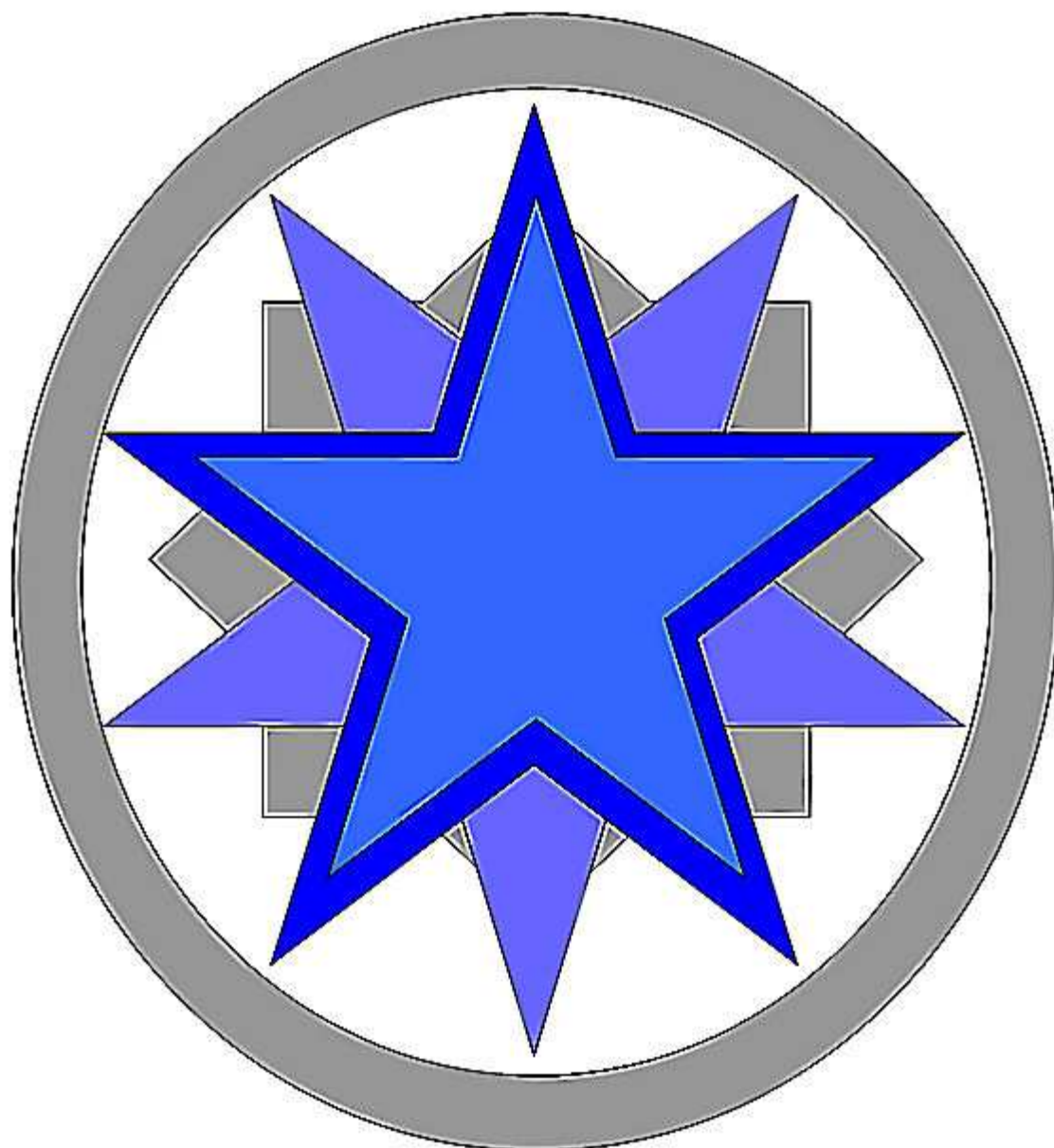




BLUE STAR ALLIANCE





THE BLUE STAR ALLAINCE

COMPOSITION

The Blue Star Alliance composes two races: the technologically and culturally advanced, psychic race of 'Wizards' and the primitive, barbarian race of 'Savages'.

The 'Wizards' (as their 'Savage' partners refer to them) are almost identical to humans, only a few bestial features (like their face or the thick fur that covers some parts of their body) and their mating methods ('Wizard' females are big, fat and ugly, even for their male partners, and kept hidden from sight) are distinctive. All 'Wizards' have little or more inherent psychic power, mostly in the form of telepathy.

The 'Savages' (as their 'Wizard' allies usually refer to them) are bipedal insectoid creatures. They grow tall and strong, and their powerful legs allow them to make great leaps. 'Savages' have a very strong survival instinct, and they quickly adapt to any environment. The 'Savages' are a self-impregnatory race, and they are pretty fertile: each 'Savage' drops two or three larvae within a span of a month, and these larvae develop into a full-fledged 'Savage' within a couple of weeks.

The society of the Blue Star Alliance is extremely diverse and chaotic. The difference between 'Wizards' and 'Savages' is just one. The 'Wizards' are a technologically advanced, culturally modern race: they possess traits that ancient human history calls "democracy", "liberalism" and "capitalism". They are open, ambitious and individualistic. They value personal achievements greatly, and they are eager to toss aside anything to complete their personal goals. The whole 'Wizard' society is all about things like "consumption", "profit" and "self-fulfilment". As such, the 'Wizards' are culturally diverse and fast-paced on their own: they don't even have a common language, and cultural standards often change as a new "fashion wave" runs through the society.

The 'Savage' culture is the nigh opposite of the 'Wizard's'. They live a simple, primitive life, far away from the bright cities of their allies. They live in tribal costumes, and reject to use any kind of technology above simple tools and a limited number of medicines. 'Savage' tribes could be found on every Blue Star Alliance planet, but only in the middle of the greatest wilderness.

There are also other minor races that compose the Blue Star Alliance. They are usually referred as 'Completers' and the most numerous of them are the Eldar from craftworld Raiken and the humans from the nearby Imperial worlds. The 'Completers' enjoy the same rights and must abide the same obligations as the 'Wizards' and the 'Savages' but they are often treated as second class citizens. There is also a big Ork population within the borders of the Blue Star Alliance. These Orks are mostly Mekboys working for the megacorporations or other "Oddboys" who get fed up with their interfering normal brethren and emigrated to the Blue Star Alliance for a better environment.



ORGANIZATION AND LEADERSHIP

Though it is considered a superior identity, not everyone within the borders of the Blue Star Alliance is actually belongs to the Blue Star Alliance. There are many nations and other political, social, cultural or economical entities those are independent from the Blue Star Alliance. The Blue Star Alliance is not a unified body by the strictest sense, but rather a strong political and economical federation that compromise most of the nations and all the international and interplanetary organizations (like megacorporations) within its borders. Ultimately, it means that while the Blue Star Alliance holds enormous amount of power, its influence is far from absolute.

The Blue Star Alliance is led by the Alliance Council, a democratically elected public body that controls the Blue Star Alliance as a nation. The path to become a council member is open for both 'Wizards' and 'Savages', but the 'Savages' have no stomach for such a mess, so the seats of the Alliance Council are always taken by 'Wizards'.

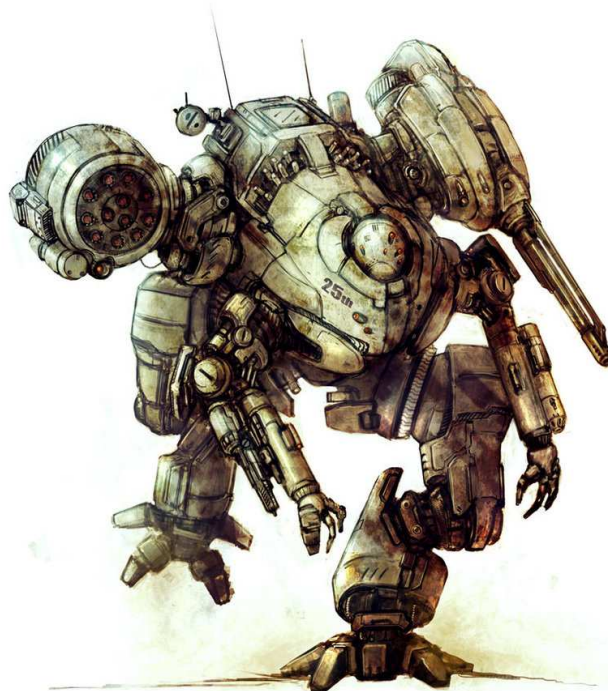
But because of the dominating 'Wizard' influence, the Alliance Council is actually pretty weak when it comes to act. The real power in the Blue Star Alliance belongs to the mega-corporations and bank-syndicates that rule the 'Wizard' society with their sheer economical weight. The Alliance Council usually only their puppet, just as the whole Blue Star Alliance is just their playground.

EXPANSION AND FOREIGN THREATS

Since its founding almost nine hundred years ago, the Blue Star Alliance grew rather large, and it occupies a relatively great swath of space in the northern middle of the Eastern Finger. They mostly colonize uninhabitable (or barely habitable) planets and terraform them, and they do it in "wild space" to avoid conflict. As the Blue Star Alliance spread, it inevitably made contact with other races, major and minor alike. But unlike the other powers in the galaxy, the Blue Star Alliance has no stomach for interplanetary wars. Instead, they use their economics and diplomacy to smooth away differences.

To be fair, the Blue Star Alliance is hardly a threat to anyone – it isn't expansionists, it isn't aggressive (well at least not in a militaristic sense), and the individualistic nature of the 'Wizards' generates enough internal conflicts to keep the Blue Star Alliance's military resources at home. Even when the Blue Star Alliance starts a "war", they keep things on a low intensity and on an even lower scale: rapid raids, fast-attack strikes and covert operations are okay, alongside with various guerrilla tactics, but big, open battles are extremely rare, and happen only when the Blue Star Alliance is on the defence.

The real thing that allows the Blue Star Alliance to exist undisturbed between the militaristic and warlike races of the galaxy is its genius use of non-lethal influence like trade and diplomacy. The Blue Star Alliance has an overwhelming economical strength that could provide decisive when it is backed up with telepathic diplomats. The other Blue Star Alliance asset that holds its potential enemies back is a simpler one: the Blue Star Alliance can boast an extremely powerful space fleet, cruisers with weaponry strong enough to tear apart a Retribution class battleship with a single volley.



FIGHTING TACTICS AND COMBAT DOCTRINE

The fighting forces of the Blue Star Alliance are just as diverse and distinctive as the people who inhabit it. From the mighty battle groups of the State Army through the elite but extremely well-equipped corporate forces to the rag-tag mercenary groups, an opponent can face a wild variety of military assets. The only common thing in these forces is the general conception in their battle tactics: superiority through absolute firepower.

For the Blue Star Alliance, the common way to win a battle is to simply blast everything into tiny pieces as quickly as it is possible. As such, every piece of a Blue Star Alliance military force is centred on the use of powerful weapons. The soldiers who use these weapons are well trained, and the weapon platforms are designed to carry their weapons around with utmost reliability. Supporting equipment and special tactics are commonly employed with the sole purpose to assure the best deployment of the various powerful weapons the Blue Star Alliance use.

When engaging the enemy, the Blue Star Alliance strikes without hesitation, as speed is an essential element in their tactics. The enemy should be eliminated immediately, as its returning fire could disable essential assets and cause unnecessary losses. As the Blue Star Alliance military forces are mostly composed by 'Wizards', their casualty tolerance is very low: for a race what puts so much effort into individuality, the loss of even a single person is unacceptable and outrageous. Many attacks of the Blue Star Alliance were cancelled because of the massive disapproval of the public, and many Blue Star Alliance military personnel were condemned because of their gruesome methods or a relatively high casualty rate.

It must be also noted that by common standard, the Blue Star Alliance is only allowed to engage with hostile elements of its actual opponents, and take care of any neutral outsiders even when they belong to the enemy. The massive media corporations of the Blue Star Alliance are unrelenting in their work, and a negative public image may be devastating to any fighting force.

One of the biggest difference between the fighting style of the Blue Star Alliance and the other races of the galaxy is the scale of their operations. Blue Star Alliance attacks are usually small and contain only a handful of units. The reason behind this is that a larger force would give away the direction of the Blue Star Alliance forces allowing the enemy to prepare and reducing the chance for the Blue Star Alliance forces to deliver the essential first strike. Fast attack raids, ambushes and rapid assaults are the most common battle methods of the Blue Star Alliance, striking hard and swiftly, exterminating any resistance before the enemy could counter-attack. Aggression is a key element with this mindset, and a good Blue Star Alliance commander always thinks about his opportunities of attack even while he actually on the defence.

Because all of the tactics and military methods mentioned above, the Blue Star Alliance heavily relies on its mechanized units to bear the brunt of the fights. Combat walkers and tanks could carry several weapon systems and provide increased mobility while being able to withstand enemy small arms fire. All these attributes make them superior in the context of the Blue Star Alliance combat doctrine, and as such, most Blue Star Alliance forces contain mostly armoured elements. Infantry is usually used for mop-up operations or to provide tactical support to the main battle force.

TECHNOLOGY

The technology of the Blue Star Alliance is not particularly advanced. It lacks some of the sophistication and exoticism of the most advanced races, but what it misses in these areas it regains in others. The main strength of the Blue Star Alliance in the terms of technology was always the research environment. In the Blue Star Alliance, thoughts are free, and minds are unbounded. No matter who you are and no matter what you want, if you have a good idea, you are free to work it out.

The other positive attribute of the Blue Star Alliance technology is its balanced and stable state. Technological progress is continuous and undisturbed, stretching out to all possible areas from military weapons to agricultural tools.

Another, though way less kind of technological advancement commonly employed by the Blue Star Alliance is simple stealing. Though espionage, robbing and other shady methods, the better technology of other races may find its way into the Blue Star Alliance surprisingly easily.

NOTABLE ORGANIZATIONS OF THE BLUE STAR ALLIANCE

The Shi'eng Consortium: The most powerful entity within the Blue Star Alliance, the Shi'eng Consortium's main and only profile is finance. Its vast network of banks control unbelievable amount of wealth: around the 10% of the whole Blue Star Alliance economy is directly connected to the Shi'eng Consortium, and another 17% is indirectly linked to the Consortium. The Shi'eng private military is a powerful but small force, specialized on security duties.

The Ashami Corporation: Also called as the 'Daemon Company', the Ashami Corporation is seconded only by the Shi'eng Consortium in the terms of power, but it is the greatest megacorporation in the terms of size within the Blue Star Alliance. The Ashami Corporation has a branch for every possible sectors of economy: from health care to arms production, the Ashami Corporation has everything under its profile. The success of the Ashami comes from two sources: it has a ruthless and aggressive business strategy, crushing its weak rivals without mercy and corrupting the strong ones with bribing and blackmail; on the other hand, the Head Director of the Ashami Corporation is not less than a minor chaos deity known as Val'shykerr the Ever Watching. He already sealed most of the 'Wizard' race from the other daemons, and now uses the Ashami Corporation to extend his influence in the material world and oversee the progression of the 'Wizards'.

The Komrag Corporation: In their legends, Komrag was the 'Wizard' god of machines and crafting. In the Blue Star Alliance, the Komrag Corporation is the biggest industrial megacorporation. The Komrag Corporation goes with anything related to industry: mining, processing, production, maintenance... Everything is in their little finger. Its military force - the Gears - is the largest private army in the Blue Star Alliance, and it has a reputation as a well equipped and brutal fighting force.

The Red Star Corporation: The prime weapon manufacturer and supplier of the Blue Star Alliance State Army, the Red Star Corporation boasts the finest arms factories and the most splendid weapon research facilities in the Blue Star Alliance. While their pure economic might is somewhat slight compared to the other megacorporations, their influence could be overwhelming both in state politics and in the private sector.

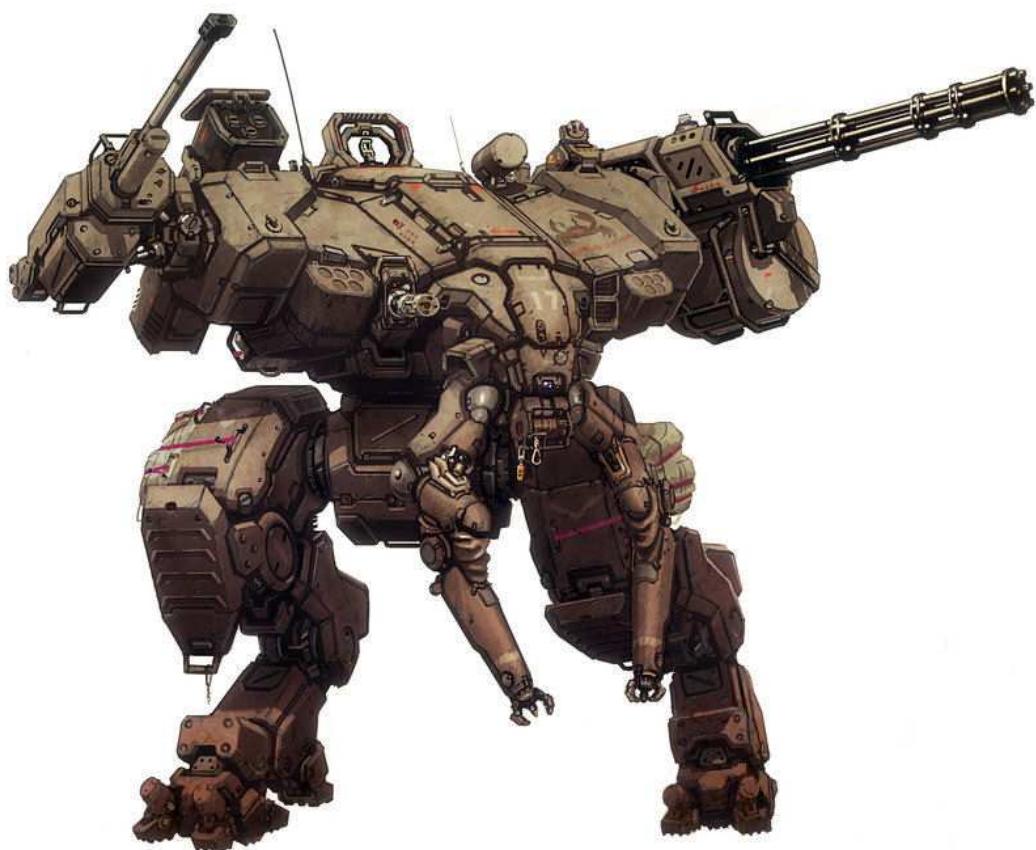
The Hashelinn Consortium: While the Hashelinn Consortium lacks size, power and influence, it is nevertheless one of the most important establishments of the Blue Star Alliance. The Hashelinn Consortium itself is a knit network of smaller corporations and foundations operating on the Eldar craftworld of Raiken. The good relationship between the Eldar and the Blue Star Alliance has a long history, and the Hashelinn Consortium managed to extract the maximum out of it. Fortunately, the ties between the two races are highly beneficial for both sides: Raiken thrives like no other craftworld in the galaxy thankfully for the economical feed of the Blue Star Alliance; and the Hashelinn Consortium makes a huge profit on trading Eldar craftsmanship and technology.

