place your own marker on it. Colour it navy blue to show the type of the tile.
9	Nebula	Nebulae provide useful scientific information but have no material value; they can prove a headache for defence as vessels in it are hidden from long range sensors. Colour it mauve to indicate that it is a nebula and place your race marker on it.
10 - 11	Habitable Planet	Habitable planets are capable of supporting life without expensive bio-domes or hydroponics. They can hold a large population and due to this they are very hard to conquer, if the dice roll was a double then place an independent race marker on it and a then colony counter on the tile the fleet must immediately move back into the tile it came from. Otherwise the tile becomes yours and you can place your race marker on the tile.
12	Black Hole	Black holes dominate this empty part of space; the gravitational pull is too strong to allow any bases other than research bases to be built here. Place your race marker on the tile and colour it red to indicate the type of tile.

EVENT CHART

2	Pirates!	Your fleet has uncovered a pirate fleet (500 point); the fleet chases your ships and engages them in combat they will retreat if their flagship is destroyed.
3	Adamantium	The fleet finds a huge comet containing the valuable mineral Adamantium, add 20 EP's to the empires treasury immediately.
4	Wormhole	The fleet enters an unstable wormhole, which moves the fleet to another location roll a D6 and compare the table below. If the fleet moves off the map then it is destroyed. 1. 4 Tiles left 2. 4 Tiles up 3. 4 Tiles right 4. 4 Tiles down 5. Fleet is returned to the same position 6. Fleet Destroyed
5	Tyranid Hivefleet	A Tyranid Hivefleet has been lying dormant after losing its connection to the main hive fleet; it now reverts back to its basic instincts after encountering other ships. It now emerges to reap havoc on the galaxy, each turn it moves from one tile to another destroying all it sees. Roll on the table below every turn to determine its movement until it leaves the map. Any fleets or bases/colonies/worlds in the same tile as it are destroyed on a 4+, roll for each ship in the fleet and each base/colony/world in the same tile. Destroyed tiles revert back to their original terrain type. EG: A hive world will become a habitable planet. 1. 1 Tile left 2. 1 Tile up 3. 1 Tile right 4. 1 Tile down 5. Remains in the same tile 6. Moves off into transwarp and is removed from the board
6	Mass Desertion	The fleet is wracked with desertion, a D6 x 50 points worth of ships flee from the fleet towards the nearest independent settlement. They will attack any ships in their way or any settlements. Every turn they will move on towards the independent settlement, they will not remain in a tile for more than one turn.
7	Mutiny	A group of mutineers attempt to take control of the fleet but the valiant actions of the crew saved the ships. The fleet may not move this turn as they battle the mutineers.
8	Warp Storms	Warp storms have appeared in this area of space, the fleet manages to evade any damage but cannot go into warp this turn.
9	Bandits	Bandits ambush the scouts and force them to retreat; the bandits flee before the rest of the fleet can arrive. The tile remains un-scouted and the fleet cannot move this turn.
10	Merchant Convoy	A merchant convoy is discovered in the sector, the fleet requisitions them and adds them to the fleet, and with quick modifications they become excellent fireships. The player may immediately add D6 fireships to their fleet.
11	Mercenaries	The fleet encounters a group of mercenaries. Roll a D6 on a 1-4 the mercenaries join the fleet (D6 x 20 points worth of ships chosen from any fleet list), on a 5-6 the mercenaries savagely attack the scouts and slaughter them. The tile remains un-scouted and the fleet cannot move

		this turn.
1 2	Lost in the warp	The ships in the fleet encounter a strange disturbance in the warp, when they arrive at their destination they must check to see if any ships have been lost in the warp. Roll a D6 for each ship in the fleet on a 6 the ship is lost in the warp and is removed from the fleet

d. Reserve movement

i. Moving fleets

When an enemy fleet moves to a tile which is adjacent to a fleet which has been designated as a reserve fleet then the player has a choice, he may if he wishes immediately move the fleet into combat with the enemy fleet.

