

GUILD FACTION BOOK

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CONTENTS

The Guild.....	3
History of the Guild	3
The Foundation of the Hellenic Kingdom.....	3
The Crusade Escalates.....	3
The Zuzkian Incident	3
The Conspiracy	4
The Insurrection	5
The Corporate Guild of Hellenia.....	6
Guild Star Systems.....	6
Guild Infantry Legion – TO&E, background and photographs.....	11
TO&E	11
Playing with a Guild Infantry Legion.....	11
Guild Armoured Legion – TO&E, background and photographs	12
TO&E	12
Playing with a Guild Armoured Legion	12
Forces of the Guild	14
Command.....	14
Infantry.....	15
Transport.....	16
Medium Armour.....	17
Heavy Armour	18
Forward Artillery	19
Aerospace.....	20
Guild Army Cards.....	22
Army Challenge: Building a Guild Infantry Legion.....	24

“Money, not morality, is the principle commerce of civilized nations.”

HISTORY OF THE GUILD

THE FOUNDATION OF THE HELLENIC KINGDOM

In 3,049GS a charter was given to Loxias Nikitas, the Duke of Turon as a reward for his recent military successes by the Emperor Romanovros. The charter was to lead an expeditionary force to occupy a recently discovered jump chain adjacent to the Stygian Kingdom.

Loxias gratefully agreed to cede his rights to the Duchy of Turon in return for founding a new Kingdom. Nikitas named his Kingdom the Hellenic Kingdom. The Greek roots in his family tree inspired the name and he felt it provided a much needed sense of pedigree and legitimacy to establish his claim as King.

The Emperor provided a small loan but expected Loxias to fund the expedition mainly using his own resources. Loxias had considerable wealth, but not nearly enough to establish a Kingdom with the power and majesty that he felt he deserved. Loxias had sold off vast tracts of land, mining rights and concessions to the richer members of the merchant class even before the first freighter had set out.

The first system to be colonised was the Yellowstar system which contained a belt rich in minerals. Milbrook and Mathews founded its first shipyard there. The system grew in power as it formed the gateway between the Hellenic Kingdom and the Stygian system. Meanwhile a flock of Freighters spread throughout the chain in a diaspora and started to seed each of the systems with mining colonies.

THE CRUSADE ESCALATES

Humanity had spread throughout the galaxy; subjugating and assimilating planets wherever it found them in the name of humanity's evolution unto Godhood. At first this led to riches being spread across the Royal Empire of Man as the economy thrived from conquest. As the crusade continued however, taxes rose and more of the populace were conscripted to garrison the captured worlds and continue the conquest. The merchant class, once rich and providing the financial sinews to the Empire's military muscle was crushed under the growing burden whilst the nobles continued to enrich themselves.

As the burden grew, the merchant class began to migrate in an exodus towards the Hellenic Kingdom. The early settlers had managed to acquire huge tax breaks as concessions during the founding of the Kingdom in exchange for loans and land grants. The merchants in the Hellenic Kingdom who had taken advantage of these concessions started to get seriously wealthy.

THE ZUZKIAN INCIDENT

The merchants had grown in power and had huge fleets of freighters who poured resources from their mines across the Empire. The Guild was founded to provide security to these vessels. At first they produced small escort vessels which guarded the space lanes in the Hellenic systems, but these were soon found to be wanting. In 3,144GS a jump chain was discovered when a squadron of Zuzkian ships came through a previously uncharted jump point and met a large merchant convoy led by Captain

Booras. The merchant convoy was obliterated, unable to escape the merciless Zuzkian destroyers, 14 freighters along with their escorts and 66 billion credits worth of precious metals were lost along with a relative of the King on route to the capital.

King Telamon was furious and on his orders Imperial forces stormed the Guild headquarters on each of the Hellenic worlds, they arrested the CEO and the board of directors. The Guild managed to scrape together a fledgling fleet, but if the Zuzkians hadn't been willing to accept terms then there was little that could have stopped them. A fleet was dispatched from Stygia but it arrived only as the Zuzkians made it to Yellowstar.

The Hellenic Navy was out of date, a few cruisers and several squadrons of destroyers was hardly a navy worthy of a kingdom in the Royal Empire of Man. The truth of the matter was that the Hellenic Navy had always relied upon the merchant navy supplied by the Guild for its defence. The Zuzkian incident had resulted in that trust being shattered, a member of the royal family being killed and the loss of significant assets.

King Telamon was the third King of the Hellenic Kingdom, he hadn't got his grandfathers military prowess nor his father's economic success. He fancied himself as a genius but his lack of attention had resulted in a series of failures due to pet projects he had picked up and then dropped. He came up with a compromise. He freed the CEO and directors on condition that he took up a contract to replace the Hellenic Navy, it was to be massively expanded with the Guild picking up the majority of the tab.

THE CONSPIRACY

In 3,201 the CEO of the Guild found himself in an interesting position, he controlled the space lanes of the kingdom, his ships provided the system defence fleets, his soldiers controlled the orbital stations and they garrisoned the trade stations on each planet.