The Fon-Shul Corporation: In the terms of wickedness, immorality and sardonic malice, the Fon-Shul Corporation surpasses every other megacorporations in the Blue Star Alliance. Its main profile is bio-technology, and while the Fon-Shul Corporation is maybe the best and most innovative in that area, their methods are well... far from upright. Widespread zombie infections, highly effective but also highly addictive medicines, cruel experiments on living subjects, terrifying bio-viruses specifically designed to annihilate a whole race (so the corporation can acquire the knowledge of that race without paying anything - they can even sell the cure to make profit!)... These are just a few things from the long list. The Fon-Shul Corporation also boasts a rather powerful private military force, the WarZombs. The WarZombs are genetically "enhanced" (usually spliced, bio-engineered or cloned) soldiers that are infamous for their inhuman abilities and ruthless savagery.

The Starstreak Foundation: The Starstreak Foundation was established by an alliance of academies and universities. Its sole purpose is to seek out ancient and long-dead civilisations, and "study" their remnants. This usually means simple looting and grave-robbing, but the Starstreak Foundation has little concerns for causing irreparable damage when they could lay their hands on some antique technological artefact. Thankfully for its skilled and daring exploration teams, the Starstreak Foundation has a record of astonishing successes, including the raid on the tomb world of Light's End and plundering the ruined Old One city of Eternity Tower.

The MagKop Corporation: The MagKop is often referred as "God's Eye" because its overwhelming power within the supranet, an interstellar system of networked computers similar to our internet. The MagKop's main profile is software developing and information technology: from basic programs to private users through various contents of the supranet to highly sophisticated AI's, the MagKop works with all of them. Where the MagKop is unbeatable it is innovation, research and development. No other megacorporations in the Blue Star Alliance can present such a large and effective R&D team as the MagKop Corporation. The MagKop is also famous for not employing any kind of corporal military force - or at least it doesn't exist officially.

The Waeng Syndicate: The Waeng Syndicate is a tight union of several medium-sized corporations led by the royal family of the 'Wizard' nation of Kaoshing. The Waeng Syndicate is currently rather small, but it shows an astonishing growing rate. Its main profile is mining and space technology, but it also has significant footholds in agriculture and clothing industry. The most recent advancement of the Waeng Industry is a research treaty with two of the most prominent noble houses of Craftworld Raiken, something that didn't sit well for the Hashelinn Consortium.



SPECIAL RULES

SPECIAL ABILITIES

Aerial Assault: With its sophisticated stabilization thrusters and anti-gravity equalizers, the Gunship can maintain targeting accuracy even while moving at high speed.

A Gunship that moved at cruising speed can fire all of its weapons.

Bombardment Support: The Force Commander has Blue Star Alliance remote strike assets at his disposal. Be it a heavy attack aircraft circling above the battlefield, destructive orbital bombardment or concealed artillery behind the front lines, the Force Commander may call it in, destroying his enemies with the heaviest ordnance the Blue Star Alliance can offer.

This is treated as a shooting attack made by the Force Commander, with the following profile:

Range	Strength	AP	Type
Unlimited	10	1	Heavy 1, Large Blast, Barrage, One Use Only*

If a hit is rolled, the blast template scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol.. if an arrow is rolled, the blast template scatters an additional D6" (for a total deviation of 3d6").

Death Blow: Trained in the art of killing from birth, the Savage Assassin is well versed in the art of murder and could find weak and vulnerable spots on any opponent.

All to-hit rolls of '6' of the Savage Assassin wound automatically and cause Instant Death regardless of the target's Toughness.

Forward Deployment: Strategic mobility is always the linchpin of Blue Star Alliance military operations. A good Force Commander not just knows this, but carries out the necessary steps, carefully pre-positioning his forces for the oncoming battle.

At the start of the game, before forces are deployed, roll a D3 and choose that many units from your army. These nominated units gain the Scouts universal special rule for the remainder of the battle.

Guardian Tattoos: Before battle, the savages cover their bodies with weird tattoos to gain the favours of the spirits. They believe that in battle, these spirits would protect them from enemy witchcraft in return of wearing their signs. Disturbingly, these tattoos seem to be effective, much for the nervousness of the Blue Star Alliance scientists.

Models with this special rule gain +2 to their Deny the Witch rolls.

Immobile: Strike Pods have no movement systems, and generally have little value above transporting troops from orbit into the heat of battle.

A Strike Pod cannot move once it has entered the battle, and counts in all respects a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way). Once the Strike Pod has landed, the hatches are blown open and all passengers must immediately disembark, as normal. Once passengers have disembarked, no models can embark on the Strike Pod for the remainder of the game. A unit that disembarks from a Strike Pod may not assault in its following Assault Phase.

Pointers Lead the Way: The Pointers are peerless scouts, whose wilderness survival and navigation skills are second to none. They can travel through even the most hazardous environments without problem, and they can even act as pathfinders and guides for their less skilled comrades.

The Pointer Squad may always use a special kind of Outflank, even in missions that normally don't allow it. This special Outflank uses all the rules of the normal Outflank, with the following exceptions: when the Pointer Squad arrives from reserve roll a D6 to see where it may deploy: on a roll of 1 the unit enters play from the short table edge to the owning player's left, on a 2 they enter play from the short table edge to the owning player's right and on a roll of 3-6 they enter play from any table edge the owning player wishes. This may be even the opponent's table edge.

Besides, the Pointer Squad may take a single friendly unit and share the ability to perform this special Outflank with the given unit. The Pointer Squad and the chosen unit count as a single unit for the purposes of reserves and is rolled collectively when rolling for deployment.

Roof-Rack Weapons: The fighting platform of the Rapid Attack Crafts may be fitted with a pair of multi-pulsers to augment the offensive capabilities of the vehicle.

Roof-rack weapons could be only fired by the passengers of the vehicle. They count as the weapons of the carried unit (you are free to determine which models in the unit operate the weapons), but they may be fired even if the vehicle moved Combat Speed in its preceding Movement phase. Roof-rack weapons can't be fired if the vehicle moved Cruising Speed or Flat-Out.

Shadow Walk: The Savage Stalkers are peerless in the art of stealth and infiltration, and they always manage to appear wherever their commander needs them most.

The Savage Stalkers always start the game in reserve, even in missions that do not normally use this rule. When the Savage Stalkers become available they are placed anywhere on the battlefield that is more than 1" away from any enemy model. The savage stalkers may not move or assault on the turn they arrive, although they can shoot (or run) normally. Independent Characters cannot join to the Savage Stalkers at the beginning of the battle, but they can join later, when the unit has already arrived from reserves.

Specialist Operations: Sometimes, a mission calls for unique methods of execution. A good Force Commander has the flexibility to reorganize his resources on the field, completing even such tricky tasks with little effort.

At the start of the game, before forces are deployed, roll a D3 and choose that many units from your army. These nominated units are scoring (even if they are vehicles) for the remainder of the battle.

Strike Pod Assault: Strike Pods are cheap, one-use drop pods that could deliver a squad of infantry from an orbiting spacecraft right into the field of battle. The tactical flexibility of such attacks is often comes handy for the Blue Star Alliance commander, as he could deploy his forces instantly and right where he wants.

Strike Pods always enter play using the Deep Strike special rule. At the beginning of your first turn, you must choose half of your Strike Pods (rounding up) to arrive on your first turn. The arrival of the remaining Strike Pods is rolled for as normal. All units with Strike Pods dedicated transports must start the battle in their Strike Pods. They cannot start the battle on board.

Tactical Expert: The Force Commander is a veteran of several battles, and learnt how to use his reserves and forward deploying units at their best.

Whilst the Force Commander is alive, you add 1 to any of your reserve rolls. In addition, if any of your units arrive using the Outflank special rule (including the special Outflank of the Pointer Squads), you can re-roll the dice used to determine which board edge these squads arrives from.

PSYCHIC POWERS

Psychic Disciplines: Blue Star Alliances cannot use any of the Psychic Disciplines listed in the Warhammer 40000 Rulebook. They can only use the psychic powers presented in this codex.

Psychic Pilot: Light, Battle and Heavy Walkers have a Leadership value of 8 for the purpose of this special rule instead of the normal 10. Command Walkers have a Leadership value of 9.

Arc Bolt: When using this destructive power, the psykers summons a torrent of searing bolts of light that are capable to burn through flesh and armour easily, and set the survivors aflame for additional havoc.

Warp Charge 1

The Arc Bolt is a **witchfire** power with the following profile:

Range	Strength	AP	Type
24"	6	3	Assault 2, Soul Blaze

Barrier Dome: The Psi Specialist can summon a small dome of pure psychic energy to hinder the movement of his enemies. While it could be very useful, the barrier dome has its limits: massive vehicles or especially powerful creatures can muscle their way through the psychic barrier without difficulty.

Warp Charge 1

The Barrier Dome is a **conjunction**. Place a Small Blast template anywhere completely within 12" from the psyker and more than 1" away from any enemy models. The template is Impassable Terrain, and remains on the battlefield unit the start of your next Turn. Monstrous Creatures and vehicles with a Front Armour value of 13 or greater completely ignore the template for the purpose of their movement.

Celerity: With their light construction and psyche-sensitive artificial fibre-muscles, Light Walkers could be augmented with their pilots' psychic powers to move with an incredible speed.

Warp Charge 1

Celerity is a **blessing** that targets the Psyker. As long as the power is in effect, the Psyker may roll two dice when it runs, adding their scores together to determine how far it may move.

Command: Squad Leaders could use their potent telepathic powers to temporarily "possess" the minds of their subordinates, enforcing their will and maintaining discipline with a much greater effect.

Warp Charge 1

Command is a **blessing** that targets the Psyker and his unit. The unit may re-roll any failed morale, pinning or regroup tests as long as the power lasts.

Force Shroud: The Psi Specialist can summon a shimmering mist that can deflect enemy attacks directed against him or his companions.

Warp Charge 1

Force Shroud is a **blessing** that targets the Psyker and his unit. All models in the unit receives a 5+ invulnerable save against Shooting attacks whilst the power is in effect.

Fortitude: The first thing all walker pilots learn that how to recalibrate the systems of their walkers with a surge of their psyche.

Warp Charge 1

Fortitude is a **blessing** that targets the Psyker. Any Crew Shaken and Crew Stunned results already on the vehicle are nullified and no longer apply as soon as the power takes effect.

Heightened Senses: Heavy Walker pilots developed a unique form of psychic control over their vehicles – with a single thought the pilot combines his very consciousness with the tactical systems of the walker, greatly enhancing its targeting effectiveness.

Warp Charge 1

Heightened Senses is a **blessing** that targets the Psyker. The Heavy Walker may fire all its weapons at different targets as long as the power lasts. Nominate the targets of each weapon before making the attacks. The heavy Walker may assault any of its targets in the following Assault phase.

Kinesis: With this simple but rather potent power, the psyker blasts forward a powerful surge of telekinetic force that is capable to crush anything in its path.

Warp Charge 1

Kinesis is a **beam** with the following profile:

Range	Strength	AP	Type
18"	8	-	Assault 1, Strikedown

Mesmerize: The Force Commander can reach out not only for his own with his psyche, but for the enemy as well, grasping them with powerful telepathic bonds and making them vulnerable to attacks.

Warp Charge 1

Mesmerize is a **malediction** that targets a single enemy unit within 12". All models in the target unit decrease their Initiative characteristic to 1 and may not fire Overwatch as long as this power lasts.

Passion: The Force Commander can extend his psyche to a high degree, monitoring and stimulating the minds of his troops if needed. These psychically enchanted soldiers could fight with a furious fervour even when they face overwhelming odds.

Warp Charge 1

Passion is a **blessing** that targets the Psyker and his unit. If successful, all models in the targeted unit gain the Fearless and the Rampage universal special rules as long as this power is in effect.

Potence: Battle Walkers are equipped with special psychic-reactive muscles within their manipulator arms. These gears allow the pilot to channel his psychic power into the strikes of his walker, tearing flesh and armour asunder with equal ease.

Warp Charge 1

Potence is a **blessing** that targets the psyker. If successful, the close-combat attacks of the Psyker gain an Armour Piercing value of 2 and the Armourbane universal special rule.

Psychic Assault: The psychic assault is the offensive form of the telepathy used by the common 'Wizards'. With this potent power, the Psi Specialist literally slashes into the mind of his victim whose only chance is to resist the onslaught with the force of his will.

Warp Charge 1

Psychic Assault is a **focused witchfire** that targets a single enemy model within 18". Both players roll a D6 and add the Leadership of their respective models. If the score of the Psyker is higher than its opponent's, then the targeted model suffers a single wound with no saving throws allowed.

Spook: With this power, the psyker releases a strong telepathic burst against his opponents, rousing their greatest fears and doubts into high unbearable levels.

Warp Charge 1

Spook is a **malediction** that targets a single enemy unit within 24". The targeted unit must immediately pass a Morale test or it must Fall Back.

Summon: The commander of the Command Walker can emit a powerful psychic signal that could be tracked by his forces, allowing them to deploy on the battlefield with pinpoint accuracy.

Warp Charge 1

Summon is a **blessing**. All friendly units that use the Deep Strike special rule scatter only D6" instead of the normal 2D6" as long as this power is in effect.

Void Blast: When using this power, the psyker bursts a massive wave of gravity distortion, that can level a considerable sized area around the psyker.

Warp Charge 1

Void Blast is a **nova** power with the following profile:

Range	Strength	AP	Type
12"	5	5	Assault 4, Ignores Cover Saves, Pinning

BLUE STAR ALLIANCE WARLORDS

The ‘Wizards’ are maybe the most individualistic race in the galaxy. They mostly disregard the needs and the will of others, focusing only on their own success. Commanding them is a rather ungrateful task for any non-‘Wizard’, even though they could be just as disciplined and unwavering as any other race. To simply put, inspiring them into above-average acts is nigh impossible through universal means like charisma and leadership qualities. And since the major bulk of the Blue Star Alliance fighting forces is composed by ‘Wizards’, the usual superiority of leaders are non-existent in every Blue Star Alliance unit. They are simply “better individuals” in an army of individuals, mere authority figures rather than excelling heroes.

To represent this, no unit in this codex may take Warlord Traits neither could they benefit from any other model’s Warlord Traits. The only exception is the Savage Chieftain, who may take Warlord Traits as normal, but his Warlord Trait will only affect other Savages and nobody else.

ALLIES

Battle Brothers:

- Eldar
- Grey Knights*
- Imperial Guard

Allies of Convenience:

- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Dark Eldar
- Orks
- Space Marines

Desperate Allies:

- Sisters of Battle
- Space Wolves
- Tau Empire

Come the Apocalypse:

- Black Templars
- Dark Angels
- Necrons
- Tyranids

* To keep the Grey Knights as Battle Brothers, the Grey Knights army must include at least one Inquisitor of any type. If no Inquisitor is present in the Grey Knights army, then treat the alliance as Desperate Allies instead of Battle Brothers.

WARGEAR

WEAPONS

Autocannon: The autocannon was once the main secondary weapon of the walkers, but it quickly became obsolete next to the newest generation of energy weapons.

Range	Strength	AP	Type
48"	7	4	Heavy 3

Assault Gun: The assault gun is a rapid firing light firearm designed for shock troops. Rugged and easy to maintain, the assault gun is mostly distributed amongst the savage auxiliaries.

Range	Strength	AP	Type
18"	3	5	Assault 2

Assault Pistol: The assault pistol is the common sidearm of Blue Star Alliance troops.

Range	Strength	AP	Type
12"	3	5	Pistol

Battle Mortar: The battle mortar is a highly destructive light artillery weapon capable of firing anti-infantry high explosive rounds or anti-armour plasma burst shells.

Each time the battle mortar fires, the controlling player can decide which round is being used.

High explosive round

Range	Strength	AP	Type
12"-120"	6	4	Ordnance 1, Barrage, Large Blast

Plasma burst round

Range	Strength	AP	Type
12"-120"	9	2	Ordnance 1, Barrage, Small Blast

The battle mortar cannot fire directly, but it counts as twin-linked if it fires at a target that is visible for at least one friendly Blue Star Alliance unit.

Buster SMEAR: The Buster SMEAR (Support Mounted Expendable Anti-tank Rocket) is a cheap, one-shot missile launcher. It is essentially a compact SPIKE missile launcher, so it is rather powerful compared to its size.

Range	Strength	AP	Type
48"	9	3	Heavy 1, One Use Only

Caustic Gun: The caustic gun fires a deadly spray of highly corrosive chemicals that could quickly decompose flesh and metal with equal ease.

Range	Strength	AP	Type
Template	2	3	Assault 1, Poisoned (4+), Armourbane

Combat Blade: Combat blades are the basic melee weapons of the Blue Star Alliance military forces. These dangerous weapons usually took the shape of heavy, mean-looking knives with monomolecular cutting edges.

Combat blades are close-combat weapons that have the following profile:

Range	Strength	AP	Type
-	User	5	Melee

Envenomed Weapon: Envenomed weapons are covered with deadly toxins to make them lethal even against the toughest opponents.

Envenomed weapons are close-combat weapons that have the following profile:

Range	Strength	AP	Type
-	User	-	Melee, Poisoned (2+), Specialist Weapon

Force Weapon: Force weapons are psychically charged melee weapons that could sear through metal, flesh and soul alike.

A model equipped with a force weapon may choose to have one of the following close-combat weapons:

	Range	Strength	AP	Type
Force Sword	-	User	3	Melee, Force
Force Glaive	-	User	2	Melee, Force, Two-Handed
Force Ripper	-	+1	3	Melee, Force, Unwieldy

Frag Launcher: The frag launcher is a one-shot medium range fragmentation grenade launcher. It is usually equipped on strike pods to give fire support to the deployed squad.

Range	Strength	AP	Type
24"	5	5	Heavy 1, Large Blast, One Use Only

Fusion Cannon: The fusion cannon became an increasingly rare sight on the battlefield as the more advanced lance weapons slowly take its place as the prime vehicle mounted anti-tank weapon.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Blast, Melta*

*Roll 8+2D6 for armour penetration against targets under the hole of the centre of the blast template, and 8+D6 against other targets. The extra D6 from the Melta special rule could be added to the armour penetration total if the target is within half range.

Fusion Gun: The fusion gun is a short ranged anti-tank weapon that utilizes highly advanced thermonuclear technology to turn even the heaviest armour into molten slag within a blink of an eye.

