

Pax Arcadia

Net Epic Armageddon List: Experimental 1.1

Origins of the Pax Arcadians

It is known to citizens of the Pax Arcadian League that their ancestors lived on a far distant world many millennia ago. But further details of this history fall into the category of myth. The Arcadians tell the story of the Tragedy of the Arcadia as both an explanation of this fact and warning for the future.

It is said that the wondrous generation ship Arcadia had travelled for many millennia before it arrived at the world we now know as Arcadia Prime, which is the centre of the Arcadian League. No one questions that the generation ship was a marvel of science and engineering - a world unto itself, capable of supporting no less than 44'000 souls as it travelled on that immense journey in the space between the stars. As each millennia passed, many generations would hurry by, each living out their lives, and raising the next generation, before dying and entering the recycling vats to support the Arcadia's biosphere. The generation ship catered for every human need in order to ensure subsistence. And so a thriving society divided itself into those responsible for rationing resources, maintaining life support, leading, serving, policing and all the other myriad roles Arcadia required. Or maybe it would be more accurate to say it catered for almost every need. For it was in the small spaces of needs unseen and unaddressed, that the roots of evils to come were hidden.

Numerous challenges of physics, biology and engineering had been admirably solved. However the sociological and existential challenges of restless humanity were not as amenable to satisfactory resolution. And these things the passengers carried with them on their journey to the stars. Factions developed as individuals associated for support with those of similar occupational station, and political or philosophical persuasion. And new ideas arose, ideas of enterprise, and of exploration, and of promise and of control. And also too, anxieties and frustrations, and desire for recompense or power. Harsh censure was labelled necessary and expedient by one group, and a violation of rights by another. Resentments simmered beneath the surface, and intensified with generational memory.

The exact details of what happened - of why the violence escalated, and who fought and why, are now lost and also no longer matter. What is known is that years of skirmishes and reprisals between agitators became the calamity of full scale civil war on the Arcadia. There was massive death, destruction of crucial ship systems, loss of much life support

capacity, and the Arcadia and her mission were brought to the brink of extinction. Vast stores of information and resources were destroyed. Vital expertise was extinguished forever with the lives of those who possessed it. Rumours also have it that damage caused the ship to veer off course and into an anomaly, but as with so much of the story it is impossible to say if this really happened, and what it meant if so. And yet somehow in the desperation and loss a truce prevented a final catastrophe. The Arcadia limped onwards, though now only able to support 14'000 souls, and in much harsher conditions at that. Survivors in succeeding generations cursed their ancestors for the irreparable loss of lives, material, lives, and knowledge - including that of certainty about the very history of their people.

Planetfall and settling of the Pax Arcadian League

Somehow the crippled Arcadia made it to the world now known as Arcadia Prime. What was left of the habitation and terraforming units deployed and planetside civilisation slowly began again. As the decades and centuries passed humanity became numerous once more and prospered. Over many further generations, new technology was invented, most significantly mastery of warp travel, and with this the population of Arcadia Prime expanded and began to settle nearby star systems.

The local sector of space became known as the Pax Arcadian League. Thousands of worlds united in times of danger into a loose alliance, but more typically in a state of some competition, even war, as various baronies and protectorates seek to assert or preserve their influence.

As the Pax Arcadian League expanded, a race of android servants also became numerous among these worlds. However, these android servants rebelled in the great war known as the "Age of Strife" and became the foe known as the Andrayada who trouble Pax Arcadian interests to this day. For this reason was the "Iron Man Sanction" is widely and strictly enforced, ensuring "no creation of machines in the likeness of man" occurs in the league.

True alien races were also encountered, including the warlike Kraytonians of the Kelta Mai sector, and the barbaric race known to Arcadians variously as Orocooids or Skinnerz, of which no sector seemed entirely free. Many other aliens too are now familiar to the Arcadians.

Greatly distant from the League, Pax Arcadian scouts have also reported more human worlds of unknown origin, who have mysterious stories to tell. These include the fiercely independent Terran Expeditionary

Worlds, and the secretive Foundationist Technocracy. Most distant of all there is the mighty and fearful Imperium. Contact with all these human kin has only occurred recently, and that with the Imperium has been especially troubling, with stories of nightmares given form and terrors lurking in the warp. Educated planetsiders dismiss such tales of course, though spooked space travellers, missing ships, and mysterious sightings lead to growing rumours and disquiet in more peripheral baronies.