The Emperor had embarked on a new campaign against the Tarragin and King Minos along with the other kings of the Royal Empire was required to send men to the campaign. A new round of conscription was introduced and every man between the age of eighteen and forty years was eligible for conscription unless he was found to be vital to the Imperial economy. The population was already reeling under the weight of three previous rounds of conscription in the last ten years.

The Guild started employing more and more citizens of an eligible age for conscription, once employed they were able to escape the growing horrors of the widening Tarragin campaign. As more and more of the citizens were taken up by the member corporations of the Guild they discovered a different way of life, many of them became disenfranchised with the Imperial way of life.

The middle class of the Empire were faced by two options, either face conscription or find a way to be employed by the Guild. The Kingdoms in the Empire faced an Exodus as those who could bribe the right officials for transit permits or had the wealth required to arrange transport to the Hellenic Kingdom.

The Stygian Kingdom closed its borders to the Hellenic Kingdom and appealed to the Emperor. King Minos was forced to introduce an edict which made members of the Guild eligible for conscription.

In 3,203 the workers in the Ambridge Crucible led a revolt. They blockaded several of the corporations copper mines in the Tali system. They took over the security offices and threatened to turn the space defences against the tithing vessels coming to collect fresh conscripts. Support for the Crucible revolutionaries soured as news spread through the Guild information systems through the Imperial hypernet.

Frederick Stone, the Guild CEO sent King Minos an oath of loyalty to both the King and the Emperor. They promised to support the Church of Man but wished to operate as a devolved government free from interference in their taxes or laws and free from conscription.

When the Guild's founding member's first planned independence, the first item on the agenda was obtaining the means of enforcing independence. The Guild had no army other than its security forces who were equipped and trained for civil management rather than military warfare. It became apparent that if they wanted to break free from the Royal Empire of Man then they would need to drastically increase their military capabilities.

The first stage was to slowly increase the numbers of security forces at each of the Guild's corporate holdings in the Hellenic Kingdom. By necessity the security forces could not be trained in full military engagements, they had to maintain the impression that they were merely for peacekeeping operations.

StarTech, one of the Empires greatest arms manufacturers started work on a new armoured suit. Stronger and more capable than the suits it had previously used on its security forces, it was designed to give the Guild forces the decisive edge they needed. To complement this, slug rifles and shotguns were deemed unsuitable for the new army, they wanted a weapon which was still easy to manufacture but had added punch. Gauss technology was implemented into the new range of StarTech weapons as a solution to this.

Milbrook and Mathews Industries, creator of huge numbers of civilian and security vehicles started production of the Achilles. A new modular chassis which would provide the Guild with the military muscle it would need to engage the Empires knights and squires. The Enforcer project was billed as being the ultimate urban pacification vehicle. In truth it was hoped to be a vehicle which in sufficient numbers could bring down a Behemoth, the original model was taken and improved, raised to a military grade and mass produced. While the Achilles MBT and its myriad of variants was billed as a counter the Imperial Squires.

When King Minos replied with a short and sharp response and instruction was received that the directors and CEO of the Guild were to be arrested. The Guild response was equally swift.

THE INSURRECTION

A force of Shadow Knights erupted into the Hellenic Kings palace arresting him and his family. Simultaneously they launched strikes against the manses of his advisors crippling his cabinet's response within an hour. The Hellenic kingdom was leaderless as security forces boiled out of holdings all across the kingdom striking against the military barracks and civil authorities that resisted them on worlds across the kingdom.

The Guild Starfleet has blockaded the jump point to the Stygian Kingdom. Within a week, control of the majority of the Hellenic kingdom was in the Guilds hands. An attempt to enter Guild space by the Stygian Navy was repulsed with heavy losses. Now the Emperor has turned his eye onto his troubled provinces and a fleet holding his finest troops led by his Champion are heading to quell the revolt.

The Empire had been caught by surprise...

Now the Guild faces its greatest challenge as it desperately tries to gain independence. This period is known as the Exodus War and the galaxy watches intently as the Royal Empire of Man threatens to tear itself apart.

THE CORPORATE GUILD OF HELLENIA

The Guild is one of the two human nations in the galaxy. With a population of over nine billion spread across fourteen star systems, it has a GDP of over 250 trillion credits and has one of the dominant economies in the local region of space.

Bordering the Zus kian and Tillen star clusters, they had a significant trade surplus prior to the onset of the war. Now with the loss of Imperial trade and the cost of war, the coffers are increasingly at risk of running dry unless the war can come to an early conclusion.

GUILD STAR SYSTEMS

PERSEUS

9 Planets	Sector and Kingdom Capitol: Perseus II Mass: 0.5 Terran masses Gravity: 0.8 Terran gees Population: 3 Billion Boiling Ocean, Thick Atmosphere (breathable) Merchant repair facilities, Merchant refuelling station, Prefect Station, Military Starbase, Military Dockyards, Legionary Barracks
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ARGATIS

7 Planets	System Capitol: Argatis V Mass: 0.4 Terran masses Gravity: 0.7 Terran gees Population: 1 Billion Merchant repair facilities, Merchant refuelling station, Prefect Station
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STONEBURGH

Territory

Star Systems:

14

Planets:

141

Boundaries:

- Royal Empire of Man
- Zus kian
- Tillen

Population

People:

9 billion approx.