Range	Strength	AP	Type
12"	8	1	Assault 1, Melta

Fusion Pistol: The fusion pistol uses the same technology as the fusion gun, only in a more compact build.

Range	Strength	AP	Type
6"	8	1	Pistol, Melta

Heavy Caustic Gun: The heavy caustic gun has reinforced structure and gas containment unit, allowing the weapon to store and fire a much more lethal chemical compound.

Range	Strength	AP	Type
Template	2	3	Assault 1, Poisoned (2+), Armourbane

Kom-Rifle: The Kom-Rifle is the standard weapon of the Blue Star Alliance soldiers. It fires armour-piercing rounds with a high rate of fire, making it an excellent weapon against enemy light infantry. The kom-rifle has an underslug secondary gun that could fire a stronger shot, but lacks the penetrative power and the fire rate of the main weapon.

Each time the kom-rifle fires, the controlling player can decide which firing mode is being used.

Burst shot

Range	Strength	AP	Type
24"	3	5	Rapid fire

Solid shot

Range	Strength	AP	Type
24"	4	-	Heavy 1

Lance Blaster: The lance blaster fires a coherent beam of laser, capable to pierce even the strongest armour. With its relatively high rate of fire the lance blaster is the bane of enemy heavy infantry and vehicles alike.

Range	Strength	AP	Type
18"	8	2	Rapid Fire, Lance

Lance Cannon: The lance cannon is essentially an oversized lance blaster. With its larger and more powerful capacitors arrays and power feeding links, the lance cannon delivers the same punch as the lance blaster only to a far greater range.

Range	Strength	AP	Type
36"	8	2	Heavy 2, Lance

Lance Disruptor: The lance disruptor fires a blast of supercharged energy, destroying any armour on impact.

Range	Strength	AP	Type
60"	9	2	Heavy 1, Blast, Lance

Lance Pistol: The lance pistol is the newest member of the Blue Star Alliance lance weapon arsenal. Despite its small size, the lance pistol is just as strong as its greater cousins, making it the most powerful sidearm in service.

Range	Strength	AP	Type
12"	8	2	Pistol, Lance

MAG Gun: The MAG (MAcro Grenade) gun fires high-explosive grenades that can tear through both infantry and light vehicles. While it is hopelessly obsolete in the upstarting age of energy weapons, the MAG gun remained a rather popular choice amongst veteran troopers.

Range	Strength	AP	Type
12"	6	6	Assault 1, Blast*

*When you roll to penetrate armour with a MAG gun, roll two dice instead of one and pick the highest result to determine the armour penetration score.

Mass Driver: The mass driver uses magnetic rail-accelerator technology to fire medium calibre explosive rounds, that have the power to shred infantry and light vehicles into pieces easily.

Range	Strength	AP	Type
60"	6	4	Heavy 4, Blast

MULTI Sniper Rifle: The MULTI (Multiple sUbmunitions Lightweight Targeting Indicator) sniper rifle is maybe the most advanced projectile weapon of the Blue Star Alliance. With its intelligent ammunition selector and built-in targeting computer, the MULTI sniper rifle is the dream of the snipers and the nightmare of enemy troops.

Each time the MULTI sniper rifle fires, the controlling player can decide which round is being used.

Explosive round

Range	Strength	AP	Type
72"	X	5	Heavy 1, Sniper, Blast

Armour piercing round

Range	Strength	AP	Type
72"	X	3	Heavy 1, Sniper, Armourbane

Multi-Pulser: The multi-pulser is a simple multi-barrelled projectile accelerator gun that fires small, dense metal rounds at its target with an astonishing rate. The multi-pulser is best used to disrupt enemy infantry formations, but with a little luck, it can wreck light vehicles as well.

Range	Strength	AP	Type
36"	6	4	Heavy 4

Plasma Cannon: The plasma cannon is best used against clusters of enemy heavy infantry, where its armour piercing power and large area of effect could be decisive

Range	Strength	AP	Type
36"	7	2	Heavy 1, Large Blast

Plasma Pistol: The plasma pistol fires a "pulse" of plasma at its target, vaporizing flesh and armour with the power of a small sun.

Range	Strength	AP	Type
12"	7	2	Pistol

Plasma Rifle: The plasma rifle utilizes a powerful magnetic accelerator to fire its plasma bolt to a surprisingly long range.

Range	Strength	AP	Type
24"	7	2	Assault 2

Power Weapon: A power weapon (usually a sword or glaive) utilizes a highly destructive power field to tear through all manner of materials with ease.

A model equipped with a power weapon may choose to have one of the following close-combat weapons:

	Range	Strength	AP	Type
Power Sword	-	User	3	Melee
Power Glaive	-	User	2	Melee, Two-Handed
Power Ripper	-	+1	3	Melee, Unwieldy

Rocket Pods: Rocket pods are small rocket launchers that usually utilized to boost the firepower of vehicles.

Range	Strength	AP	Type
24"	7	4	Heavy 2, Twin-Linked

SMART Missile Launcher: The SMART (Sub-Medium Air Reactive Torch) missile launcher is a sophisticated guided missile launcher, designed to eliminate masses of enemy light infantry. Its powerful air-burst warhead and advanced controlling systems actually makes the SMART missile launcher superior in its role, and highly favoured in the eyes of the Blue Star Alliance troopers.

Range	Strength	AP	Type
36"	4	5	Heavy 1*

*To fire the SMART missile launcher place the teardrop shaped template so that the narrow end is within 36" of the weapon and the template itself covers as many enemy models from the target unit as possible. The SMART missile launcher is then treated like any other template weapon.

SPIKE Missile Launcher: The SPIKE (Solid Penetrative Improved Kinetic Eliminator) missile launcher is a simple anti-tank missile system capable to destroy any kind of armoured vehicle with only a few shots.

Range	Strength	AP	Type
72"	9	3	Heavy 2

STAR Missile Launcher: The STAR (Surface-To-Air Repeater) missile launcher is a highly effective weapon system specifically designed to take out enemy aircraft. It combines a rapid firing missile pod with a sophisticated air radar array making the weapon a true bane of anything that flies.

Range	Strength	AP	Type
48"	7	3	Heavy 3, Skyfire, Ignores Cover Saves

Storm Gun: The storm gun is a light machine gun that is often used as a squad support weapon. It fires special high-powered explosive rounds with pinpoint accuracy, mowing down enemy light infantry with a literal stream of bullets.

Range	Strength	AP	Type
24"	4	6	Assault 5, Pinning

Thrasher Blade: The thrasher blade is a crude, but rather effective weapon used by the savages. Thrasher blades are essentially huge chainsaws used to destroy enemy armour in close combat.

Thrasher blades are two-handed power weapons with the following profile:

Range	Strength	AP	Type
-	+3	2	Melee, Armourbane, Two-Handed

Witchblade: Witchblades are psychically enhanced weapons, often carried by 'Wizard' officers.

See the Warhammer 40,000 Rulebook for rules of using witchblades.

GRENADES

Concussion Grenades: Concussion grenades unleash a crackling shockwave and a sonic shriek on detonation, temporarily disorienting their targets and breaking their momentum.

In the Shooting phase, when a unit armed with concussion grenades makes a shooting attack, one model can choose to throw a grenade with the following profile, rather than using another shooting weapon.

Range	Strength	AP	Type
8"	3	-	Assault 1, Blast, Concussive

In the Assault phase, concussion grenades count as defensive grenades.

EMP Grenades: EMP grenades detonate in a burst of strong electromagnetic waves. No armour is proof against an EMP blast, as it affects directly the machinery within.

EMP grenades count as haywire grenades. See the Warhammer 40,000 Rulebook for rules.

Fusion Bombs: Fusion bombs use a very similar technology than fusion guns, making them a very destructive anti-tank weapon.

Fusion bombs are melta bombs. See the Warhammer 40,000 Rulebook for rules of using melta bombs.

Ink Grenades: Ink grenades are special disruption charges that burst into a volatile cloud of thick ink-like smoke. The smoke is in fact a cloud of very aggressive nanorobots, programmed to attack their victim's sensory organs. This could have a potentially devastating effect on the target, as everyone caught by the cloud risks the permanent loss of sensory inputs.

In the Shooting phase, when a unit armed with ink grenades makes a shooting attack, one model can choose to throw a grenade with the following profile, rather than using another shooting weapon.

Range	Strength	AP	Type
8"	1	-	Assault 1, Blast, Blind, Fleshbane

Plasma Grenades: Plasma grenades unleash a powerful plasma blast on detonation, driving opponents further into cover for a few precious moments while the attackers close in.

See the Warhammer 40,000 Rulebook for rules of using plasma grenades.

ARMOURS

Destroyer Suit: Destroyer suits are powered suits specialized to act as heavy weapon platforms. They are bigger than powered suits, but most of their bulk comes from additional stabilization, recoil suppressor and amplitude equalizer systems.

A model with destroyer suit has an armour save of 3+ and increases its Strength and Toughness characteristics by 1. In addition, the destroyer suit also confers the Bulky, Night Vision and the Relentless universal special rules to the model wearing it. Finally, a model wearing a destroyer suit is also immune to the effects of the Concussive and the Strikedown universal special rules.

Heavy Armour: Heavy armour is made of strong duralloy plates, protecting the wearer from most type of small arms fire.

A model with heavy armour has an armour save of 4+.

Powered Suit: Made from multi-layered neoplas and reinforced with nanofibres, the powered suit is not just simple armour, but a complex defence system that makes the wearer both stronger and tougher.

A model with powered suit has an armour save of 3+ and increases its Strength and Toughness characteristics by 1. In addition, the powered suit also confers the Night Vision universal special rule to the model wearing it.

Shaped Armour: Lightweight and reliable, the shaped armour provide the minimal protection a soldier would need on the battlefield.

A model with shaped armour has an armour save of 5+.

Pointer Gears: Just a little bit more than simple reinforced clothing, this outfit has many straps, cables and other movement assisting tools to provide a great degree of mobility.

A model with pointer gears has an armour save of 6+ and may re-roll Difficult Terrain tests.

OTHER EQUIPMENT

Battle Standard: Savage chieftains often carry the banner of their tribe to battle. The mere sight of these standards could drive the savages into a furious frenzy, as they try to live up to their tribe and their ancestors.

A model with a battle standard increases its combat resolution score by 1. The effects of multiple battle standards are cumulative.

Force Shield: A force shield is a defensive field generator unit, capable to absorb even the most powerful hits.

A force shield grants the bearer a 4+ invulnerable save.

Homing Beacon: The homing beacon is a powerful signalling relay capable to transmit landing vectors and surveying data, allowing air-dropped units to land accurately on the battlefield.

If a unit wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a model carrying a homing beacon, then it won't scatter. Note that the homing beacon must already be on the table at the start of the turn for it to be used.

Jump Jet Packs: Jet packs are compact jump jets used by infantry. While their smaller size means weaker bursts of speed, their recharge time is also much shorter, so their users can time their bursts of speed much better.

A model with jump jet packs may either move as a Jump Unit in its Movement phase or use the Jet Pack Unit's Thrust Move special rule in its Assault phase.

Psychic Amplifier: This special device utilizes psycho-active power crystals to allow the user to better channel the energies of the warp.

A model with psychic amplifier may re-roll its failed Psychic tests.

Psychic Disruptor: The psychic disruptor is very similar to the psychic amplifier, only it does the exact opposite: it dulls the warp energies around the wearer, making psychic powers much harder to call forth.

Enemy models within 24" from the model equipped with psychic disruptor must re-roll their successful Psychic tests.

Psychic Register: The psychic register is a simple focus assistant and motion guidance system that can store the casting methods of a psychic power, so the psyker can utilize it when the need arises. Because of the limitations of the system, this extra power is usually an offensive one, as the other abilities need complex measures to call forth properly.

A model equipped with a psychic register may choose one additional psychic power from the following: Arc Bolt, Kinesis, Void Blast.

Psychic Screener: A very simple, but often life-saving device, the psychic screener is a psychic emergency safety lock that prevents harmful warp energies to reach the psyker and cause irreversible damage.

Each time a model with a psychic screener suffers a Perils of the Warp attack roll a D6: on a roll of 4 or better, the Perils of the Warp is ignored and it has no effect on the psyker. If the psyker got the Perils of the Warp for rolling a double '1' on the Psychic test, and successfully averted the Perils of the Warp with the psychic screener then the psychic power is also disabled and it takes no effect.

Stealth Cloak: Stealth cloak is a catch-all term for all kinds of advanced camouflage methods ranging from cameleoline coating to holographic screeners.

A model equipped with a stealth cloak gains the Shrouded universal special rule.

Ultravision Optics: A compact, infantry version of the proximity detectors used on vehicles, the ultravision optics can provide an essential help during night fights.

A model equipped with ultravision optics gains the Night Vision universal special rule.

VEHICLE EQUIPMENT

Ballistic Plating: The ballistic plating is extra armour plates around the cockpit protecting the pilots from enemy fire. These defence equipment is mostly used by gunship and rapid attack craft crewmen, as they are prone to get caught in enemy crossfire.

A vehicle with ballistic plating treats any "Crew Stunned" results as "Crew Shaken" instead.

Cloak Field Generator: The cloak field generator is a holographic jammer device that hides the vehicle from enemy sight. While its efficiency is unquestionable, the cloak field generator is a rare piece of equipment because of its immense power usage.

A vehicle with Cloak Field Generator gains the Shrouded and the Stealth universal special rules.

Dozer Blades: Dozer blades are heavy blades or rams used to clear rubble and obstacles from the vehicle's path.

Vehicles equipped with dozer blades may re-roll their failed Difficult Terrain tests.

Gravitronic Legs: Gravitronic legs are special bipedal movement systems enhanced with advanced gravity stabilization cores. With gravitronic legs the walker loses minimal accuracy while moving at great speed, allowing it to fire its weapons on the run.

A walker with gravitronic legs may shoot and run in the same shooting phase.

Jump Jets: The walkers of the Blue Star Alliance are often fitted with large jump packs to acquire a higher degree of mobility. Though jump jets are useful without question, only a handful of walker pilots have the experience and skill to actually use them without crashing their walkers in the process.

A model with jump jets may either move as a Jump Unit in its Movement phase or use the Jet Pack Unit's Thrust Move special rule in its Assault phase.

Protector Shield: An oversized, vehicle mounted version of the force shield, the protector shield can provide the same protection as its smaller cousin only on a much bigger scale.

Vehicles equipped with protector shields have a 4+ invulnerable save, but they cannot use this invulnerable save against Perils of the Warp attacks or against attacks that don't have a specific Strength value.

Proximity Detector: The proximity detector is a catchall term for scanners that use uncommon methods to detect objects. The exact operation of these scanners can vary wildly - from simple particle readers to exotic ultra-dimensional resonators – but they all provide an almost perfect data feed for the operator of the vehicle.

A vehicle equipped with a proximity detector gains the Night Vision universal special rule.

Ram-Boosters: Ram-boosters are auxiliary thrusters attached to the hull of a VTOL. They provide a superior speed boost to the aircraft as it moves at maximum engine power.

A vehicle with ram-boosters gains the Supersonic universal special rule.

Screener Launchers: Screener launchers are small tubes filled with ink grenades. Their purpose is simple: with the barrage of ink grenades, they could provide an effective cover to the vehicle, allowing it to change position safely.

Screener launchers count as smoke launchers in every respect. See the Warhammer 40,000 Rulebook for rules.

Suppression Launchers: The suppression launchers are short-ranged automatic grenade launchers loaded with special electro-magnetic disruption grenades. These highly advanced munitions are capable to temporarily paralyze their targets with crackling bolts of electricity interrupting combat manoeuvres with great efficiency.

A vehicle equipped with suppression launchers counts as armed with both defensive and assault grenades.

Targeting Analyzer: Targeting analyzers are highly sophisticated battle computers that could spot weak points on enemy constructions, making the fire of the vehicle much more effective against them.

Vehicles equipped with targeting analyzers have the Tank Hunters universal special rule.



BLUE STAR ALLIANCE ARMY LIST

HQ

Force Commander
Psi Specialist
Savage Chieftain
Command Walker

Elites

Squad Leader
Heavy Infantry Squad
Sniper Squad
Savage Stalker squad
Savage Assassin
Battle Walker

Troops

Grunt Squad
Savage Fighter Squad

Dedicated Transports

Troop Crawler
Rapid Attack Craft
Strike Pod

Fast Attack

Aggressor Squad
Storm Squad
Pointer Squad
Assault Tank
Gunship
Stealth Dropship
Light Walker

Heavy Support

Destroyer Squad
Savage Monstrosity
Artillery Team
Battle Tank
Missile Tank
Heavy Walker

Fortifications

Raid Defence System

HQ

FORCE COMMANDER 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Force Commander	4	5	3	3	3	4	3	9	4+

Composition:

- 1 Force Commander

Unit Type:

- Infantry (Character)

Wargear:

- Heavy armour
- Kom-rifle
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Independent Character
- Psychic Mastery Level 1

Psychic Powers:

- Mesmerize
- Passion

OPTIONS:

- The Force Commander may exchange his kom-rifle for:
 - Assault gun *free*
 - Fusion gun, storm gun, MAG gun or MULTI sniper rifle *10 points*
 - Plasma rifle or lance blaster *15 points*
- The Force Commander may exchange his assault pistol for:
 - Fusion pistol or plasma pistol *10 points*
 - Lance pistol *15 points*
- The Force Commander may exchange his combat blade for:
 - Witchblade *10 points*
 - Power weapon *15 points*
 - Force weapon *20 points*
- The Force Commander may replace his heavy armour with:
 - Powered suit *25 points*
- The Force Commander may take any of the following:
 - Tactical Expert *30 points*
 - Specialist Operations *30 points*
 - Forward Deployment *30 points*
 - Bombardment Support *30 points*
- The Force Commander may take any of the following:
 - Concussion grenades *2 points*
 - EMP grenades *2 points*
 - Fusion bombs *5 points*
 - Stealth cloak *5 points*
 - Ultravision optics *5 points*
 - Buster SMEAR *10 points*
 - Psychic register *10 points*
 - Force shield *15 points*
 - Psychic screener *15 points*
 - Psychic disruptor *20 points*
 - Psychic amplifier *20 points*
 - Jump jet packs *25 points*

PSI SPECIALIST 80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Psi Specialist	4	4	3	3	2	4	2	9	5+

Composition:

- 1 Psi Specialist

Unit Type:

- Infantry (Character)

Wargear:

- Shaped armour
- Assault pistol
- Witchblade
- Plasma grenades

Special Rules:

- Independent Character
- Psychic Mastery Level 1

Psychic Powers:

The Psi Specialist has any two of the following powers:

- Arc Bolt
- Barrier Dome
- Force Shroud
- Kinesis
- Psychic Assault
- Spook
- Void Blast

OPTIONS:

- The Psi Specialist may exchange his assault pistol for:
 - Fusion pistol or plasma pistol 10 points
 - Lance pistol 15 points
- The Psi Specialist may exchange his witchblade for:
 - Force weapon 10 points
- The Psi Specialist may replace his shaped armour with:
 - Heavy armour 5 points
 - Powered suit 25 points
- The Psi Specialist may take any of the following:
 - Concussion grenades 2 points
 - EMP grenades 2 points
 - Fusion bombs 5 points
 - Stealth cloak 5 points
 - Ultravision optics 5 points
 - Psychic register 10 points
 - Force shield 15 points
 - Psychic screener 15 points
 - Psychic disruptor 20 points
 - Psychic amplifier 20 points
 - Jump jet packs 25 points

SAVAGE CHIEFTAIN 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Savage Chieftain	5	3	4	3	3	5	3	9	-

Composition:

- 1 Savage Chieftain

Unit Type:

- Beast (Character)

Wargear:

- Assault gun
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Independent Character
- Furious Charge
- Counter-Attack
- Infiltrate
- Scouts
- Guardian Tattoos

OPTIONS:

- The Savage Chieftain may exchange his assault gun for:
 - Fusion gun, storm gun or MAG gun *10 points*
 - Plasma rifle or lance blaster *15 points*
- The Savage Chieftain may exchange his assault pistol for:
 - Fusion pistol or plasma pistol *10 points*
 - Lance pistol *15 points*
- The Savage Chieftain may exchange his combat blade for:
 - Envenomed weapon *5 points*
 - Power weapon or thrasher blade *15 points*
- The Savage Chieftain may take any of the following:
 - Concussion grenades *2 points*
 - EMP grenades *2 points*
 - Battle standard *5 points*
 - Fusion bombs *5 points*
 - Heavy armour *5 points*
 - Ultravision optics *5 points*

COMMAND WALKER **200 POINTS**

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Command Walker	4	5	6	13	12	10	4	3	3

Composition:

- 1 Command Walker

Unit Type:

- Vehicle (Walker, Character)

Wargear:

- Multi-pulser
- Twin-linked fusion gun

Special Rules:

- Deep Strike
- Psychic Pilot
- Psychic Mastery Level 1

Psychic Powers:

- Fortitude
- Summon

OPTIONS:

- May exchange its multi-pulser for:
 - SPIKE missile launcher or STAR missile launcher *10 points*
 - Lance cannon or SMART missile launcher *15 points*
 - Plasma cannon, heavy caustic gun or fusion cannon *20 points*
- May exchange its twin-linked fusion gun for:
 - Autocannon *free*
 - Twin-linked plasma rifle or twin-linked lance blaster *5 points*
 - Twin-linked caustic gun *10 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Proximity detector *10 points*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*
 - Gravitronic legs *15 points*
 - Jump jets *25 points*
 - Protector shield *35 points*

Walker Tactical Combat Squadrons:

For every Command Walker (including Commander Eoroh and Commander Tarawa) in your army you may take up to three Battle Walkers as Troops choices rather than Elites. Any Battle Walker taken as a Troops selection may be a Scoring unit regardless of the normal restrictions for +20 points per model.

ELITES

SQUAD LEADER 20 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Squad Leader	4	4	3	3	1	4	2	8	4+

Composition:

- 1 Squad Leader

Unit Type:

- Infantry (Character)

Wargear:

- Heavy armour
- Kom-rifle
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Independent Character
- Psychic Mastery Level 1

Psychic Powers:

- Command

OPTIONS:

- The Squad Leader may exchange his kom-rifle for:
 - Assault gun *free*
 - Fusion gun, storm gun, MAG gun or MULTI sniper rifle *10 points*
 - Plasma rifle or lance blaster *15 points*
- The Squad Leader may exchange his assault pistol for:
 - Fusion pistol or plasma pistol *10 points*
 - Lance pistol *15 points*
- The Squad Leader may exchange his combat blade for:
 - Witchblade *10 points*
 - Power weapon *15 points*
 - Force weapon *20 points*
- The Squad Leader may replace his heavy armour with:
 - Powered suit *25 points*
- The Squad Leader may take any of the following:
 - Concussion grenades *2 points*
 - EMP grenades *2 points*
 - Fusion bombs *5 points*
 - Stealth cloak *5 points*
 - Ultravision optics *5 points*
 - Buster SMEAR *10 points*
 - Psychic register *10 points*
 - Force shield *15 points*
 - Psychic screener *15 points*
 - Psychic disruptor *20 points*
 - Psychic amplifier *20 points*
 - Jump jet packs *25 points*

Field Officer Teams:

0-5 Squad Leaders are a single Elites selection for a Blue Star Alliance army. They took up one Force Organization Chart slot, but are otherwise treated as separate Elites units.

SNIPER SQUAD 120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sniper	3	5	3	3	1	3	1	8	5+

Composition:

- 6 Snipers

Unit Type:

- Infantry

Wargear:

- Shaped armour
- Stealth cloak
- MULTI sniper rifle
- Assault pistol
- Ultravision optics
- Plasma, concussion and ink grenades

Special Rules:

- Infiltrate
- Scouts
- Stealth
- Move Through Cover

HEAVY INFANTRY SQUAD 14 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Trooper	4	4	4	4	1	3	1	8	3+

Composition:

- 5-10 Heavy Troopers

Unit Type:

- Infantry

Wargear:

- Powered suit (bonuses already in profile)
- Kom-rifle
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Deep Strike

Transport:

- The Heavy Infantry Squad may take a Troop Crawler or a Strike Pod as a dedicated transport

OPTIONS:

- One Heavy Trooper may replace his kom-rifle with one of the following:
 - Multi-pulser 5 points
 - Fusion gun, storm gun, MAG gun or MULTI sniper rifle 10 points
 - Plasma rifle, lance blaster or STAR missile launcher 15 points
 - Lance cannon, SMART missile launcher or caustic gun 20 points
- Another Heavy Trooper may replace his kom-rifle with one of the following:
 - Fusion gun or MULTI sniper rifle 10 points
 - Plasma rifle or lance blaster 15 points
 - Caustic gun 20 points
- The whole squad may take:
 - Ink grenades 1 point per model
 - Concussion grenades 2 points per model
 - EMP grenades 2 points per model
 - Stealth cloaks 3 points per model

Savage Stalker Squad 11 Points per Model

	WS	BS	S	T	W	I	A	Ld	Sv
Savage Stalker	4	2	4	3	1	4	2	8	-

Composition:

- 5-30 Savage Stalkers

Unit Type:

- Beast

Wargear:

- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Shadow Walk
- Stealth
- Guardian Tattoos

Savage Assassin 75 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Savage Assassin	6	3	4	3	2	6	3	9	-

Composition:

- 1 Savage Assassin

Unit Type:

- Beast

Wargear:

- Assault gun
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Independent Character
- Furious Charge
- Infiltrate
- Scouts
- Stealth
- Death Blow
- Guardian Tattoos

Options:

- The Savage Assassin may exchange his assault gun for:
 - Fusion gun, storm gun, MAG gun or MULTI sniper rifle 10 points
 - Plasma rifle or lance blaster 15 points
- The Savage Assassin may exchange his assault pistol for:
 - Fusion pistol, plasma pistol or lance pistol 10 points
- The Savage Assassin may exchange his close-combat weapon for:
 - Envenomed weapon 5 points
 - Power weapon or thrasher blade 15 points
- The Savage Assassin may take any of the following:
 - Concussion grenades 2 points
 - EMP grenades 2 points
 - Fusion bombs 5 points
 - Stealth cloak 5 points

BATTLE WALKER 130 POINTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Battle Walker	3	4	6	12	12	10	3	2	3

Composition:

- 1 Battle Walker

Unit Type:

- Vehicle (Walker)

Wargear:

- Multi-pulser
- Twin-linked fusion gun

Special Rules:

- Deep Strike
- Psychic Masterly Level 1
- Psychic Pilot

Psychic Powers:

- Fortitude
- Potence

OPTIONS:

- May exchange its multi-pulser for:
 - SPIKE missile launcher or STAR missile launcher 10 points
 - Lance cannon or SMART missile launcher 15 points
 - Plasma cannon, heavy caustic gun or fusion cannon 20 points
- May exchange its twin-linked fusion gun for:
 - Autocannon free
 - Twin-linked plasma rifle or twin-linked lance blaster 5 points
 - Twin-linked caustic gun 10 points
- May take any of the following:
 - Screener launchers 5 points
 - Proximity detector 10 points
 - Suppression launchers 15 points
 - Targeting analyzer 15 points
 - Gravitronic legs 15 points
 - Jump jets 25 points
 - Protector shield 35 points

TROOPS

GRUNT SQUAD 7 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Grunt	3	4	3	3	1	3	1	7	5+

Composition:

- 5-10 Grunts

Unit Type:

- Infantry

Wargear:

- Shaped armour
- Kom-rifle
- Assault pistol
- Plasma grenades

Transport:

- The Grunt Squad may take a Troop Crawler, a Rapid Attack Craft or a Strike Pod as a dedicated transport

OPTIONS:

- For every five models in the squad one Grunt may replace his kom-rifle with:
 - Multi-pulser *5 points per model*
 - Fusion gun, storm gun, MAG gun or MULTI sniper rifle *10 points per model*
 - Plasma rifle or lance blaster or STAR missile launcher *15 points per model*
 - Lance cannon, SMART missile launcher, caustic gun *20 points per model*
- All models in the squad may replace their shaped armour with:
 - Heavy armour *3 points per model*
- The whole squad may take:
 - Ink grenades *1 point per model*
 - Ultravision optics *1 point per model*
 - Concussion grenades *2 points per model*
 - EMP grenades *2 points per model*
 - Stealth cloaks *3 points per model*

SAVAGE FIGHTER SQUAD 8 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Savage Fighter	4	2	4	3	1	4	2	8	-

Composition:

- 5-30 Savage Fighters

Unit Type:

- Beast

Wargear:

- Assault gun
- Combat blade
- Plasma grenades

Special Rules:

- Infiltrate
- Guardian Tattoos

DEDICATED TRANSPORTS

TROOP CRAWLER 90 POINTS

	Armour				
	BS	F	S	R	HP
Troop Crawler	4	13	13	11	3

Composition:

- 1 Troop Crawler

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Turret mounted twin-linked multi-pulser

Transport Capacity:

- 12 models

Fire Points:

- None

Access Hatches:

- 1 Rear Ramp
- 2 Side Hatches

OPTIONS:

- May exchange its twin-linked multi-pulser for:
 - Twin-linked autocannon *10 points*
 - Twin-linked heavy caustic gun *20 points*
 - Twin-linked SPIKE missile launcher *30 points*
 - Twin-linked STAR missile launcher *40 points*
 - Twin-linked SMART missile launcher *50 points*
- May take one of the following:
 - Pintle-mounted storm gun *10 points*
 - Pintle-mounted rocket pods *15 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Dozer blades *5 points*
 - Proximity detector *10 points*
 - Up to two Buster SMEAR *10 points each*
 - Suppression launchers *15 points*
 - Protector shield *35 points*

RAPID ATTACK CRAFT 50 POINTS

	Armour				
	BS	F	S	R	HP
Rapid Attack Craft	4	10	10	10	2

Composition:

- 1 Rapid Attack Craft

Unit Type:

- Vehicle (Fast, Skimmer, Open-Topped)

Wargear:

- Turret mounted multi-pulser

Special Rules:

- Scouts

Transport Capacity

- 6 models

OPTIONS:

- May take one additional hull mounted weapon:
 - Rocket pods 15 points
 - Twin-linked SPIKE missile launcher 30 points
 - Twin-linked SMART missile launcher 50 points
- May take a roof-rack mounted weapon configuration:
 - Two storm guns 20 points
 - Two multi-pulsers 30 points
- May take any of the following:
 - Screener launchers 5 points
 - Proximity detector 10 points
 - Ballistic plating 15 points
 - Protector shield 20 points

STRIKE POD 50 POINTS

	Armour				
	BS	F	S	R	HP
Strike Pod	2	10	10	10	2

Composition:

- 1 Strike Pod

Unit Type:

- Vehicle (Open-Topped)

Wargear:

- Turret mounted frag launcher

Special Rules:

- Strike Pod Assault
- Immobile

Transport Capacity

- 12 models

FAST ATTACK

AGGRESSOR SQUAD **18 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Aggressor	4	4	4	4	1	3	1	8	3+

Composition:

- 5-10 Aggressors

Unit Type:

- Infantry

Wargear:

- Powered suit (bonuses already in profile)
- Jump jet packs
- Kom-rifle
- Assault pistol
- Combat blade
- Plasma grenades

Special Rules:

- Deep Strike

OPTIONS:

- For every five models in the squad, up to two Aggressors may replace their kom-rifles with:
 - Fusion gun, storm gun or MAG gun *10 points per model*
 - Plasma rifle or lance blaster *15 points per model*
 - Caustic gun *20 points per model*
- The whole squad may take:
 - Ink grenades *1 point per model*
 - Concussion grenades *2 points per model*
 - EMP grenades *2 points per model*
 - Fusion bombs *3 points per model*
 - Stealth cloaks *3 points per model*

STORM SQUAD 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	3	4	3	3	1	3	1	8	5+

Composition:

- 10 Storm Troopers

Unit Type:

- Infantry

Wargear:

- Shaped armour
- Kom-rifle
- Assault pistol
- Plasma grenades

Special Rules:

- Stubborn

Transport:

- The Storm Squad must take a Strike Pod as a dedicated transport

OPTIONS:

- Any Storm Trooper in the squad may replace his kom-rifle with:
 - Assault gun *free*
- Up to four Storm Troopers may exchange their kom-rifles for:
 - Fusion gun, storm gun or MAG gun *10 points per model*
 - Plasma rifle or lance blaster *15 points per model*
 - Caustic gun *20 points per model*
- All models in the squad may replace their shaped armour with:
 - Heavy armour *30 points*
- The whole squad may take:
 - Ink grenades *10 points*
 - Ultravision optics *10 points*
 - Concussion grenades *20 points*
 - EMP grenades *20 points*
 - Fusion bombs *30 points*
 - Stealth cloaks *30 points*

POINTER SQUAD 30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Pointer	4	4	3	3	1	3	1	8	6+
Savage Pointer	4	3	4	3	1	4	2	8	6+

Composition:

- 1 Savage Pointer

Unit Type:

- Infantry

Wargear:

- Pointer gears
- Kom-rifle
- Assault pistol
- Combat blade

Special Rules:

- Acute Senses
- Move Through Cover
- Scouts
- Fleet (Savage Pointers only)
- Guardian Tattoos (Savage Pointers only)
- Pointers Lead the Way

OPTIONS:

- The squad must be accompanied by at least four and up to nine models from the following list in any combination:
 - Pointer *10 points per model*
 - Savage Pointer *15 points per model*
- Any model in the squad may exchange his kom-rifle for:
 - Assault gun *free*
 - MULTI sniper rifle *5 points per model*
- For every five models in the squad one model may replace his kom-rifle with:
 - Fusion gun, storm gun or MAG gun *10 points per model*
 - Plasma rifle or lance blaster *15 points per model*
- One model in the squad may take:
 - Two Buster SMEAR *15 points*
- Another model in the squad may take:
 - Homing beacon *15 points*
- The whole squad may take:
 - Ink grenades *1 points per model*
 - Plasma grenades *1 point per model*
 - Ultravision optics *1 point per model*
 - Concussion grenades *2 points per model*
 - EMP grenades *2 points per model*
 - Stealth cloaks *3 points per model*

ASSAULT TANK 100 POINTS

	Armour				
	BS	F	S	R	HP
Assault Tank	4	12	12	11	3

Composition:

- 1 Assault Tank

Unit Type:

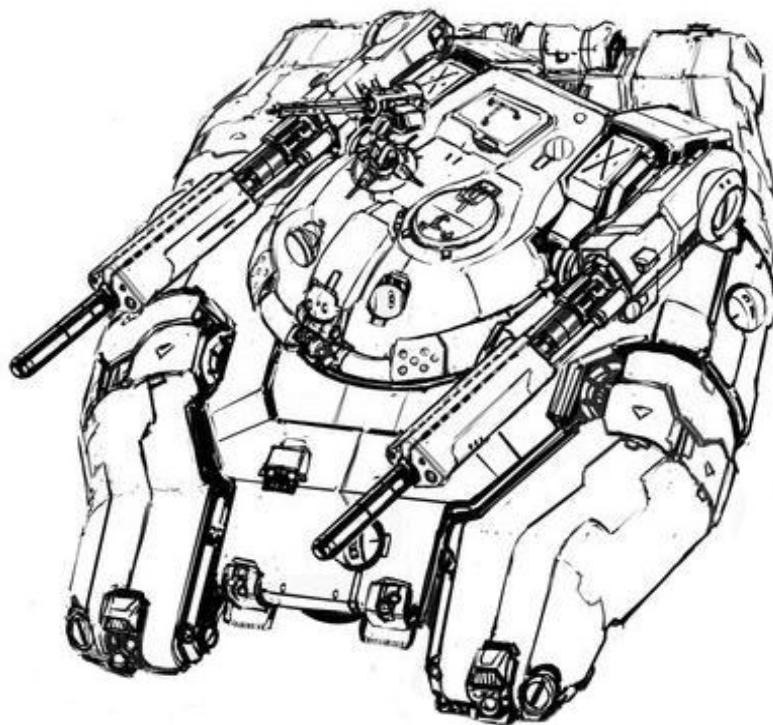
- Vehicle (Skimmer, Tank)

Wargear:

- Turret mounted twin-linked multi-pulser
- Dozer blades

OPTIONS:

- May exchange its twin-linked multi-pulser for:
 - Twin-linked autocannon *free*
 - Twin-linked SPIKE missile launcher or twin-linked STAR missile launcher *10 points*
 - Twin-linked lance cannon or twin-linked SMART missile launcher *15 points*
 - Twin-linked plasma cannon or twin-linked fusion cannon *20 points*
 - Twin-linked heavy caustic gun *25 points*
- May take one of the following:
 - Pintle-mounted storm gun *10 points*
 - Pintle-mounted rocket pods *15 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Proximity detector *10 points*
 - Up to two Buster SMEAR *10 points each*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*
 - Protector shield *35 points*



GUNSHIP 125 POINTS

	Armour				
	BS	F	S	R	HP
Gunship	4	11	11	11	3

Composition:

- 1 Gunship

Unit Type:

- Vehicle (Skimmer, Fast)

Wargear:

- Turret mounted twin-linked multi-pulser
- Two hull mounted rocket pods
- Ballistic plating

Special Rules:

- Aerial Assault
- Scouts

OPTIONS:

- May exchange its twin-linked multi-pulser for:
 - Twin-linked fusion gun *5 points*
 - Twin-linked plasma rifle or twin-linked lance blaster *10 points*
- May exchange both its rocket pods for:
 - Two SPIKE missile launchers or two STAR missile launchers *20 points*
 - Two lance cannons or two SMART missile launchers *30 points*
 - Two fusion cannons or two plasma cannons *40 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Proximity detector *10 points*
 - Targeting analyzer *15 points*
 - Ram-boosters *15 points*
 - Protector shield *35 points*

STEALTH DROPSHIP 100 POINTS

	Armour				
	BS	F	S	R	HP
Stealth Dropship	4	11	11	11	3

Composition:

- 1 Stealth Dropship

Unit Type:

- Vehicle (Skimmer, Fast)

Wargear:

- Turret mounted multi-pulser
- Cloak field generator
- Ballistic plating

Special Rules:

- Deep Strike
- Scouts

Transport Capacity:

- 12 infantry models OR 1 walker

Fire Points:

- None

Access Hatches:

- 2 Side Hatches

OPTIONS:

- May take one door (sponson) mounted weapon configuration from the following:
 - Two storm guns 20 points
 - Two multi-pulsers 30 points
- May take any of the following:
 - Screener launchers 5 points
 - Proximity detector 10 points
 - Ram-boosters 15 points

Transport:

The Stealth Dropship may transport either 12 infantry models or 1 walker. Transporting a walker is treated as the same way as transporting infantry. If the Stealth Dropship explodes, the walker will suffer a Strength 4 hit on its rear armour.