e. Combat

i. Determining the fleet statistics

The first part of combat is to total up the total value of the fleets involved.

ii. Resolving combat

f. Retrograde movement

i. Moving fleets

After combat, fleets may immediately move again to any friendly tile, they are not allowed to enter any enemy territory or engage any enemy ships. If the ships cannot achieve this due to the enemy cutting them off. Then they may move and must remain in the tile. No repairs can be done on the player's fleet and any fighters lost cannot be replaced.

ii. Repairing fleets

If the fleet manages to make it back to a forge world or a world, which is connected to the empires trade network, then it will automatically be fully repaired for the next turn. If it doesn't make it back in it's retrograde movement then it will not be repaired, ships are only repaired in the retrograde movement phase. (If an entire fleet is lost, then a new one will have to be purchased next turn in the Economic Phase.)

h. Establish Reserves

i. Placing the reserve counters

Any fleet may be designated as a reserve fleet; the fleet may not move next turn unless an enemy fleet moves into an adjacent tile. The fleet will have a reserve counter placed next to it.

i. Espionage Phase

During the espionage phase assassins, spies, saboteurs and agents may be hired and deployed by the players. Each of these four types of operative can achieve different things, but they are all treated similarly in the game.

a. Purchasing new operatives

Operatives are bought at the cost indicated below. This is deducted from the player's bank immediately, the player notes down the number and type of operative bought.

Assassin	10 EP
Spy	10 EP for D6 spies
Saboteur	10 EP
Agents	10 EP

Once the operatives are chosen, a counter is drawn to represent each operative. This counter is placed on any of the player's Hive/home worlds, which is connected to the trade network.

Counters are placed face down so that the other player may not know the type of operative.

a. Moving operatives

Operatives are moved immediately, each operative is assumed to have a small craft of his own, they may only move at warp four but due to the small size and there elite Hive no enemy fleet may engage them. They are moved immediately instead of waiting for the main movement phase and are not slowed down by entering enemy space; however they may at no time enter uncharted territory.

b. Assassins

Assassins are the masters of silent death, if they end there turn in a tile with an enemy regiment then roll on the table below.

D6	Result
1	Assassin is uncovered and slain before he has time to do any damage.
2	Assassin bungles his attempt and is cornered and slain by enemy troops. However, he still manages to destroy a detachment worth at maximum 2D6 x 10 points. If no such detachment exists treat the result as if the player rolled a one for his result.
3	Assassin slays an enemy special card, the enemy player must remove the card, if more than one exists, (due to multiple regiments) then the enemy player may pick one. Only special cards containing stands smaller than titan class may be destroyed. For example, Angron Daemon prince of Khorne could be eliminated but the Khorne Lord of Battles would be safe. If there are no eligible targets treat the result as if the player had rolled a two for his result.

4	Assassin slays an enemy special card, the enemy player must remove the card, if more than one exists, (due to multiple regiments) most expensive one is removed. Only special cards containing stands smaller than titan class may be destroyed. For example, Angron Daemon prince of Khorne could be eliminated but the Khorne Lord of Battles would be safe. If there are no eligible targets treat the result as if the player had rolled a two for his result.
5	Assassin slays an enemy special card, the enemy player must remove the card, if more than one exists, (due to multiple regiments) most expensive one is removed. Only special cards containing stands smaller than titan class may be destroyed. For example, Angron Daemon prince of Khorne could be eliminated but the Khorne Lord of Battles would be safe. If there are no eligible targets treat the result as if the player had rolled a two for his result. The assassin also destroys a detachment worth a maximum of $2D6 \times 10$ as he makes his escape.
6	The assassin slays two special cards worth of troops, treat the result as if the player had rolled both 3 and 4 above.

If an assassin reaches an enemy players home world then roll on the table below.