Xeno Distribution:

99% Human

1% Other

Languages:

- Reman (Official language)
- Zho (Trade language)

6 Planets	<p>System Capitol: Stoneburgh III</p> <p>Mass: 0.4 Terran masses</p> <p>Gravity: 0.7 Terran gees</p> <p>Population: 90 Million</p> <p>Martian planet</p> <p>Merchant refuelling station</p>
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HUSAMES

6 Planets	<p>System Capitol: Husames III</p> <p>Mass: 0.5 Terran masses</p> <p>Gravity: 0.8 Terran gees</p> <p>Population: 50 Million</p> <p>Ice planet, Thin neon atmosphere</p> <p>Merchant repair facilities, Merchant refuelling station, Prefect Station</p>
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ZEGAR

13 Planets	<p>System Capitol: Zegar IV</p> <p>Mass: 0.4 Terran masses</p> <p>Gravity: 0.7 Terran gees</p> <p>Population: 8 Million</p> <p>Ice world, thin atmosphere (toxic)</p> <p>Military Starbase, Military Dockyards, Legionary Barracks</p>
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Government

Long Form:

The Corporate Guild of Hellenia

Short Form:

The Guild

Former:

The Reman Kingdom

Executive Branch:

- Chief Executive Officer, Stefan Constantinou
- Director of Perseus, Philipp Zacharias
- Director of Argatis, Sebastiano Mega
- Director of Stoneburgh, Philippa Patras
- Director of Husames, Anatol Spiteri
- Director of Zegar, Christan Valis
- Director of Vindi, Neleus Sotir
- Director of Aroc, Thadeus Martha
- Director of Farybar, Ianthe Penna
- Director of Yellowstar, Otos Vlahos
- Director of Esste, Zenos Pulos
- Director of Onasti, Clymene Matthias
- Director of Tali, Lycaon Ballis
- Director of Zemusta, Agamedes Rondo
- Director of Kron, Eryx Lambros

GDP:

225.9 trillion credits

Composition by Sector:

- Agriculture – 3.8%
 - 12.4% labour
- Industry – 16%
 - 22.4% labour
- Services – 80.1%
 - 65.1% labour

VINDI

14 Planets	<p>System Capitol: Vindi VI</p> <p>Mass: 0.2 Terran masses</p> <p>Gravity: 0.6 Terran gees</p> <p>Population: 0.7 Million</p> <p>Martian world, thin atmosphere (unbreathable)</p> <p>Merchant refuelling station</p>
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AROC

14 Planets	<p>System Capitol: Aroc III</p> <p>Mass: 0.4 Terran masses</p> <p>Gravity: 0.3 Terran gees</p> <p>Population: 10 Million</p> <p>Ice world</p> <p>Merchant repair facilities, Merchant refuelling station, Prefect Station</p>
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FARYBRA

10 Planets	<p>System Capitol: Farybra IV</p> <p>Mass: 0.8 Terran masses</p> <p>Gravity: 0.9 Terran gees</p> <p>Population: 8 Million</p> <p>Ice world, normal atmosphere (toxic)</p>
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YELLOWSTAR

5 Planets	<p>System Capitol: Yellowstar IV</p> <p>Mass: 3.1 Terran masses</p> <p>Gravity: 1.5 Terran gees</p> <p>Population: 900 Million</p> <p>Thick atmosphere (toxic)</p> <p>Merchant repair facilities, Merchant refuelling station, Prefect Station, Military Dockyards</p>
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ESSTE

11 Planets	<p>System Capitol: Esste V</p> <p>Mass: 0.9 Terran masses</p> <p>Gravity: 0.4 Terran gees</p> <p>Population: 850 Million</p> <p>Rock World</p> <p>Merchant repair facilities, Merchant Refuelling Station, Prefect Station</p>
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ONASTI

11 Planets	<p>System Capitol: Onasti V</p> <p>Mass: 0.2 Terran masses</p> <p>Gravity: 0.6 Terran gees</p> <p>Population: 0.8 Million</p> <p>Martian world, thin atmosphere</p> <p>Merchant repair facilities, Merchant refuelling station, Merchant shipyard, Prefect Station</p>
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TALI

11 Planets	<p>System Capitol: Tali VI</p> <p>Mass: 0.7 Terran masses</p> <p>Gravity: 0.9 Terran gees</p> <p>Population: 1 Billion</p> <p>Boiling oceans, thick atmosphere</p> <p>Merchant repair facilities, Merchant refuelling station, Prefect Station</p>
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ZEMUSTA

7 Planets	<p>System Capitol: Zemusta IV</p> <p>Mass: 2.8 Terran masses</p> <p>Gravity: 1.5 Terran gees</p> <p>Population: 8 Million</p> <p>Water world, thick atmosphere (toxic)</p> <p>Merchant refuelling station</p>
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KRON