For the purpose of claiming/contesting objectives and embarking/disembarking from a Stealth Dropship, measure to and from its base. For example, a unit wishing to embark a Stealth Dropship can do so if, at the end of their Movement, all models in the unit are within 2" of the Stealth Dropship's base.

LIGHT WALKER SQUADRON 70 POINTS PER MODEL

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Light Walker	3	4	6	11	11	10	3	2	3

Composition:

- 1-3 Light Walkers

Unit Type:

- Vehicle (Walker)

Wargear:

- Twin-linked fusion gun
- Gravitronic legs

Special Rules:

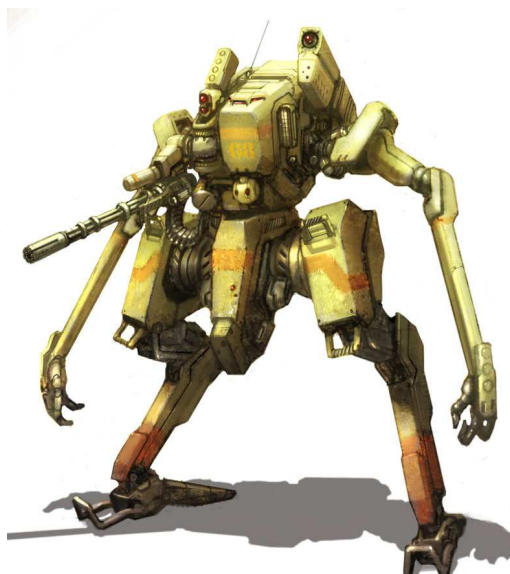
- Deep Strike
- Move Through Cover
- Psychic Mastery Level 1
- Psychic Pilot

Psychic Powers:

- Fortitude
- Celerity

OPTIONS:

- Any Light Walker in the squadron may exchange its twin-linked fusion gun for:
 - Multi-pulser or autocannon *free*
 - Twin-linked plasma rifle or twin-linked lance blaster *5 points per model*
 - Twin-linked caustic gun, SPIKE missile launcher or STAR missile launcher *10 points per model*
 - Lance cannon or SMART missile launcher *15 points per model*
 - Plasma cannon, heavy caustic gun or fusion cannon *20 points per model*
- Any Light Walkers in the squadron may take any of the following:
 - Screener launchers *5 points per model*
 - Proximity detector *10 points per model*
 - Up to two Buster SMEAR *10 points each per model*
 - Suppression launchers *15 points per model*
 - Targeting analyzer *15 points per model*
 - Jump jets *20 points per model*
- Any Light Walker in the squadron may take one of the following:
 - Cloak field generator *20 points per model*
 - Protector shield *20 points per model*



HEAVY SUPPORT

DESTROYER SQUAD 30 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Destroyer	4	4	4	4	1	3	1	8	3+

Composition:

- 3-15 Destroyers

Unit Type:

- Infantry

Wargear:

- Destroyer suit (bonuses already in profile)
- Rocket pods
- Plasma grenades

Transport:

- The Destroyer Squad may take a Troop Crawler or a Strike Pod as a dedicated transport

OPTIONS:

- For every five models in the squad, up to two Destroyers may replace their rocket pods with:
 - Twin-linked multi-pulser *free*
 - Twin-linked SPIKE missile launcher or twin-linked STAR missile launcher *10 points per model*
 - Twin-linked lance cannon or twin-linked SMART missile launcher *15 points per model*
 - Twin-linked fusion cannon or twin-linked plasma cannon *20 points per model*
 - Twin-linked heavy caustic gun *25 points per model*
- The whole squad may take:
 - Ink grenades *1 point per model*
 - Concussion grenades *2 points per model*
 - EMP grenades *2 points per model*
 - Fusion bombs *3 points per model*
 - Stealth cloaks *3 points per model*

SAVAGE MONSTROSITY 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Savage Monstrosity	4	0	6	6	6	4	6	8	-

Composition:

- 1 Savage Monstrosity

Unit Type:

- Monstrous Creature

Wargear:

- Gnawers and claws (close-combat weapon)

Special Rules:

- Stealth
- Infiltrate
- Fleet

ARTILLERY TEAM140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Operator	3	4	3	3	1	3	1	7	5+
Mobile Artillery System	-	-	-	8	2	-	-	-	3+

Composition:

- 1 Mobile Artillery System
- 4 Operators

Unit Type:

- Artillery

Wargear (Mobile Artillery System):

- Battle mortar

Wargear (Operators):

- Shaped armour
- Kom-rifle
- Assault pistol
- Plasma grenades

OPTIONS:

- One Operator in the unit may exchange his kom-rifle for:
 - Fusion gun, storm gun or MAG gun *10 points per model*
 - Plasma rifle or lance blaster *15 points per model*
- All Operators in the unit may replace their shaped armour with:
 - Heavy armour *3 points per model*
- All Operators in the unit may take:
 - Ink grenades *1 point per model*
 - Ultravision optics *1 point per model*
 - Concussion grenades *2 points per model*
 - EMP grenades *2 points per model*
 - Stealth cloaks *3 points per model*

BATTLE TANK 120 POINTS

	Armour				
	BS	F	S	R	HP
Battle Tank	4	12	12	11	3

Composition:

- 1 Battle Tank

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Turret mounted lance disruptor
- Turret mounted multi-pulser

OPTIONS:

- May exchange its lance disruptor for:
 - Mass driver*free*
- May exchange its multi-pulser for:
 - Autocannon*5 points*
 - SPIKE missile launcher or STAR missile launcher*10 points*
 - Lance cannon or SMART missile launcher*15 points*
 - Plasma cannon, heavy caustic gun or fusion cannon*20 points*
- May take one of the following:
 - Pintle-mounted storm gun*10 points*
 - Pintle-mounted rocket pods*15 points*
- May take any of the following:
 - Screener launchers*5 points*
 - Dozer blades*5 points*
 - Proximity detector*10 points*
 - Up to two Buster SMEAR*10 points each*
 - Suppression launchers*15 points*
 - Targeting analyzer*15 points*
 - Protector shield*35 points*

MISSILE TANK 145 POINTS

	Armour				
	BS	F	S	R	HP
Missile Tank	4	12	12	11	3

Composition:

- 1 Missile Tank

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Four turret mounted SPIKE missile launchers

OPTIONS:

- May exchange any of its SPIKE missile launchers for
 - SMART missile launcher or STAR missile launcher*5 points each*
- May take one of the following:
 - Pintle-mounted storm gun*10 points*
 - Pintle-mounted rocket pods*15 points*
- May take any of the following:
 - Screener launchers*5 points*
 - Dozer blades*5 points*
 - Proximity detector*10 points*
 - Suppression launchers*15 points*
 - Targeting analyzer*15 points*
 - Protector shield*35 points*

HEAVY WALKER 150 POINTS

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Heavy Walker	3	4	6	13	13	10	3	1	3

Composition:

- 1 Heavy Walker

Unit Type:

- Vehicle (Walker)

Wargear:

- Multi-pulser
- Twin-linked fusion gun

Special Rules:

- Deep Strike
- Psychic Mastery Level 1
- Psychic Pilot

Psychic Powers:

- Fortitude
- Heightened Senses

OPTIONS:

- Must take one of the following:
 - Twin-linked SPIKE missile launcher or twin-linked STAR missile launcher *10 points*
 - Twin-linked lance cannon or twin-linked SMART missile launcher *15 points*
 - Twin-linked plasma cannon or twin-linked fusion cannon *20 points*
- May exchange its multi-pulser for:
 - SPIKE missile launcher or STAR missile launcher *10 points*
 - Lance cannon or SMART missile launcher *15 points*
 - Plasma cannon, heavy caustic gun or fusion cannon *20 points*
- May exchange its twin-linked fusion gun for:
 - Autocannon *free*
 - Twin-linked plasma rifle or twin-linked lance blaster *5 points*
 - Twin-linked caustic gun *10 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Proximity detector *10 points*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*
 - Jump jets *25 points*
 - Protector shield *35 points*

FORTIFICATIONS

A Blue Star Alliance army may only take Raid Defence Systems as a Fortifications selection. It may not take any other type of Fortifications.

RAID DEFENCE SYSTEM160 POINTS

The Blue Star Alliance rarely uses static defences, but when it does, it will use a complex entrenchment complex called Raid Defence System. The Raid Defence System is a network of pre-fabricated wall sections and heavy automated weapon platforms. It is designed to provide both protection and counter-offensive fire support, but it is usually regarded as a last resort option by most of the Blue Star Alliance commanders.

Composition:

- 4 Raid Defence System wall sections. Each wall section of the Raid Defence System must be placed in base contact with at least one other section.

Terrain Type:

- Battlefield Debris

OPTIONS:

- May add up to three Sentry Turrets each with one of the following turret mounted emplaced weapons:
 - Twin-linked multi-pulser or twin-linked autocannon15 points per model
 - Twin-linked SPIKE missile launcher or twin-linked STAR missile launcher25 points per model
 - Twin-linked lance cannon or twin-linked SMART missile launcher30 points per model
 - Twin-linked plasma cannon or twin-linked fusion cannon35 points per model
 - Mass driver or lance disruptor50 points per model
- Any wall section may be upgraded with one of the following:
 - Proximity mine field10 points per section
 - Force field projector20 points per section

Special Rules:

Raid Defence System Wall Sections: The wall sections count as defence lines.

Sentry Turrets: Sentry Turrets are Small Buildings with an Armour Value of 12. They must be placed within 3" from a Raid Defence System wall section. Unlike other buildings, Sentry Turrets have a Transport Capacity of 0 models. Note that since no units can occupy the Sentry Turret, its emplaced weapon will be always fired with Automated Mode.

Proximity Mine Field: Any enemy unit that moves into or through the 6" vicinity of a wall section with this upgrade counts as moving through both Difficult and Dangerous Terrain.

Force Field Projector: Friendly models occupying a wall section with this upgrade receive a 4+ invulnerable save against enemy Barrage and Template attacks and against weapons that have the Ignores Cover Saves special rule.

SPECIAL CHARACTERS

COMMANDER EOROH 330 POINTS

Commander Eoroh is a single HQ selection for a Blue Star Alliance army.

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Commander Eoroh	4	5	6	13	12	10	4	2	3

Composition:

- 1 Commander Eoroh

Unit Type:

- Vehicle (Walker, Unique)

Wargear:

- Lance cannon
- Fusion cannon
- Targeting analyzer
- Protector shield

Special Rules:

- Deep Strike
- Advanced Command and Control
- Specialist Operations
- Tactical Expert
- Psychic Mastery Level 1
- Psychic Pilot (Leadership 10)

Psychic Powers:

- Fortitude
- Beckoning

Advanced Command and Control: Command Eoroh is a veteran commander of countless battles, in which he perfected the art of battlefield control. Using his superior experience and skills, he can manage to prove the best of the troops under his command.

As long as Commander Eoroh is on the battlefield, you may choose one friendly unit at the start of each own turn, and give one special rule to that unit from the following list: Acute Senses, Counter-Attack, Hit and Run, Tank Hunters. The unit gains the chosen special rule until the start of your next turn.

Psychic Powers:

Beckoning: This unique psychic technique allows Commander Eoroh to telepathically reach out for his troops through vast distances, and call them to the field of battle with superior efficiency.

Warp Charge 1

Beckoning is a **blessing** that targets Commander Eoroh. Whilst the power is in effect, you may choose one friendly unit in reserve and deploy it without rolling for reserves.

COMMANDER TARAWA 275 POINTS

Commander Tarawa is a single HQ selection for a Blue Star Alliance army.

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Commander Tarawa	5	6	6(10)	13	12	10	6	2(3)	3

Composition:

- 1 Commander Tarawa

Unit Type:

- Vehicle (Walker, Unique)

Wargear:

- Multi-pulser
- Dreadnought close-combat weapon with built-in fusion gun
- Gravitronic legs
- Screener launchers
- Suppression launchers
- Proximity detector

Special Rules:

- Deep Strike
- Hit and Run
- Psychic Mastery Level 1
- Psychic Pilot (Leadership 10)

Psychic Powers:

- Fortitude
- Celerity
- Protean

OPTIONS:

- May exchange its multi-pulser for:
 - SPIKE missile launcher or STAR missile launcher 5 points
 - Lance cannon or SMART missile launcher 10 points
 - Plasma cannon, heavy caustic gun or fusion cannon 15 points
- May exchange its fusion gun for:
 - Plasma rifle or lance blaster 5 points
 - Caustic gun 10 points

Psychic Powers:

Protean: Commander Tarawa's special psychic technique allows him to partially reshape his walker, recalibrating it for the actual combat situation.

Warp Charge 1

Protean is a **blessing** that targets Commander Tarawa. Commander Tarawa may select one effect from the following to benefit from as long as the power is in effect:

- May move as a Jump Unit.
- Completely ignore the damage from weapons that have the Lance and/or the Melta special rule.
- Gain +D6 Attacks.

TANK PILOT MIESHI 70 POINTS

Tank Pilot Mieshi is always bought as an upgrade and starts the game as pilot of a Blue Star Alliance tank (see the army list).

	WS	BS	S	T	W	I	A	Ld	Sv
Tank Pilot Mieshi	5	5	4	4	1	5	2	8	4+

Composition:

- 1 Tank Pilot Mieshi

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Heavy armour
- Assault pistol
- Digital weapons
- Plasma grenades

Special Rules:

- Tank Commander

Digital Weapons: In her early years as a mercenary, Mieshi successfully captured alive a Jokaero weaponsmith, and “persuaded” him to upgrade her cybernetic body with a special built-in weapon system. The digital weapons could be fired once per battle with one of the following profiles:

	Range	Strength	AP	Type
Digilaser	12”	6	6	Assault 3
Digiplasma	12”	7	2	Assault 1, Gets Hot!
Digiflamer	Template	4	5	Assault 1

The digital weapons also may be used in close-combat with the following profile:

	Range	Strength	AP	Type
Digital Weapons	-	User	2	Melee

Mieshi cannot use her digital weapons while she is piloting a tank.

Tank Pilot: In her many battles, Mieshi preferred tanks as her weapons of choice. Because of her cybernetic nature, Mieshi needs no crew other than herself, as she can literally merge with the vehicle through her datalink modules.

Mieshi’s tank ignores Crew Shaken and Crew Stunned results and can use her Ballistic Skill of 5.

If the tank suffers a Wrecked or Explodes! result, roll a D6. On a 1 or 2, Mieshi is slain. If the result is 3 or more, Mieshi successfully ejects at the last second – when the damage has been resolved, place her within 2” of the vehicle’s position. If Mieshi’s vehicle has been destroyed she has the above profile and the following special rules for the remainder of the game: Independent Character, Fearless. She may not take command of a different tank.

EXECUTOR TIRANIS 200 POINTS*Executor Tiranis is a single HQ selection for a Blue Star Alliance army.*

	WS	BS	S	T	W	I	A	Ld	Sv
Executor Tiranis	4	5	4	4	3	4	3	10	3+

Composition:

- 1 Executor Tiranis

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Powered suit (bonuses already in profile)
- Force shield
- Kom-rifle
- Lance pistol
- Force sword
- Plasma and EMP grenades

Special Rules:

- Independent Character
- Corporate Death Squads
- Psychic Mastery Level 1

Psychic Powers:

- Dominate
- Permanency
- Turn to Dust

Corporate Death Squads: Executor Tiranis is the (in)famous executioner of the daemonic Ashami Corporation. He has the best of the corporation under his command, and he is more, than eager to use them against his opponents.

If your army includes Executor Tiranis then Heavy Infantry Squads become Troops selection instead of Elites.

Psychic Powers:

Dominate: Executor Tiranis has extraordinary strong telepathic abilities. He not only stimulates the minds of his troops – he takes complete control over them, making the poor souls nothing more than mere puppets in the Executor's hands.

Warp Charge 1

This psychic power is a **blessing** that targets all friendly units within 6". The target units gain the Feel No Pain and the Fearless universal special rules as long as this power lasts.

Permanency: With his unbelievable psychic power, Executor Tiranis can create a nigh impregnable force barrier around himself to protect him from enemy attacks.

Warp Charge 1

Permanency is a **blessing** that targets Executor Tiranis. Executor Tiranis gains a 2+ invulnerable save as long as the power is in effect.

Turn to Dust: With this daemonic power, the Executor can turn anything into a pile of glowing ash in a crackling burst of pure warp energy.

Warp Charge 1

Turn to Dust is a **witchfire** that has the following profile:

	Range	Strength	AP	Type
Turn to Dust	Template	6	2	Assault 1*

*Against vehicles, the Turn to Dust automatically causes D6 glancing hits.

BRIGADIER HAPPA 230 POINTS

Brigadier Happa is a single HQ selection for a Blue Star Alliance army.

	WS	BS	S	T	W	I	A	Ld	Sv
Brigadier Happa	5	5	3	3	3	4	3	9	4+

Composition:

- 1 Brigadier Happa

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Heavy armour
- Assault gun
- Two power swords
- Plasma and concussion grenades
- Fusion bombs

Special Rules:

- Independent Character
- Lightning Assault
- Unification War Veterans
- Stubborn
- Preferred Enemy (Tau)
- Psychic Mastery Level 1

Psychic Powers:

- Obfuscate
- Insight
- Presence

Lightning Assault: When it is the time to strike, Brigadier Happa strikes quickly and without hesitation. His swift manoeuvres often catch the enemy off guard, allowing Happa's forces to deliver the crucial first strike.