D6	Result
1 – 2	Assassin is uncovered and slain before he has time to do any damage.
3	The assassin breaches the palace walls and runs riot down the long corridors creating havoc as he slays all he comes across before being slain. The Emperor decides to remove a detachment of the defending players choice to beef up security.
4	The assassin is discovered in the nick of time but the Emperor takes minor damage, rumours spread like wildfire and the Emperors fleets are in disarray. Fleets and Regiments may only move on a 4+.
5	The Emperor is heavily wounded but survives; no fleets may move this turn as the empire is paralysed by panic.
6	The Emperor is slain by the assassin and the empire is thrown into anarchy. A D3 upgraded worlds (Agri, Hive, Forge) declare their independence along with any fleets and regiments in their tile. Fleets and regiments may not move this turn and may only move on a 4+ next turn.

1. Spies

Spies are the masters of espionage and covert warfare, if they enter the same tile as an enemy fleet or regiment then roll a dice. They could be anything from covert ops teams to Eldar Rangers, or elite Chaos marines.

D6	Result
1 – 3	Your spy vanishes without trace and fails to make contact.
4	Your spy provides vague information about ship numbers and movements. The enemy player must reveal the total point's value of the fleets in the tile and the total points value of the regiments in the tile.

5	Your spy provides exhaustive details of the forces composition. The enemy player must provide the army lists of all the regiments and fleets in the tile.
6	The spy discovers details of other operatives. The spying player may remove D6 other operatives from the map regardless of whom they belong too and where they are. If there are no operatives left to remove then tough luck, the information comes too late to be of any use.

Saboteurs

The resident explosive experts, no target is too big for a saboteur. Feared by enemy ships and titans alike. They represent a team of highly trained professionals.

D6	Result
1 – 2	The saboteur is discovered and dealt with before he can accomplish his mission.
3	The saboteur attaches a melta-bomb to the power generator of the local army barracks. A detachment worth a maximum of a D6 x 30 points worth of troops perish.
4	The saboteur raids the main fuel depot and utterly destroys it using a time-delayed sequence of charges. No fleet may leave the system for one turn.
5	By mixing neophine into the fuel tanks, the saboteur automatically destroys one orbiting ship. The attacked player may choose the ship. If there is no ships in orbit then one vehicle/knight/titan detachment are destroyed. Once again the attacked player may choose the ship.
6	The saboteur plants a deadly virus in the water supply of the settlement, which rapidly spreads. The settlement is automatically downgraded one, for example Worlds become colonies and colonies/bases are destroyed.

1. Agents

Agents are the lifelines of the empire; these teams of Special Forces hunt down terrorists and spies. Wherever there are assassins plotting to strike, the agents hunt them down, wherever a saboteur plants explosive an agent is there to defuse them. Without agents the operatives of your enemy will rapidly overrun you. Whenever an agent is in the same tile as an enemy operative roll on the table below. These could be anything from Inquisitors to Eldar Warlocks.

D6	Result
1	The agents prove unobservant and almost wilfully stupid. He fails to uncover subterfuge of any kind.
2	The agents are moderately successful and discover 1 enemy operative. Without turning over the counters, the player may select one counter from the tile. Roll a D6, on a 1 – 3 the operative with teams of special forces manage to defeat the agent and slay him, but the agents cover is blown and his counter is removed. On a 4 – 6 the agent exposes the operative, the special forces teams successfully hunt him down and slay him. The enemies counter is removed.
3	The agent trails an enemy operative to his base and calling in a

	team of elite special forces team. In a pitched battle, the agent finally destroys the enemy counter. Without turning over any counter, remove one counter from the agents tile.
4	The agent is ruthlessly efficient and hunts down all the enemy operatives in the tile, remove all enemy counters.
5 – 6	As 4 above but the agent manages to covert one of the enemy operatives to become a double agent. The one tile without turning any over leaves the enemy and joins your empire.

2. Calculating the victor

If there are no enemy settlements left in the game and one player has survived then that player is designated the winner, in the unlikely event that all the sides are left with no settlements left at the end of the turn then the game is declared a draw.

Any players with no settlements are removed from the game and the survivors must battle it out.

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