17 Planets	<p>System Capitol: Kron IV</p> <p>Mass: 0.2 Terran masses</p> <p>Gravity: 0.5 Terran gees</p> <p>Population: 200</p> <p>Ice world, thin atmosphere</p> <p>Merchant refuelling station</p>
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The history of the Legions long predates the Exodus Wars. The modern Guild Legion finds its roots in the corporate Special Forces who acted as a rapid response force to troubleshoot across its corporate holdings. The first legions were raised in 3,201 GS and were equipped with a mass produced variant of the Prefect armour used by Imperial Civil Enforcers. They used primitive slug weapons and were deployed in the venerable Hoplon APC. The new Legions leading the defence against the Imperial Expeditionary force are fully armoured, equipped with powerful gauss rifles and are all mechanised in the considerably better armoured Phalanx APCs.

Each Legion consists of 5 Centuri. Three of the Centuri are Infantry Centuri, with each Centuria having one hundred Legionnaires and nine Phalanx APCs. One Centuria is equipped with jet packs and acts as an Assault Centuria, handling reconnaissance, boarding missions and close assaults. The last Centuria in every Legion is the Support Centuria, featuring one hundred Legionnaires equipped to deal with enemy armour and Phalanx APCs to transport them.

TO&E

Legion HQ

Legate and Staff, Agamemnon Command Vehicle

3 x Legion Infantry Centuri

Centurion and Staff, Agamemnon Command Vehicle
3 x Legion Line Platoon

Legion Assault Centuria

Centurion and Staff, Agamemnon Command Vehicle
3 x Legion Assault Platoon

Legion Support Centuria

Centurion and Staff, Agamemnon Command Vehicle
3 x Legion Support Platoon

PLAYING WITH A GUILD INFANTRY LEGION

An army from the Guild will be typified by small formations of professionally trained and highly mobile soldiers. An infantry legion will be comprised of mainly heavy infantry, these specialise in close assaults. The Line Legionnaires provide fantastic supporting fire whilst Assault Legionnaires are your melee specialists. Support Legionnaires are best used as anti-armour specialists or to provide suppression before your other legionnaires get in close.

Adding some armoured elements will give you some flexibility with your Infantry Legion, but remember that the core strength in an Infantry Legion is your heavy infantry.

GUILD ARMoured LEGION – TO&E, BACKGROUND AND PHOTOGRAPHS

Prior to the independence movement the only military vehicles produced were for the security operations carried out by Guild members. When the Exodus War kicked off, the Guild relied upon its powerful Enforcer UPV's supported by hordes of upgunned Hoplons. Now the Guild's factories roll out Legions mass produced Achilles Main Battle Tanks and larger, more powerful versions of the Enforcer.

The Achilles is the backbone of the Guild armoured forces, equipped with a powerful Gauss cannon which can fire a variety of munitions from armour piercing to hyperbaric antipersonnel rounds. The Enforcer MKII is a heavy tank with five turrets and a mounted command bunker. The Enforcer's main gun is a monstrous 200mm gauss cannon which is more than capable of penetrating even the armoured hides of a Behemoth.

TO&E

Legion HQ

Legate and Staff, Agamemnon Command Vehicle

3 x Legion Medium Tank Centuri

Centurion and Staff, Agamemnon Command Vehicle
3 x Medium Tank Troop

Legion Heavy Tank Centuria

Centurion and Staff, Agamemnon Command Vehicle
3 x Heavy Tank Troop

Legion Support Centuria

Centurion and Staff, Agamemnon Command Vehicle
2 x Artillery Battery
Anti-Aircraft Battery

PLAYING WITH A GUILD ARMoured LEGION

If you take a list from the Guild Armoured Legion, then you will want to avoid close assaults like the plague until the enemy has been severely weakened. Guild armour is very weak in an assault but is highly mobile and well armoured. You will be spending the majority of your time outmanoeuvring your opponent whilst keeping up a constant rain of incoming gauss shells.

As always balance is order of the day and just as having some armoured elements in your Infantry Legion will significantly improve their effectiveness having some infantry in your Armoured Legion will help mitigate their weakness in close assaults.

"The sinews of war are infinite money."

COMMAND

LEGATE

A full legion is comprised of 1,000 trained fighting men accompanied by logistics and support staff. The Legate is commander of the Legion in battle, an experienced veteran of many years he is often required to act as general for the full army in smaller military engagements, or to act as a sub-commander in a grand theatre of war.

Unit type	Type	S	D	M	A
Legate Specials: Officer, Leads From The Front, Tactical Genius(2)	As per parent stand				

CENTURIAN

As a commander of 100 fighting men, the Centurion is a master tactician. Veteran Centurions are often provided with Myrmidon bodyguards. The Centurion is responsible for co-ordinating his Centuria in battle and ensuring that it is correctly positioned to support the Legion in battle.