An army that includes Brigadier Happa seizes the initiative on a roll of 4+.

Unification War Veterans: As the celebrated war hero of the Unification Wars, Brigadier Happa can call in some favours in the form of battle hardened troops.

If your army includes Brigadier Happa then you may upgrade one Heavy Infantry Squad, Sniper Squad, Grunt Squad, Aggressor Squad, Storm Squad, Pointer Squad or Destroyer Squad to be Unification War Veterans. All models in the Unification War Veteran squad gain +1 WS and the Fearless and Preferred Enemy (Tau) universal special rules. The upgraded unit also becomes scoring.

Psychic Powers:

Obfuscate: Brigadier Happa can summon a thick psychic haze that completely conceal him and his companions from enemy sight.

Warp Charge 1

Obfuscate is a **blessing** that targets Brigadier Happa and his unit. As long as the power is in effect, all models in the unit gain the Shrouded and the Stealth universal special rules.

Insight: With this unique mind reading power, Brigadier Happa can pre-estimate the movement of his enemies, and he can even share his knowledge with his soldiers around him.

Warp Charge 1

Insight is a **blessing** that targets Brigadier Happa and his unit. As long as the power is in effect, all models in the unit gain +1 Initiative.

Presence: When he uses this power, Brigadier Happa sends out a strong telepathic surge that inspires acts of bravery and persistence in the psyche of the troopers around him.

Warp Charge 1

Presence is a **blessing** that targets Brigadier Happa and his unit. As long as the power is in effect, the unit gains the Stubborn universal special rule.

MASTER JURI 185 POINTS

Master Juri is a single HQ selection for a Blue Star Alliance army.

	WS	BS	S	T	W	I	A	Ld	Sv
Master Juri	5	4	3	3	3	4	3	10	-

Composition:

- 1 Master Juri

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Force lance
- Psychic amplifier

Special Rules:

- Independent Character
- Discipline Escort
- Feel No Pain
- Eternal Warrior
- Psychic Mastery Level 2

Psychic Powers:

- Arc Bolt
- Barrier Dome
- Force Shroud
- Kinesis
- Mesmerize
- Psychic Assault
- Spook
- Summon
- Void Blast

Discipline Escort: Master Juri rarely leaves his monastery without a handful of his students. These individuals are all talented psykers and devoted students of the many arts that Master Juri teaches.

If your army includes Master Juri then you can take Psi Disciplines as Elites selections. For more details about Psi Disciplines see their entry below.

PSI DISCIPLINE 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Psi Discipline	4	4	3	3	1	4	2	8	-

Composition:

- 1 Psi Discipline

Unit Type:

- Infantry (Character)

Wargear:

- Witchblade

Special Rules:

- Independent Character
- Feel No Pain
- Psychic Mastery Level 1

Psychic Powers:

The Psi Discipline has any two of the following powers:

- Arc Bolt
- Barrier Dome
- Force Shroud
- Kinesis
- Psychic Assault
- Spook
- Void Blast

0-3 Psi Disciplines are a single Elites selection for a Blue Star Alliance army that includes Master Juri. They took up one Force Organization Chart slot, but are otherwise treated as separate Elites units.

SUPERVISOR ZUKKA 90 POINTS

Supervisor Zukka is a single Squad Leader selection (so he is an Elites selection with 0-4 Squad Leaders) for a Blue Star Alliance army.

	WS	BS	S	T	W	I	A	Ld	Sv
Supervisor Zukka	5	4	3	3	2	4	2	8	4+

Composition:

- 1 Supervisor Zukka

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Heavy armour
- Distortion buckler
- Magneto-pulser
- Sword of Legacy
- Plasma and concussion grenades
- Fusion bombs

Special Rules:

- Independent Character
- Furious Charge
- Vicissitude
- Psychic Mastery Level 1

Psychic Powers:

- Command

Distortion Buckler: This technological marvel is one of the most recent developments of the Starstreak Foundation. The distortion buckler is a small energy shield generator, relatively weak on its own, but it has the ability to reflect incoming strikes straight back to the attacker.

The distortion buckler provides a 5+ invulnerable save to Supervisor Zukka. If the distortion buckler successfully saves a wound, the model that caused the wound automatically suffers a hit with the same characteristics and special rules of the initial attack.

Magneto-Pulser: The magneto-pulser is an ancient weapon design, the predecessor of the ubiquitous multi-pulser. Why does Zukka use this weapon instead of a more powerful one? Nobody knows...

	Range	Strength	AP	Type
Magneto-Pulser	12"	4	4	Assault 3

Sword of Legacy: This technological relic pre-dates the Blue Star Alliance and was found on the dead world of Tzankiel'ra by Zukka. This weirdly shaped sword can cut through flesh, metal and soul with equal ease.

The Sword of Legacy is a force weapon with the following profile:

	Range	Strength	AP	Type
Sword of Legacy	-	User	2	Melee, Force, Master-Crafted, Shred

Vicissitude: Supervisor Zukka's unique ability is that he can manipulate the flow of reality itself. With his special power, he can correct mistakes and erase failures. Tough powerful, this ability is also very limited, much for the annoyance of Zukka.

Supervisor Zukka can re-roll one of his D6 rolls each phase. If he is with a unit, this ability can be used to instead re-roll one of the unit's D6 rolls each phase.

JUNIOR OFFICER IMHARN 100 POINTS

Junior Officer Imharn is a single Squad Leader selection (so he is an Elites selection with 0-4 Squad Leaders) for a Blue Star Alliance army.

	WS	BS	S	T	W	I	A	Ld	Sv
Junior Officer Imharn	4	4	4	4	2	4	2	8	3+

Composition:

- 1 Junior Officer Imharn

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Powered suit
- Storm gun
- Fusion pistol
- Witchblade
- Ultravision optics
- Plasma and EMP grenades

Special Rules:

- Independent Character
- Nerves of Steel
- Psychic Mastery Level 1

Psychic Powers:

- Auspex
- Dementation

Nerves of Steel: Junior Officer Imharn is an exceptionally cool-headed man. He is a real monument of calmness even in the middle of the greatest firefight, commanding his troops with his characteristic scoffing demeanour.

Junior Officer Imharn, and all members of a squad he has joined are Fearless, as described in the Warhammer 40,000 rulebook.

Auspex: One of the reasons behind Imharn's legendary confidence, this power works like an early-warning system that can spot dangers immediately, so nothing can catch Imharn by surprise.

Warp Charge 1

Auspex is a **blessing** that targets Junior Officer Imharn and his unit. As long as this power is in effect, Junior Officer Imharn and his unit fire Overwatch on their full Ballistic Skill, rather than Ballistic Skill 1 and may re-roll the results of any mysterious terrain.

Dementation: With this terrible power, Imharn reaches into his opponent's mind and strikes an extremely powerful telepathic blow, disrupting synaptic links and disorienting the victim's behaviour with great effect.

Warp Charge 1

This power is a **malediction** that targets a single enemy model within 6" from Junior Officer Imharn. Roll immediately to determine the effect:

Roll	Effect
1	<i>Blackout:</i> The affected model cannot shoot or strike blows in close combat while this power is in effect.
2-3	<i>Confusion:</i> Disoriented, the target cannot benefit from any special rules as long as this power is in effect.
4-5	<i>Frenzy:</i> The target immediately inflicts a single hit on his own unit, resolved at the model's own Strength, but using the Strength bonuses, AP values and special rules of its most powerful close-combat weapon (if it has any).
6	<i>Coma:</i> The target falls into a state of brain death. Remove the affected model from the battlefield as a casualty.

HALF-EYED 105 POINTS*Half-Eyed is a single HQ selection for a Blue Star Alliance army.*

	WS	BS	S	T	W	I	A	Ld	Sv
Half-Eyed	5	2	4	5	4	2	3	10	5+

Composition:

- 1 Half-Eyed

Unit Type:

- Beast (Unique, Character)

Wargear:

- Shaped armour
- Fusion gun
- Power sword
- Combat blade
- Plasma grenades
- Fusion bombs

Special Rules:

- Independent Character
- Preferred Enemy (Psykers)
- Eternal Warrior
- Infiltrate
- Scouts
- War Spirit
- Dark Guardian Tattoos

War Spirit: Half-Eyed is a real incarnation of war in the eyes of the Savages. His battle fury is so strong that even the other Savages around him get caught by it, as they try to keep pace with their fierce leader. Half-Eyed and any units he joins gain the following universal special rules: Furious Charge, Counter-Attack and Rage.

Dark Guardian Tattoos: Half-Eyed's guardian tattoos were painted on him by the mysterious Wanderers of Oblivions. If Half-Eyed is the member of this sinister psyker hunter tribe, he gives no sign. But their guardian tattoos are on him, giving him an almost complete immunity from enemy sorcery. Half-Eyed always Deny the Witch on a roll of 2 or better.

MOONGAZER 50 POINTS

One Savage Pointer in your army may be upgraded to Moongazer for the points cost listed above.

	WS	BS	S	T	W	I	A	Ld	Sv
Moongazer	4	4	4	3	1	4	2	9	6+

Composition:

- 1 Moongazer

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Pointer gears
- Ripper carbine
- Plasma pistol
- Moon glaives
- Waywatcher amulet
- Ultravision optics
- Plasma, concussion and EMP grenades

Special Rules:

- Acute Senses
- Master Guide
- Lunar Blessing
- Guardian Tattoos
- Move Through Cover
- Fleet
- Pointers Lead the Way

Ripper Carbine: Ripper carbines are heavy hunting rifles, commonly used by Blue Star Alliance rangers to hunt down larger animals. The ripper carbine of Moongazer is a custom built version, specifically modified for combat use.

	Range	Strength	AP	Type
Ripper Carbine	24"	5	-	Assault 1, Rending

Moon Glaives: These pair of curved daggers glows with pale, unearthly light. They easily pierce any kind of arcane defence, slashing into force fields as moon rays dissolve the shadows of night.

The Moon Glaives count as a pair of power glaives. Successful invulnerable saves against hits from the Moon Glaives must be re-rolled.

Waywatcher Amulet: A gift from the pathfinders of Craftworld Raiken, this small trinket acts like a spiritual compass, showing the right direction for Moongazer even in the most hazardous terrain.

The Pointer Squad that includes Moongazer may re-roll its reserve rolls (both failed and successful ones!).

Master Guide: Moongazer is a peerless pointer, and he is also good to get on well with other people. This combination of merits is rather useful when he guides other non-pointer elements through the battlefield.

A Pointer Squad that includes Moongazer may use its Pointers Lead the Way to Outflank with two other units instead of the normal one.

Lunar Blessing: Moongazer knows well that the moon dwells in the darkness of night. And he draws strength from his Goddess' presence, growing defiant and dauntless to prove his faith.

As long as the Night Fight special rule is in play, Moongazer has the Feel No Pain, Furious Charge, Stealth and Stubborn universal special rules.

PROJECT AZURE-X PRIME 170 POINTS*Project Azure-X Prime is a single Elites selection for a Blue Star Alliance army.*

	WS	BS	S	T	W	I	A	Ld	Sv
Project Azure-X Prime	8	-	5	3	3	8	6	10	-

Composition:

- 1 Project Azure-X Prime

Unit Type:

- Infantry (Unique, Character)

Wargear:

- Gap shield
- Trauma blades
- Gravitronic belt

Special Rules:

- Adamantium Will
- Fleet
- Counter-Attack
- Hit and Run
- Furious Charge
- Stealth
- From the Shadows She Comes...
- ...And to the Shadows She Will Return

Gap Shield: A highly advanced force field based on Eldar warp technology, the gap shield can create tiny warp rifts to neutralize enemy strikes.

The gap shield provides a 3+ invulnerable save.

Trauma Blades: These pair of cybernetic blades unleashes a powerful bio-electric shockwave on impact, destroying the hapless victim instantly.

The trauma blades have the following profile:

	Range	Strength	AP	Type
Trauma Blades	-	User	3	Melee, Instant Death, Armourbane

Gravitronic Belt: The scaled down version of the gravitronic legs used on walkers, the gravitronic belt ensures unmatched mobility to its wearer.

Project Azure-X Prime ignores all kinds of Difficult and Dangerous Terrain.

From the Shadows She Comes...: As a bio-engineered creature specifically designed for stealth and infiltration, Project Azure-X Prime strikes wherever she wishes.

Project Azure-X Prime always starts the game in reserve, even in missions that do not normally use this rule. When Project Azure-X Prime becomes available she is placed anywhere on the battlefield that is more than 1" away from any enemy model. She may not move on the turn she arrives, although she can run and assault normally.

...And to the Shadows She Will Return: Just as suddenly as she struck out of nowhere, Project Azure-X Prime can blend back into the shadows, leaving her opponents in utter confusion.

If Project Azure-X Prime ends her Movement phase more than 1" from any enemy model, the owning player can decide that she will vanish from her opponent's sight. If the player elects to do so, remove Project Azure-X Prime from the table and place her back into ongoing reserve.

APOCALYPSE

STRIKE INTERCEPTOR 750 POINTS

	Armour			
	BS	F	S	R
Strike Interceptor	4	11	11	11

Composition:

- 1 Strike Interceptor

Unit Type:

- Super-Heavy Flyer

Structure Points:

- 2

Wargear:

- Two hull mounted twin-linked multi-pulsers
- Two hull mounted lance cannons
- Four wing (hull) mounted SPIKE missile launchers
- Jammer shield

OPTIONS:

- May replace both its lance cannons with:
 - Two twin-linked autocannons or two twin-linked multi-pulsers *free*
 - Two plasma cannons or two fusion cannons *10 points*
 - Two mass drivers or two lance disruptors *20 points*
- May be reconfigured to a Tank Hunter, replacing both twin-linked multi-pulsers and both lance cannons with:
 - ATTAK lance cannon *free*
- May replace any of its SPIKE missile launchers with:
 - STAR missile launcher *free*
 - SLAM missile launcher *20 points each*
 - SCRAM launch pod *50 points each*
- May take any of the following:
 - Precision marker pod *10 points*
 - Proximity detector *10 points*
 - Targeting analyzer *15 points*

	Range	Strength	AP	Type
ATTAK Lance Cannon	120"	D	1	Heavy 1, Primary Weapon
SCRAM Launch Pod	Bomb	10	1	Heavy 1, Apocalypse Blast, Pinning, Ignores Cover Saves, One Use Only*
SLAM Missile Launcher	72"	6	4	Apocalypse Barrage (4)

*The Strike Interceptor may fire only one SCRAM launch pod per turn. Hits from the SCRAM launch pod may re-roll any failed to-wound and armour penetration rolls.

Jammer Shield: The Strike Interceptor is protected by an array of jamming devices that are specifically designed to disrupt the tracing sensors of enemy anti-aircraft weapons. Enemy weapons firing at a Strike Interceptor never get the benefits of the Skyfire and the Interceptor universal special rules.

Precision Marker Pod: The precision marker pod is a sophisticated targeting array that is hard-wired into the weapon systems of the Strike Interceptor to provide improved accuracy and better fire control. A Strike Interceptor with a precision marker pod may fire one of its weapons with a BS of 5 in its Shooting phase. Nominate which weapon benefits from the precision marker pod before the attacks are made.

ASSAULT DROPSHIP250 POINTS

	Armour			
	BS	F	S	R
Assault Dropship	4	11	11	11

Composition:

- 1 Assault Dropship

Unit Type:

- Super-Heavy Flyer

Structure Points:

- 3

Wargear:

- Nose mounted multi-pulser
- Two door (sponson) mounted multi-pulsers
- Tail mounted multi-pulser
- Two hull mounted rocket pod

Special Rules:

- Hover Mode
- Scouts
- Failsafe Emergency System

Transport Capacity

- 40 infantry models OR 2 vehicles OR 20 infantry models and 1 vehicle

OPTIONS:

- May exchange its nose and/or tail mounted multi-pulser for:
 - Autocannon or rocket pods*free*
 - Lance cannon*15 points each*
 - Fusion cannon or plasma cannon*20 points each*
- May exchange both its door mounted multi-pulsers for:
 - Two MAG guns*10 points*
- May exchange both its rocket pods for:
 - Two SPIKE missile launchers*20 points*
 - Two SMART missile launchers*40 points*
- May take any of the following:
 - Screener launchers*5 points*
 - Proximity detector*10 points*
 - Ballistic plating*15 points*

Failsafe Emergency System: Assault Dropships are specifically designed to ensure the safety of their passengers even while suffering critical damage. They have several backup systems and emergency protocols that guarantee a relatively safe landing regardless of the structural conditions of the Assault Dropship.

When the Assault Dropship loses its last structure point roll a D6: on a roll of 1 or 2, the aircraft's damage is too extensive – proceed with any other damage effects as normal. On a roll of 3 or better, the failsafe emergency system overcame the immediate damage and the Assault Dropship “safely” crash-lands. Place a suitable wreck marker anywhere within 6”, but not on Impassable terrain or within 1” from enemy models. Any transported models must immediately disembark, and must take a Pinning test. Vehicles suffer a Glancing hit instead. In addition, the Assault Dropship always suffers a ‘Wrecked’ critical damage when it loses its last structure point.

ORBITAL DROPSHIP 2500 POINTS

	Armour			
	BS	F	S	R
Orbital Dropship	4	13	13	11

Composition:

- 1 Orbital Dropship

Unit Type:

- Super-Heavy Flyer

Structure Points:

- 6

Force Fields:

- 4

Wargear:

- Eight turret mounted weapons from the following list (all with AA mounts):
 - Quad multi-pulsers
 - Quad autocannons
 - Twin-linked SPIKE missile launcher
 - Twin-linked lance cannon
 - Twin-linked SMART missile launcher
 - Twin-linked plasma cannon
 - Twin-linked fusion cannon

Special Rules:

- Hover Mode
- Deployment Ramps

Transport Capacity

- 200 models (non-walker vehicles count as 15 models) OR 4 super-heavy vehicles (it cannot transport Battlestations)

	Range	Strength	AP	Type
Quad Multi-Pulsers	36"	6	4	Heavy 8, Twin-Linked
Quad Autocannons	48"	7	4	Heavy 6, Twin-Linked

Deployment Ramps: The Orbital Dropship has many huge access ramps that allow the quick disembarkation of troops.

For the purpose of embarking and disembarking its passengers, the Orbital Dropship counts as an Open-Topped vehicle.

MISSILE CARRIER DRONE 200 POINTS

	Armour				
	BS	F	S	R	HP
Missile Carrier Drone	2	10	10	10	2

Composition:

- 1 Missile Carrier Drone

Unit Type:

- Flyer

Wargear:

- Eight SHARP-S missiles

Special Rules:

- Light Construction
- Remote Controlled
- Vector Dancer

	Range	Strength	AP	Type
SHARP-S Missile	48"	8	3	Ordnance 1, Barrage, Apocalypse Blast, One Use Only*

* The SHARP-S missile cannot be fired directly. If a friendly Blue Star Alliance unit has line of sight to the targeted point, then the SHARP-S missile will only scatter D6" instead of the normal 2D6".