Unit type	Type	S	D	M	A
Centurian Specials: Officer, Leads From The Front	As per parent stand				

SIGNALLER

As war has grown more complex, the role of the intelligence officer has increased in importance. Guild forces pick up and receive untold numbers of data streams from command HQ's. To remove some of this information overload from the officers, the Signaller will handle liaising with HQ and filters communications so that the officers only get the information that they need. A trusted and experienced Signaller is the most valuable asset a Centurion can have, often the same signallers will follow a Centurion throughout his career.

Unit type	Type	S	D	M	A
Signaller Specials: Officer, Air Assault	As per parent stand				

SPOTTER

As war has grown more complex, the role of the intelligence officer has increased in importance. Guild forces pick up and receive untold numbers of data streams from command HQ's. To remove some of this information overload from the officers,

the Signaller will handle liaising with HQ and filters communications so that the officers only get the information that they need. A trusted and experienced Signaller is the most valuable asset a Centurion can have, often the same signallers will follow a Centurion throughout his career.

Unit type			Type	S	D	M	A
Spotter Specials: Officer			As per parent stand				
Weapons	Rng	AV	Special				
Called-in Artillery Support	45	1 BV					

INFANTRY

LEGION LINE FIRE TEAM

The core of the legions has always been in its infantry, the legionnaires comprising the Line infantry platoons are the mainstay of the Guild infantry forces. Using powerful gauss rifles and the semi-powered StarTech legionnaire battlesuits, they provide a flexible infantry force on the battlefield. Each fire team comes with a MultiGauss, a rapid firing support weapon that provides the fire team with suppressive and reasonably effective anti-personnel fire on the battlefield.

Unit type	Type	Hits	S	D	M	A
Legion Line Fire Team Specials: None	Soft	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
MultiGauss	45	P(8+)				

LEGION SUPPORT FIRE TEAM

Equipped in a similar manner to the Line Legionnaire fire team, the Support Legionnaire fire team has been stiffened with the addition of a man-portable anti-tank (MPAT) missile launcher. The Support Legionnaire fire teams can take on all comers, warding off infantry with its MultiGauss or blasting armour with its MPAT.

Unit type	Type	Hits	S	D	M	A
Legion Support Fire Team Specials: None	Soft	1	15	6+	7+	5+
Weapons	Rng	AV	Special			
MultiGauss	45	P(8+)				
MPAT	45	A(9+)				

LEGION ASSAULT FIRE TEAM

The Assault Legionnaires were designed as light mobile infantry, and come equipped with jetpacks and close assault weapons. They are the Guild's version of the commando, being highly mobile, excelling at boarding actions and storming buildings.

Assault Legionnaires use the same Legionnaire battlesuit designed in the StarTech reformation. Formations of Assault Legionnaires formed the vanguard of the Guild counter-attack.

Unit type	Type	Hits	S	D	M	A
Legion Assault Fire Team Specials: None	Soft	1	25	6+	4+	8+

LEGION AUXILLIA FIRE TEAM

When the Legions make planetfall, they use local experts wherever possible as guides and scouts. These experts may or may not have military training, but for the right price they will fight as tenaciously as any legionnaire.

NOTE

While we of course recommend using the official Legion Auxillia models available from www.exoduswars.com, it is worth pointing out that this is a fantastic opportunity to convert your own local troops using whatever models take your fancy. You can use Exodus Wars miniatures or miniatures from another manufacturer and—as long as you receive permission from your opponent, they are 6mm infantry and you have made clear that they are Legion Auxillia—they will be tournament legal.

Unit type	Type	Hits	S	D	M	A
Legion Auxillia Specials: Recon, Stormtrooper	Soft	1	15	9+	6+	6+

TRANSPORT

GLADIUS ARMoured CAR

The Gladius Armoured Car is equipped with either a turret-mounted 40mm grenade launcher or turret-mounted twin gauss carbines. They are designed to carry one Stand whilst projecting heavy, short-ranged supporting fire into close assaults. They are favoured by reconnaissance and line platoons and are a common vehicle in the Guild Legions.

Unit type	Type	Hits	S	D	M	A
Gladius Armoured Car Specials: Capacity(1)	Hard	1	30	7+	9+	8+

PHALANX APC

The Phalanx Armoured Personnel Carrier carries up to two Stands and is equipped with a hull-mounted gauss rifle. The Phalanx is the workhorse of the Guild Infantry Centuri; a solid and reliable vehicle, it is exported to independent military nations across the galaxy.

Unit type	Type	Hits	S	D	M	A
Phalanx APC Specials: Capacity(2)	Hard	1	25	6+	9+	9+

HECTOR IFV

The Hector Infantry Fighting Vehicle carries one Stand and is equipped with a hull-mounted gauss cannon. A more capable fighting unit than the Phalanx, the Hector packs at-range anti-armour punch at the cost of transport capacity.