Light Construction: The small frame and the powerful engines give a very high degree of manoeuvrability to the Missile Carrier Drone. The only drawback of this is that the super-light duralloy plating usually doesn't protect so much, making the drone vulnerable to damage.

The Missile Carrier drone may move a minimum of 6" rather than the usual 18" required for flyers.

All damage rolls against the Missile Carrier Drone also have a +1 modifier on the damage chart.

Remote Controlled: The Missile Carrier Drone has no pilot – instead it is operated by a remote control station. The lack of crew could be very beneficial as the operators can pilot the drone confidently from the safety of their control stations.

The Missile Carrier Drone ignores all Crew Shaken and Crew Stunned effects.

SIEGE TANK 500 POINTS

	Armour			
	BS	F	S	R
Siege Tank	4	14	14	12

Composition:

- 1 Siege Tank

Unit Type:

- Super-Heavy Skimmer

Structure Points:

- 3

Force Fields:

- 1

Wargear:

- One turret mounted weapon from the following:
 - Lance annihilator
 - Heavy pulser cannon
 - Mass shock disruptor
 - Strike cannon
 - Heavy blaster cannon
- Four turret mounted weapons from the following:
 - Twin-linked multi-pulser
 - Twin-linked autocannon
 - Twin-linked heavy caustic gun
 - SPIKE missile launcher
 - STAR missile launcher
 - Lance cannon
 - SMART missile launcher
 - Plasma cannon
 - Fusion cannon
 - SCORN missile launcher

OPTIONS:

- May take up to two pintle mounted weapons from the following:
 - Storm gun 10 points each
 - Rocket pods 15 points each
- May take any of the following:
 - Screener launchers 5 points
 - Dozer blades 5 points
 - Proximity detector 10 points
 - Up to ten Buster SMEAR 10 points each
 - Suppression launchers 15 points
 - Targeting analyzer 15 points
 - SCAR missile rack 50 points

	Range	Strength	AP	Type
Heavy Blaster Cannon	48"	10	1	Heavy 1, Massive Blast, Ignores Cover Saves, Primary Weapon
Heavy Pulser Cannon	120"	8	3	Heavy 10, Primary Weapon
Lance Annihilator	120"	D	2	Heavy 1, Large Blast, Primary Weapon
Mass Shock Disruptor	120"	9	2	Heavy 1, Apocalypse Blast, Pinning, Primary Weapon
SCAR Missile Rack	24"-240"	9	4	Apocalypse Barrage (10), One Use Only
SCORN Missile Launcher	48"	X	3	Heavy 1, Large Blast, Poisoned (2+), Ignores Cover Saves
Strike Cannon	240"	D	2	Ordnance 3, Twin-Linked, Primary Weapon

FIELD ARTILLERY VEHICLE 300 POINTS

	Armour			
	BS	F	S	R
Field Artillery Vehicle	4	13	13	11

Composition:

- 1 Field Artillery Vehicle

Unit Type:

- Super-Heavy Skimmer (Fast)

Structure Points:

- 2

Force Fields:

- 1

Wargear:

- Turret mounted multi-howitzer
- Turret mounted twin-linked multi-pulser

Special Rules:

- Siege Mode

OPTIONS:

- May take one of the following:
 - Pintle-mounted storm gun *10 points*
 - Pintle-mounted rocket pods *15 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Dozer blades *5 points*
 - Proximity detector *10 points*
 - Up to two Buster SMEAR *10 points each*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*

	Range	Strength	AP	Type
Multi-Howitzer	36"-360"	10	1	Apocalypse Barrage (4)

Siege Mode: To fire its massive multi-howitzer, the Field Artillery Vehicle must engage its stabilization arrays, and divert nearly all its power into the recoil suppressors. This procedure takes up quite some time, and renders the Field Artillery Vehicle immobile. The Field Artillery Vehicle cannot move and shoot its multi-howitzer in the same turn. In addition, it also cannot fire both its multi-howitzer and the twin-linked multi-pulser in the same Shooting phase.

ANTI-AIRCRAFT TANK 250 POINTS

	Armour				
	BS	F	S	R	HP
Anti-Aircraft Tank	4	12	12	11	3

Composition:

- 1 Anti-Aircraft Tank

Unit Type:

- Vehicle (Skimmer, Tank)

Wargear:

- Six turret mounted twin-linked flak cannons

OPTIONS:

- May take one of the following:
 - Pintle-mounted storm gun *10 points*
 - Pintle-mounted rocket pods *15 points*
- May take any of the following:
 - Screener launchers *5 points*
 - Dozer blades *5 points*
 - Proximity detector *10 points*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*
 - Protector shield *35 points*

	Range	Strength	AP	Type
Flak Cannon	120"	7	4	Heavy 4, Skyfire, Interceptor

BATTLESTATION 3100 POINTS

	Armour			
	BS	F	S	R
Battlestation	4	14	14	14

Composition:

- 1 Battlestation

Unit Type:

- Super-Heavy Vehicle

Structure Points:

- 10

Force Fields:

- 6

Wargear:

- Two turret mounted weapons from the following:
 - Lance annihilator
 - SHARP missile launcher
 - Mass shock cannon
- Four turret mounted twin-linked STAR missile launchers
- Six turret mounted weapons from the following:
 - Twin-linked multi-pulser
 - Twin-linked autocannon
 - Twin-linked heavy caustic gun
 - SPIKE missile launcher
 - Lance cannon
 - SMART missile launcher
 - Plasma cannon
 - Fusion cannon
- Targeting analyser

Special Rules:

- Command Station
- Mobile Shield Generator

Transport Capacity

- 100 models

	Range	Strength	AP	Type
Lance Annihilator	120"	D	2	Ordnance 1, Massive Blast, Primary Weapon
Mass Shock Cannon	24"-360"	10	1	Ordnance 1, Barrage, Apocalypse Blast, Primary Weapon
SHARP Missile Launcher	Unlimited	8	3	Ordnance 3, Massive Blast, Primary Weapon

Command Station: The Battlestation houses a wide array of command and control modules, allowing the Blue Star Alliance commander to better coordinate his troops.

The Battlestation gives the following strategic assets to its controlling player:

- Supreme Headquarters (centred on the Battlestation)
- Careful Planning
- Replacements

Mobile Shield Generator: The Battlestation is equipped with a powerful force field generator that is capable to provide protection not only for the Battlestation, but for the nearby allies as well.

The Battlestation counts as a Shield Generator. It has the same effect as the strategic asset with the same name.

ASSAULT WALKER1900 POINTS

	Armour							
	WS	BS	S	F	S	R	I	A
Assault Walker	3	4	10	14	13	11	3	2

Composition:

- 1 Assault Walker

Unit Type:

- Super-Heavy Walker

Structure Points:

- 4

Force Fields:

- 3

Wargear:

- Two arm (sponson) mounted weapons from the following:
 - Heavy pulser cannon
 - Lance annihilator
 - Strike cannon
 - Plasma blastgun
 - Heavy fusion cannon
 - Disruptor blaster
 - Titan close-combat weapon (may take only one)
- Two carapace (hull) mounted weapons from the following:
 - SPIKE missile launcher
 - STAR missile launcher
 - Lance cannon
 - SMART missile launcher
 - Plasma cannon
 - Fusion cannon
 - SCORN missile launcher
- Manoeuvring support thrusters system

Special Rules:

- Deep Strike
- Acute Senses
- Psychic Mastery Level 1
- Psychic Pilot (Leadership 9)

Psychic Powers:

- Reconstitution

OPTIONS:

- May take any of the following:
 - Screener launchers *5 points*
 - Proximity detector *10 points*
 - Up to four Buster SMEAR *10 points each*
 - Suppression launchers *15 points*
 - Targeting analyzer *15 points*
 - Ceramic plating *50 points*
 - Jammer node *50 points*
 - SCAR missile rack *75 points*
 - Psychic core *100 points*

ASSAULT WALKER

(Con.)

	Range	Strength	AP	Type
Disruptor Blaster	Hellstorm	7	3	Heavy 1, Primary Weapon***
Heavy Fusion Cannon	72"	10	1	Heavy 1, Apocalypse Blast, Primary Weapon, Melta**
Heavy Pulser Cannon	120"	8	3	Heavy 10, Primary Weapon
Lance Annihilator	120"	D	2	Heavy 1, Large Blast, Primary Weapon
Plasma Blastgun				*
Rapid	72"	8	2	Ordnance 2, Massive Blast, Primary Weapon
Full	96"	10	2	Ordnance 1, Apocalypse Blast, Primary Weapon
SCAR Missile Rack	24"-240"	9	4	Apocalypse Barrage (20), One Use Only
SCORN Missile Launcher	48"	X	3	Heavy 1, Large Blast, Poisoned (2+), Ignores Cover Saves
Strike Cannon	240"	D	2	Ordnance 3, Twin-Linked, Primary Weapon

* Each time the plasma blastgun fires, the controlling player can decide which firing mode is being used.

** Roll 10+2D6 for armour penetration against targets under the hole of the centre of the blast template, and 10+D6 against other targets. The extra D6 from the Melta special rule could be added to the armour penetration total if the target is within half range.

*** To fire the disruptor blaster place the hellstorm template so that the narrow end is within 36" of the weapon and the wider end is as far away from the weapon as possible. The disruptor blaster is then treated like any other template weapon. Against vehicles, the disruptor blaster always causes a Glancing hit on an armour penetration roll of 6, regardless of the target's armour value.

Manoeuvring Support Thrusters System: The Assault Walker is equipped with an array of powerful jump jets and anti-gravity plates that could provide a vital speed boost on the battlefield. In its Shooting phase, the Assault Walker may engage its manoeuvring support thrusters system, so it can either:

- Fire all available weapons as normal.
- Fire a single primary weapon and move an extra 12".
- Fire no primary weapons at all and move an extra 24".

The Assault Walker ignores all terrain and models for the purpose of movement (including any extra movement), but it may not end its movement on friendly units or Impassable Terrain. If it ends its movement over enemy models, then treat it as a Tank Shock.

Because of the sensitive and vulnerable thrusters located on its legs, the Assault Walker may not make Stomping attacks in its Assault phase.

Ceramic Plating: The Assault Walker can be outfitted with special heat resistant armour plates. These are usually used to allow orbital re-entries but they can also help to thwart the fury of certain weapons. Melta weapons do not gain the extra D6 armour penetration when shooting at an assault Walker with ceramic plating. Note that this only applies to direct hits – the Assault Walker's Force Fields don't benefit from the advantages of ceramic plating.

Jammer Node: A somewhat rare piece of equipment, the jammer node is a sophisticated communications and position relaying jammer device that could be used to divert enemy reserves and disrupt the enemy's battle plans.

An Assault Walker equipped with a jammer node counts as having the Disruptor Beacon strategic asset.

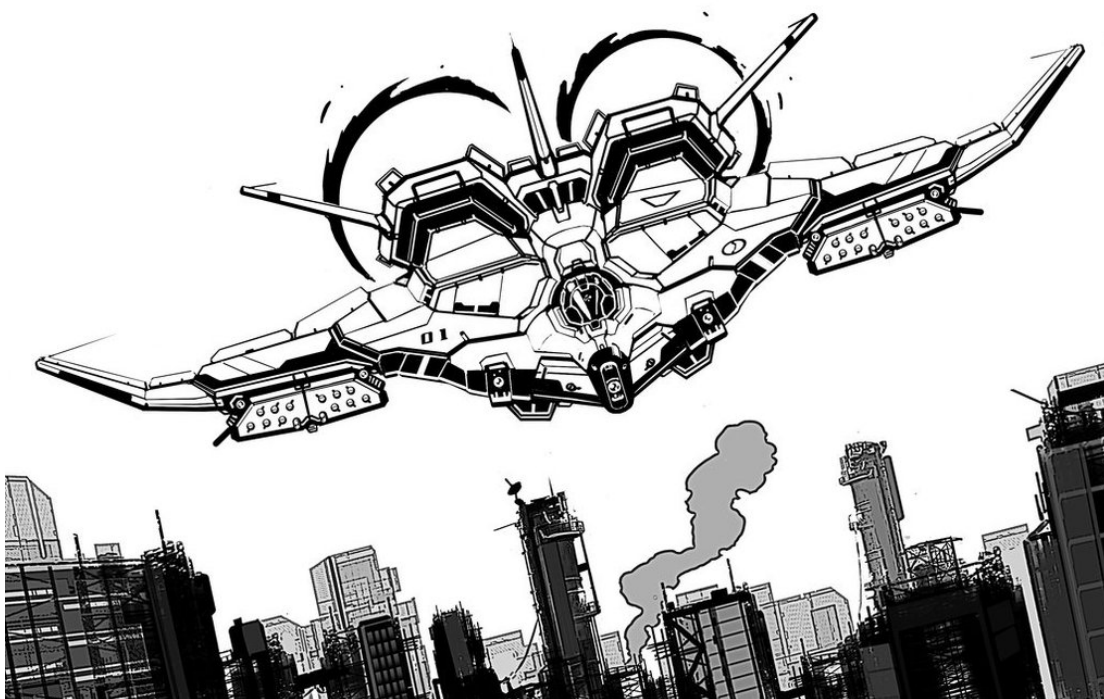
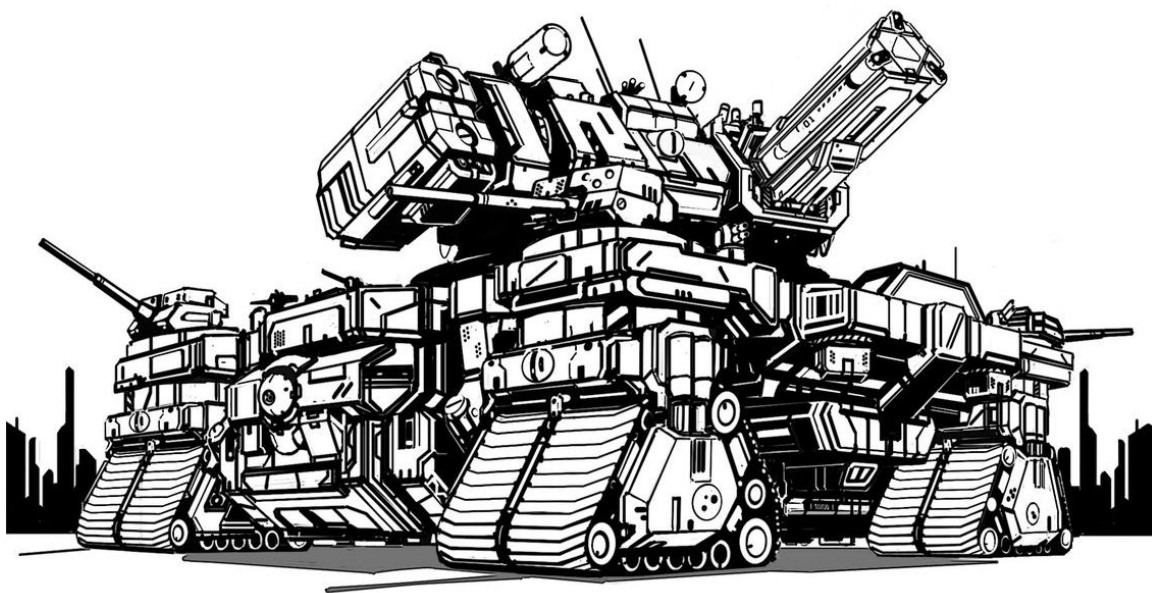
Psychic Core: This sophisticated device grants a better psychic connection between pilot and machine, channelling warp power with a much higher efficiency.

An Assault Walker with a psychic core increases its Leadership value to 10 for the purpose of the Psychic Pilot special rule. In addition, it may re-roll its failed rolls to restore Force Fields when it uses the Reconstitution psychic power.

Psychic Powers:

Reconstitution: The Assault Walker is rigged with many self repair and emergency back up systems that could be activated with the psychic command of its pilot.

Reconstitution is a blessing that targets the Psyker. Roll a D6 for each damage effect the Assault Walker suffered (including lost Hull Points and Force Fields). On a roll of 4 or better the given damage is immediately restored.



BLUE STAR ALLIANCE STRATEGIC ASSETS

TACTICAL WMD STRIKE

For the Blue Star Alliance, using weapons of mass destruction is just a means to an end. Collateral damage is acceptable as long as the strike secures a quick and clean victory.

When revealed: In the Shooting phase of one of your turns. You cannot reveal this Strategic Asset in your first turn.

Effect: Nominate a point anywhere on the table but at least 48" away from any of your models (friendly fire with a WMD is not tolerated!). Place a marker on this point and scatter it as per the rules of Deep Strike. After determining the final position of the marker, place the 10" blast marker on that point: all models under the blast marker take a Destroyer hit. In addition, all models within 6D6" from the marker also suffer a Strength 10 AP 1 hit (vehicles are always hit on their side armour). Successful cover saves against these hits must be re-rolled. Removable terrain pieces within this radius must be removed on a D6 roll of 4+ (roll for each terrain piece separately). Units that are hit by this asset must take a Pinning test with a -3 modifier to their Leadership.

BLACK OPS

When a commander faces with the Blue Star Alliance, his first battles must be fought well before any of the Alliance's military assets show up. Corruption, sabotage, bribery and blackmail wreak havoc in essential commanding and supply lines, as the agents of the Blue Star Alliance begin their dirty work.

When revealed: Before deployment.

Effect: The enemy side must reveal all their Strategic Assets, and the Blue Star Alliance player may choose one Strategic Asset from these – the enemy side immediately loses the chosen Strategic Asset. Alternatively, the Blue Star Alliance player may choose an enemy formation, and the formation loses all its special rules for the duration of the battle.

AGGRESSIVE DEPLOYMENT

The Blue Star Alliance's grasp on strategic deployment is simple: do it with confidence, emphasis and flexibility, so you can take the upper hand with a well-deployed strike force before the enemy could react.

When revealed: After deployment, but before the first turn begins.

Effect: Before deployment begins, secretly select up to 3 of your units or formation, writing down that they are using this asset.

You must place these units in Strategic Reserve during your deployment, but you can still deploy them normally anywhere in your deployment zone just before the first turn begins.

BATTLE MISSIONS

SUDDEN STRIKE

OBJECTIVES

The objective of this mission is to cause as much damage to the enemy as possible (see the mission Victory Conditions below).

DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half.

The enemy player deploys first, anywhere they desire in their half of the table more than 12" away from their long table edge. The Blue Star Alliance deploys second, anywhere in their half more than 12" away from the centre line of the table.

RESERVES

No enemy units may be placed in reserve. The Blue Star Alliance may place any number of units in reserve.

FIRST TURN

The Blue Star Alliance always takes the first turn.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a roll of 1-2 the game ends immediately, and on a roll of 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

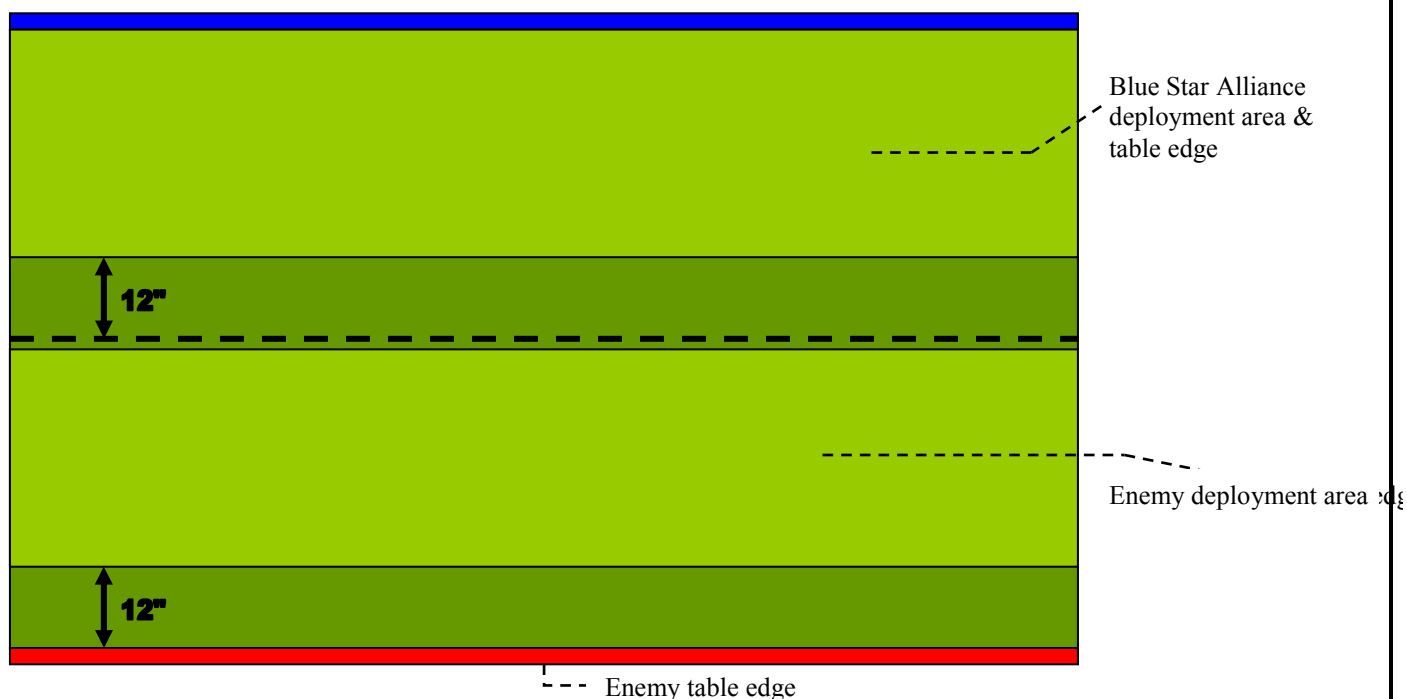
VICTORY CONDITIONS

The enemy scores 2 kill points for each Blue Star Alliance unit they completely destroy, regardless of type. The Blue Star Alliance scores 2 kill points for each HQ unit they completely destroy, 1 kill point for each Troops or dedicated transport unit they completely destroy, and 3 points for each other type of unit they completely destroy. The side that scores the most kill points wins the battle.

SPECIAL RULES

Slip Away: In this mission all units on both sides have the Hit & Run universal special rule. In addition, starting with game turn three, any units are allowed to exit the table by moving off their own table edge. These units do not count as destroyed unless they were falling back when they moved off the table.

Instant Engagement: Enemy units may not use their Infiltrate, Scouts or Outflank special rules.



PINCER ATTACK

OBJECTIVES

The objective of this mission is to destroy the enemy.

DEPLOYMENT

The Blue Star Alliance decides which of the short table edges will be the enemy table edge. The Blue Star Alliance deploys his Heavy Support and Elites units no more than 12" away from the opposite short table edge.

The enemy then deploys anywhere on the table more than 12" away from the long table edges and within 36" from his own table edge.

RESERVES

All Blue Star Alliance units must start the game in reserve except Heavy Support and Elites units. Heavy Support and Elites units may be placed in reserve or deployed on the table at the start of the battle, as desired. Note that Blue Star Alliance reserves can enter from two different sides of the table. The Blue Star Alliance player can decide which edge to use for each unit when the unit becomes available, and units may enter from either or both edges as desired.

The enemy may place any number of units in reserve, but Fast Attack units must start the game on the table. No Fast Attack unit may be placed in reserve. No enemy reserves may arrive closer than 12" from any long table edges.

FIRST TURN

Roll-off to see who gets the first turn. The winner may choose to go first or second.

GAME LENGTH

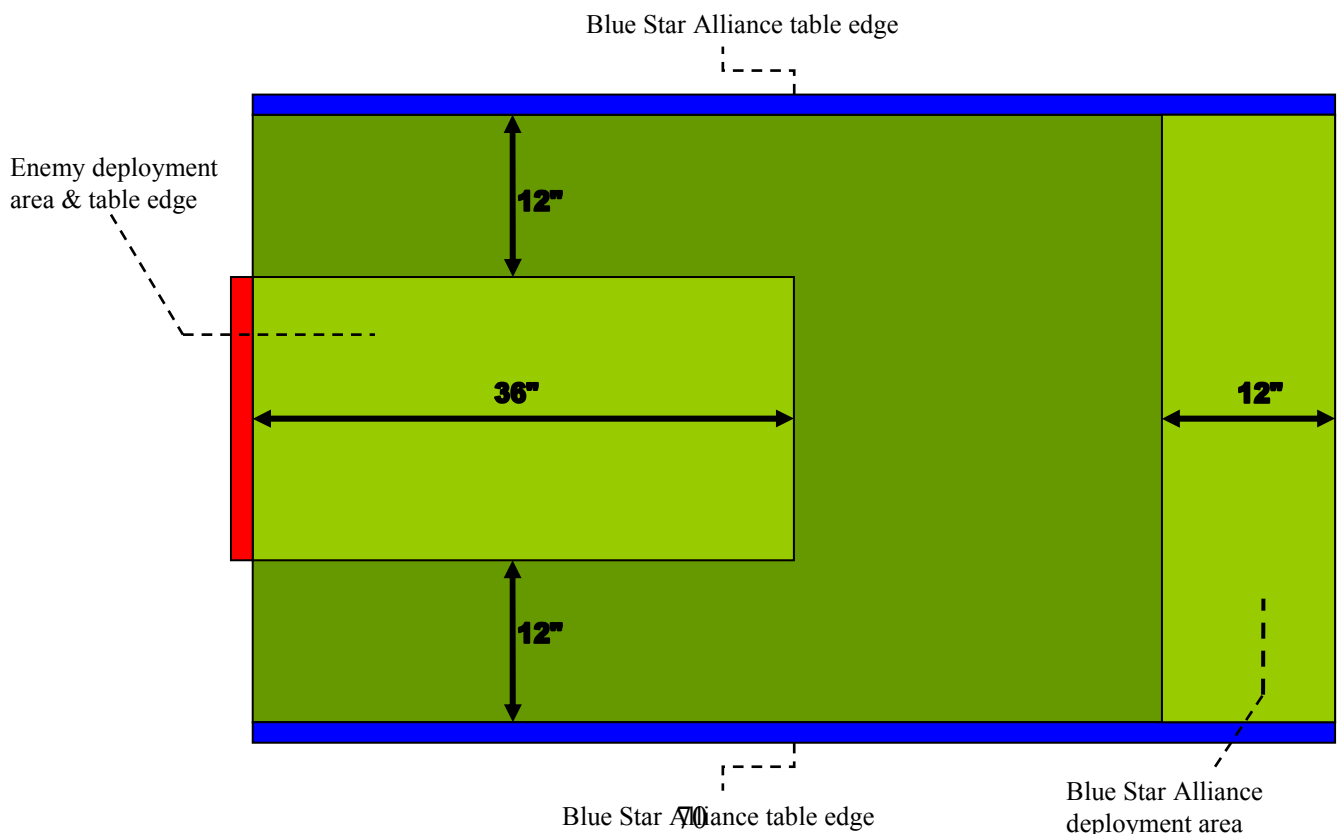
The enemy player rolls a dice at the end of game turn 5. On a roll of 1-2 the game ends immediately, and on a roll of 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

Both sides score one kill point for each opposing unit they completely destroy. The side that has scored the most kill points at the end of the battle is the winner.

SPECIAL RULES

Rushed Reserves: The enemy player must start rolling for reserves on the first turn. On turn one the enemy reserve units will arrive on the roll of 3+, on turn two they will arrive on a 2+, and so forth.



BASE RAID

OBJECTIVES

Set-up D3+2 objective markers before either side deploys. The Blue Star Alliance player sets up the first objective, then the enemy player, and so on until the requisite number of markers has been placed. Objectives may be set up anywhere on the table more than 12" from a table edge or another objective.

DEPLOYMENT

The enemy deploys first, anywhere on the table that is more than 12" away from a table edge.

Blue Star Alliance units will enter play on their first turn from any table edge. The units may enter from different table edges if desired. Blue Star Alliance units fall back towards the closest table edge.

RESERVES

No enemy units may be placed in reserve. Any Blue Star Alliance units that do not enter play on the first turn are assumed to be in reserve, and will enter play using the standard rules for reserves. Reserve units may enter from any table edge.

FIRST TURN

The Blue Star Alliance player rolls a D6. On a roll of 2 or more the Blue Star Alliance receives the first turn. On a roll of 1 the enemy spotted the attack just in time and they go first.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a roll of 1-2 the game ends immediately, and on a roll of 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

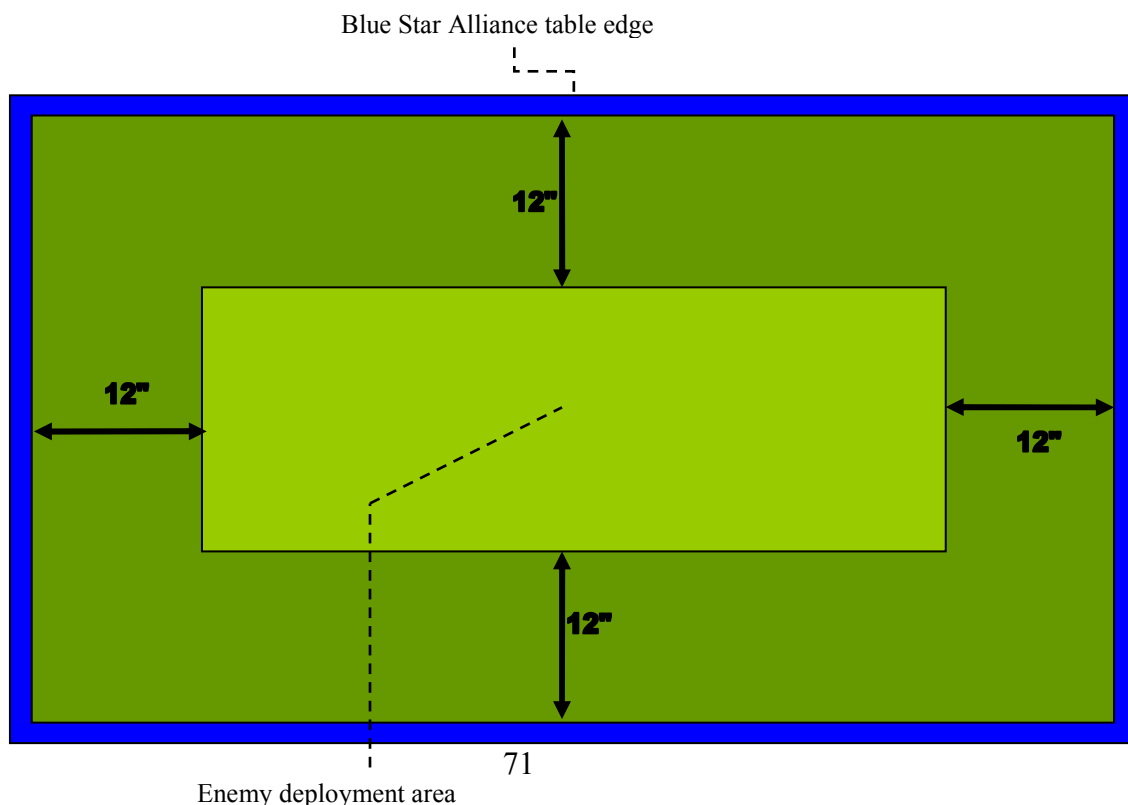
VICTORY CONDITIONS

At the end of the game the player that captures the most objectives wins the battle.

SPECIAL RULES

Base Installations: Enemy units are defending an important base full with all kinds of buildings. To represent this, the enemy player must place three terrain pieces anywhere in his deployment area. These terrain pieces must be the shape, size and form of actual base buildings. If no such terrain pieces are available, then the enemy forces probably defend a pitiful encampment, so no extra terrain pieces are placed.

It's a Trap: Enemy units do not fall back. Each time an enemy unit is forced to fall back for whatever reason it goes to ground instead. Note that the unit will not regroup – it simply goes to ground instead of falling back.



BLUE STAR ALLIANCE UNIT SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Aggressor	4	4	4	4	1	3	1	8	3+	33
Brigadier Happa	5	5	3	3	3	4	3	9	4+	49
Destroyer	4	4	4	4	1	3	1	8	3+	40
Executor Tiranis	4	5	4	4	3	4	3	10	3+	48
Force Commander	4	5	3	3	3	4	3	9	4+	22
Grunt	3	4	3	3	1	3	1	7	5+	30
Half-Eyed	5	2	4	5	4	2	3	10	5+	54
Heavy Trooper	4	4	4	4	1	3	1	8	3+	27
Junior Officer Imharn	4	4	4	4	2	4	2	8	3+	53
Master Juri	5	4	3	3	3	4	3	10	-	50
Moongazer	4	4	4	3	1	4	2	9	6+	55
Operator	3	4	3	3	1	3	1	7	5+	41
Pointer	4	4	3	3	1	3	1	8	6+	35
Project Azure-X Prime	8	-	5	3	3	8	6	10	-	56
Psi Discipline	4	4	3	3	1	4	2	8	-	51
Psi Specialist	4	4	3	3	2	4	2	9	5+	23
Savage Assassin	6	3	4	3	2	6	3	9	-	28
Savage Chieftain	5	3	4	3	3	5	3	9	-	24
Savage Fighter	4	3	4	3	1	4	2	8	-	30
Savage Monstrosity	4	-	6	6	6	4	6	8	-	40
Savage Pointer	4	3	4	3	1	4	2	8	6+	35
Savage Stalker	4	2	4	3	1	4	2	8	-	28
Sniper	3	4	3	3	1	3	1	8	5+	27
Squad Leader	4	4	3	3	1	4	2	8	4+	26
Storm Trooper	3	4	3	3	1	3	1	8	5+	34
Supervisor Zukka	5	4	3	3	2	4	2	8	4+	52
Tank Pilot Mieshi	5	5	4	4	1	5	2	8	4+	47

	WS	BS	S	Armour			I	A	HP	Page
				F	S	R				
Battle Walker	3	4	6	12	12	10	3	2	3	29
Command Walker	4	5	6	13	12	10	4	2	3	25
Commander Eoroh	4	5	6	13	12	10	4	2	3	45
Commander Tarawa	5	6	6(10)	13	12	10	6	2(3)	3	46
Heavy Walker	3	4	6	13	13	10	3	1	3	43
Light Walker	3	4	6	11	11	10	3	2	3	39

	BS	Armour			HP	Page
		F	S	R		
Assault Tank	4	12	12	11	3	36
Battle Tank	4	12	12	11	3	42
Gunship	4	11	11	11	3	37
Missile Tank	4	12	12	11	3	42
Rapid Attack Craft	4	10	10	10	2	32
Stealth Dropship	4	11	11	11	3	38
Strike Pod	2	10	10	10	2	32
Troop Crawler	4	13	13	11	3	31

BLUE STAR ALLIANCE ARSENAL

Weapon	Range	Strength	AP	Type	Page
Autocannon	48"	7	4	Heavy 3	13
Assault Gun	18"	3	5	Assault 2	13
Assault Pistol	12"	3	5	Pistol	13
Battle Mortar				*	13
High Explosive Round	12"-120"	6	4	Ordnance 1, Barrage, Large Blast	-
Plasma Burst Round	12"-120"	9	2	Ordnance 1, Barrage, Small Blast	-
Buster SMEAR	48"	9	3	Heavy 1, One Use Only	13
Caustic Gun	Template	2	3	Assault 1, Poisoned (4+), Armourbane	13
Frag Launcher	24"	5	5	Heavy 1, Large Blast, One Use Only	14
Fusion Cannon	24"	8	1	Heavy 1, Blast, Melta	14
Fusion Gun	12"	8	1	Assault 1, Melta	14
Fusion Pistol	6"	8	1	Pistol, Melta	14
Heavy Caustic Gun	Template	2	3	Assault 1, Poisoned (2+), Armourbane	14
Kom-Rifle					14
Burst Shot	24"	3	5	Rapid Fire	-
Solid Shot	24"	4	-	Heavy 1	-
Lance Blaster	18"	8	2	Rapid Fire, Lance	14
Lance Cannon	36"	8	2	Heavy 2, Lance	14
Lance Disruptor	60"	9	2	Heavy 1, Blast, Lance	14
Lance Pistol	12"	8	2	Pistol, Lance	14
MAG Gun	12"	6	6	Assault 1, Blast	15
Mass Driver	60"	6	4	Heavy 4, Blast	15
MULTI Sniper Rifle					15
Armour Piercing Round	72"	X	3	Heavy 1, Sniper*	-
Explosive Round	72"	X	6	Heavy 1, Blast, Sniper	-
Multi-Pulser	36"	6	4	Heavy 4	15
Plasma Cannon	36"	7	2	Heavy 1, Large Blast	15
Plasma Pistol	12"	7	2	Pistol	15
Plasma Rifle	24"	7	2	Assault 2	15
Rocket Pods	24"	7	4	Heavy 2, Twin-Linked	15
SMART Missile Launcher	36"	4	5	Heavy 1*	16
SPIKE Missile Launcher	72"	9	3	Heavy 2	16
STAR Missile Launcher	48"	7	3	Heavy 3, Skyfire, Ignores Cover Saves	16
Storm Gun	24"	4	6	Assault 5, Pinning	16

* These weapons have additional special rules as detailed in their entries.