Unit type	Type	Hits	S	D	M	A
Hector IFV Specials: Capacity(1)	Hard	1	25	6+	9+	9+
Weapons	Rng	AV	Special			
75mm L206 Gauss Cannon	45	A(6+)				

PARIS IFV

The Paris Infantry Fighting Vehicle carries one Stand and is equipped with a hull-mounted gauss cannon. the Phalanx, the Paris packs at-range anti-personnel punch at the cost of transport capacity.

Unit type	Type	Hits	S	D	M	A
Paris IFV Specials: Capacity(1)	Hard	1	25	6+	9+	9+
Weapons	Rng	AV	Special			
40mm L302 Gauss Cannon	45	P(6+)				

MEDIUM ARMOUR

ACHILLES MBT

The mainstay of the Guild armoured fist is the Achilles MBT. Equipped with a 75mm L104 Gauss Cannon, it provides an excellent counter to enemy armour. With its versatile munitions load, it can act as a spearhead against both infantry and armoured targets.

Unit type	Type	Hits	S	D	M	A
Achilles MBT Specials: None	Hard	1	25	6+	9+	6+
Weapons	Rng	AV	Special			

75mm L104 Gauss Cannon	45	P(6+) / A(6+)	
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TRIDENT TANK HUNTER

A deadly countermeasure to enemy armour, the Trident sacrifices the versatility of the Achilles in order to mount a single large hull-mounted 90mm L202 Gauss Cannon.

Its armament is ill-suited to tracking enemy infantry, but it really comes into its own against enemy vehicles. It is an excellent low-cost counter to enemy armour.

Unit type		Type	Hits	S	D	M	A
Trident Tank Hunter Specials: None		Hard	1	25	6+	9+	6+
Weapons	Rng	AV	Special				
90mm L202 Gauss Cannon	45	P(8+) / A(4+)					

PROMETHEUS PYRO TANK

The Prometheus Pyro Tank is designed to flush enemy infantry from fortified positions. It fires a mixture of chemicals designed to ignite in almost all atmospheres. Operating in squadrons of five tanks, they are devastating against siegeworks.

Unit type		Type	Hits	S	D	M	A
Prometheus Pyro Tank Specials: None		Hard	1	25	6+	9+	6+
Weapons	Rng	AV	Special				
Heavy Pyrocannon	30	P(6+)	Nowhere To Hide				

HEAVY ARMOUR

ELEKTRA HEAVY TANK

A behemoth killer, the Elektra is designed to hunt in packs against enemy behemoths. The Elektra's main gun is capable of tearing through any armour like it was paper mache, and so the Elektra is greatly feared by the Royal Empire's nobles as, due to its low profile, it can often catch them unawares and inflict crippling damage before a behemoth's crew can respond.

While based on the same hull as the Enforcer, the Elektra has had to replace its defensive sponsons with reinforced power couplings, generators and heat sinks in order to power the devastating might of its main gun, and so it is ineffectual in close assaults.

Unit type		Type	Hits	S	D	M	A
Elektra Heavy Tank Destroyer		Heavy	2	15	6+	9+	9+

Specials: Robust, Totem						
Weapons	Rng	AV	Special			
Elektra Cannon	90	A(3+)	Devastation Class, Anti-Heavy Armour (D3)			

ENFORCER HEAVY TANK

The Enforcer Urban Pacification Vehicle (or, as it is commonly known, the Enforcer heavy tank) is considerably better armoured than its smaller brother, the Achilles MBT, and carries a 200mm Gauss Cannon capable of penetrating the armour of any foe on the battlefield, albeit less effectively than its anti-armour specialist sibling, the Elektra heavy tank.

Its supporting armament of smaller calibre weapons designed to automatically track and target enemy troops give it a terrifying presence in close assaults.

Unit type	Type	Hits	S	D	M	A
Enforcer Heavy Tank Specials: Robust, Totem	Heavy	2	15	6+	9+	5+
Weapons	Rng	AV	Special			
200mm Gauss Cannon	45	P(3+) / A(3+)	Devastation Class			

EXTERMINATOR HEAVY TANK

Just as the Elektra is designed as the bane of enemy armour, the Exterminator is the bane of enemy infantry. Equipped with twin murderously effective Exterminator Cannons, it can mow down enemy infantry with brutal efficiency. While far less effective against armour, the sheer volume of fire of which the Exterminator Cannons are capable make this heavy tank a very decent all-rounder.

If the enemy gets too close, then they will encounter a battery of smaller calibre weapons fending them off with a fusillade of firepower.

Unit type	Type	Hits	S	D	M	A
Exterminator Heavy Tank Specials: Robust, Totem	Heavy	2	15	6+	9+	5+
Weapons	Rng	AV	Special			
Twin Exterminator Cannon	45	8xP(4+) / 8xA(8+)				

FORWARD ARTILLERY

APOLLO SPA

The Apollo self-propelled gun is a mobile artillery platform that is capable of firing munitions at extreme ranges against a pre-determined set of target co-ordinates.

Unit type	Type		S	D	M	A
Apollo SPA Specials: None	Hard		25	6+	9+	8+
Weapons	Rng	AV	Special			
150mm Howitzer	No limit	1BV	Howitzer			

ICARUS SPAAG

Providing a veritable storm of projectiles, the Icarus is capable of providing a shield of AA coverage to an army on the move.

Unit type	Type		S	D	M	A
Icarus SPAAG Specials:	Hard		25	6+	9+	8+
Weapons	Rng	AV	Special			
Twin Icarus Cannon	45	2xP(6+)/ 2xA(8+)	Anti-Air			

AEROSPACE

HARPY FIGHTER

The Harpy Multirole Fighter is a remarkably versatile craft. It has strong armour for a fighter and more powerful engines than its Imperial counterparts, allowing it a decisive advantage in space superiority battles. In ground support, its varied load out allows it to target a wide variety of unit types.

Unit type	Type		S	D	M	A
Harpy Fighter, AC Specials: Dodge	Aerospace		N/A	9+	—	—
Weapons	Rng	AV	Special			
30mm L311 Gauss Cannon	15	P(6+)				
Shrike Missiles	45	A(6+)				
Hyperbaric Missiles	30	P(8+)				

ROC BOMBER

Able to act as a massive armoured transport, an anti-personnel bomber, a surgical anti-tank bomber or a Command shuttle, the Roc is an immensely versatile craft capable of fulfilling a variety of roles depending on its load out.

Unit type		Type	S	D	M	A
Roc Bomber, AC Specials: Dodge		Aerospace	N/A	6+	—	—
Weapons	Rng	AV	Special			
Tactical Bombs	15	3BV				
Shrike Missiles	45	A(6+)				

ROC TRANSPORT

Able to act as a massive armoured transport, an anti-personnel bomber, a surgical anti-tank strike craft or a Command shuttle, the Roc is an immensely versatile craft capable of fulfilling a variety of roles depending on its load out.

Unit type		Type	S	D	M	A
Rok Transport, AC Specials: Dodge, Capacity(12)		Aerospace	N/A	6+	—	—
Weapons	Rng	AV	Special			
Shrike Missiles	45	A(6+)				

GUILD ARMY CARDS

Guild: Infantry Legion

Tactics rating: 5

RESTRICTIONS:

You must have as many or more common formations than special and rare combined.

You may only have one rare formation per three other formations. (EG: If you have 2 Common and one Special formation, you would be entitled to choose a rare formation if you could afford it).

Common Formations

Name	Competency	C&C	Upgrades	Cost
Line Platoon	2	1	Centurion OR Legate with Spotter, Signaller, Anti-Air Gun, Legionnaire Support Decuri, Armoured Cars, IFVs.	225
Contains: 6 x Legionnaire Line Stands, 3 x Phalanx APC's				
Assault Platoon	2	1	Centurion OR Legate with Spotter, Signaller, Orbital Deployment	260
Contains: 6 x Legionnaire Assault Stands				
Support Platoon	2	1	Centurion OR Legate with Spotter, Signaller, Anti-Air Gun, Armoured Cars, IFV's.	325
Contains: 6 x Legionnaire Support Stands, 3 x Phalanx APC's				

Special Formations

Name	Competency	C&C	Upgrades	Cost
Heavy Tank Troop	2	1	Anti-Air Gun, Armoured Recon Decuri, Heavy Tank Hunters, Heavy Infantry Tanks	300
Contains: 2 x Enforcer Heavy Tanks				
Medium Tank Troop	2	1	Anti-Air Gun, Armoured Recon Decuri, Anti-Tank Gun	250
Contains: 5 x Achilles MBTs				
Armoured Recon Troop	2	1	Anti-Air Gun	175
Contains: 4 x Legionnaire Auxillia Stands, 4 x Gladius Armoured Cars				
Pyro Tank Troop	2	1	Anti-Air Gun, Armoured Recon Decuri, Anti-Tank Gun	250
Contains: 5 x Achilles MBTs				
Artillery Battery	2	1	Anti-Air Gun	300
Contains: 4 x Apollo SPA				

Rare Formations

Name	Competency	C&C	Upgrades	Cost
Fighter Flight Group	2	1		275
Contains: 3 x Harpy Fighters				
Roc Bomber	2	1	Fighter Escort	125
Contains: 1 x Roc Bomber				
Roc Transport	2	1	Fighter Escort	125
Contains: 1 x Roc Transport				

Command Upgrades	Description	Cost
Centurion	Add one Centurion miniature to a stand in the formation.	40
Legate	Add one Legate miniature to a stand in the formation.	75
- Spotter	Upgrade a Centurion or Legate to have the Spotter skill.	40
- Signaller	Upgrade a Centurion or Legate to have the Signaller skill.	40

Platoon Upgrades	Description	Cost
Anti-Air Gun	Add one Icarus SPAAG to the formation.	75
Anti-Tank Gun	Add one Trident Tank Destroyer to the formation.	60
Armoured Recon Decuri	Add two Gladius Armoured Cars and two Legion Auxillia Stands to the formation.	100
Legionnaire Support Decuri	Replace two Legionnaire Line Squads with two Legionnaire Support Stands.	40
Armoured Cars	Replace a Phalanx APC with two Armoured Cars	30
IFVs	Replace a Phalanx APC with two IFV's (units may be either Hector IFVs or Paris IFVs)	80
Orbital Deployment	Formation gains the Orbital Deployment skill	FREE
Fighter Escort	Add two Fighters to the formation.	

Guild: Armoured Legion

Tactics rating: 5

RESTRICTIONS:

You must have as many or more common formations than special and rare combined.

You may only have one rare formation per three other formations. (EG: If you have 2 Common and one Special formation, you would be entitled to choose a rare formation if you could afford it).

Common Formations

Name	Competency	C&C	Upgrades	Cost
Heavy Tank Troop	2	1	Anti-Air Gun, Armoured Recon Decuri, Heavy Tank Hunters, Heavy Infantry Tanks	300
Contains: 2 x Enforcer Heavy Tanks				

Medium Tank Troop	2	1	Anti-Air Gun, Armoured Recon Decuri, Anti-Tank Gun	250
Contains: 5 x Achilles MBTs				

Special Formations

Name	Competency	C&C	Upgrades	Cost
Line Platoon	2	1	Anti-Air Gun, Legionnaire Support Decuri, Armoured Cars, IFV's.	225
Contains: 6 x Legionnaire Line Stands, 3 x Phalanx APC's				

Assault Platoon	2	1	Orbital Deployment	260
Contains: 6 x Legionnaire Assault Stands				

Support Platoon	2	1	Anti-Air Gun, Armoured Cars, IFV's.	325
Contains: 6 x Legionnaire Support Stands, 3 x Phalanx APC's				

Armoured Recon Troop	2	1	Anti-Air Gun	175
Contains: 4 x Legionnaire Auxillia Stands, 4 x Gladius Armoured Cars				

Artillery Battery	2	1	Anti-Air Gun	300
Contains: 4 x Apollo SPA				

Rare Formations

Name	Competency	C&C	Upgrades	Cost
Fighter Flight Group	2	1		275
Contains: 3 x Harpy Fighters				

Roc Bomber	2	1	Fighter Escort	125
Contains: 1 x Roc Bomber				

Roc Transport	2	1	Fighter Escort	125
Contains: 1 x Roc Transport				

Command Upgrades	Description	Cost
Centurian	Add one Centurian miniature to a stand in the formation.	40
Legate	Add one Legate miniature to a stand in the formation.	75
- Spotter	Upgrade a Centurian or Legate to have the Spotter skill.	40
- Signaller	Upgrade a Centurian or Legate to have the Signaller skill.	40

Platoon Upgrades	Description	Cost
Anti-Air Gun	Add one Icarus SPAAG to the formation.	75
Anti-Tank Gun	Add one Trident Tank Destroyer to the formation.	60
Armoured Cars	Replace a Phalanx APC with two Armoured Cars	30
Armoured Recon Decuri	Add two Gladius Armoured Cars and two Legion Auxillia Stands to the formation.	100
Fighter Escort	Add two Fighters to the formation.	
Heavy Infantry Tank	Replace one Enforcer Heavy Tank with an Exterminator Heavy Tank.	50
Heavy Tank Destroyer	Replace one Enforcer Heavy Tank with an Elektra Heavy Tank.	50
IFVs	Replace a Phalanx APC with two IFV's (units may be either Hector IFVs or Paris IFVs)	80
Legionnaire Support Decuri	Replace two Legionnaire Line Squads with two Legionnaire Support Stands.	40
Orbital Deployment	Formation gains the Orbital Deployment skill	FREE

Insert army challenge diary

Legion HQ

Commanding Officer: Legate
Second In Command: Legate
Adjutant: Captain
Quartermaster: Captain
Legion Medic: Centurion
Legion Operations Officer: Centurion
Legion Administrator: Decurion
Legion Intel Officer: Decurion
2 x Legion Communications Officer: Decurion

3 x Legion Infantry Centuri

Commanding Officer: Centurion
Second in Command: Captain
Quartermaster Centurion: Decurion
3 x Legion Line Platoon
Legionnaire Platoon
Platoon Decurion: Captain
Platoon Commander: Lieutenant
Communications Legionnaire
6 x Phalanx APC
3 x Decuri (2 Fire teams of 5 Legionnaires)

Legion Assault Centuria

Commanding Officer: Centurion
Second in Command: Captain
Quartermaster Centurion: Decurion
3 x Legion Assault Platoon
Legionnaire Platoon
Platoon Decurion: Captain
Platoon Commander: Lieutenant
Communications Legionnaire
3 x Decuri (2 Fire teams of 5 Legionnaires)

Legion Support Centuria

Commanding Officer: Centurion
Second in Command: Captain
Quartermaster Centurion: Decurion
3 x Legion Support Platoon

Legionnaire Platoon

Platoon Decurion: Captain

Platoon Commander: Lieutenant

Communications Legionnaire

6 x Phalanx APC

3 x Decuri (2 Fire teams of 5 Legionnaires)