Pax Arcadian Forces, Strategy and Tactics

There is no central combined army for the whole of the Pax Arcadian League. The human authorities believe such an organisation would be impossibly unwieldy. Instead, each of the many baronies is responsible for the defence of their own borders and for contributing forces to other human ruled regions on warring fronts in times of need. The forces which comprise the armies of these baronies are many and varied. Much of the Pax equipment is produced to designs which can be seen rolling out of production facilities across the length and breadth of Human space. However, regional variants in composition are also commonplace and the implementation of human forces varies greatly from one region to another, depending largely on the ways and means of the Barons themselves. So it is that Pax armies come in many different forms, from the famed air cavalry of Sovremany to the veteran armoured formations and tank riders of Bluvakka. On the whole, however, most Pax forces can be recognised by two things, no matter upon which front you may observe them.

Large formations of heavy armour form the Pax spearhead, supported by batteries of fearsome artillery which rain death upon their foe from great distance. There are few formations within the ranks of the alien armies which can match the sheer wall of armour presented by a Pax armoured column. From the battle tested frames of Mammoth heavy tanks, through to the very latest Rampart variation, the treaded might of the Pax rumbles unstopably forwards on the battlefield.

The fire control systems of the Thunderstrike artillery batteries allow them to rain numerous armour piercing shells down on a small target zone at exactly the same moment, devastating enemy armour from great range, whilst the huge high explosive rounds launched from the Firemouth batteries keep enemy infantry cowering in their defensive positions. Elite mechanised infantry, or hordes of troops on foot follow up the armoured advance, taking positions and holding ground against counter-attack to great effect. Supported by heavy machine gun platoons and troops wielding the potent Dragon anti-armour missile

system, Pax infantry battalions can certainly hold their own. The reconnaissance companies of most Pax regiments provide the fast support and scouting troops who help direct the attacks of the rest of the army, and bring artillery to bear. Fast buggies harry the flanks of enemy positions and scout out enemy defences for the attention of the larger guns. Alongside them, the more prosperous baronies make use of the latest human developments in skimmer technologies in the form of the Javelin and Lance vehicles, keeping pace with the fastest foes known over the most difficult of terrains, to allow no opponent a moment's rest

Pax Arcadian Special Rules

The Worlds of the Pax Arcadian League are a heterogeneous mix of governments, technology and military Forces. You must choose one of three world types for your Pax Arcadian Forces.

Barony World

A Barony is the most common sort of world in the Arcadian League, governed by Baron who may rule by hereditary right, military might, or democratic election. No special rules apply to forces from a Barony.

Corporate State World

Corporate States are the richest Worlds in Pax Arcadia, and are controlled by Plutocratic interests. They have a Strategy rating of 4, and must always take units with the 'Advanced' ability if this is an available upgrade for a formation. Such forces are also used to winning, even though their troops are often drawn disproportionately from a poorer underclass in society. For both these reasons they tend to react poorly to setbacks. They always count the -1 for enemy within 30cm modifier for rally tests, even if there is no enemy within this range.

Insurgency World

Arcadian populations sometimes rise in a popular insurgency, rejecting authority of the League or the previous regime on their world. Insurgency worlds have a Strategy Rating of 2 and are not allowed to take any units with the 'Advanced' ability. However what they lack in planning and equipment they often make up for in enthusiasm. Insurgency Worlds gain a free buggy or light infantry formation for every full 1000 points of force allowed in a Tournament Scenario. They also ignore the -1 modifier for enemy within 30cm for rally tests.

Pax Arcadian Units

<i>Infantry</i>	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commander	INF	15cm	5+	5+	4+	Impulse Rifle	30cm	AP4+	Supreme Commander, Invulnerable Save
Veteran Shock Troops	INF	15cm	5+	5+	4+	Impulse Rifle	30cm	AP4+	Invulnerable Save, Advanced
Light Infantry	INF	15cm	-	6+	4+	Impulse Rifle	30cm	AP4+	
Medium Fire Support	INF	15cm	-	6+	4+	2x Heavy Sorenson	45cm	AP4+	
Heavy Fire Support	INF	15cm	-	6+	5+	2x Dragon Launcher	45cm	AT5+	
Scouts	INF	15cm	5+	5+	5+	Impulse Rifle	30cm	AP4+	Scouts
Snipers	INF	15cm	5+	6+	6+	Sniper Rifle	45cm	AP4+	Sniper

<i>Light Vehicles</i>	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Buggies	LV	35cm	5+	6+	5+	0-1 Gatling 0-1 Laser	30cm 45cm	AP4+ AT4+	
NOTES: Each Buggy is armed either with a Gatling gun OR a Laser.									
Javelin	LV	35cm	5+	6+	5+	Dragoon SG	30cm	AP4+/AT4+	Skimmer, Scout, Advanced

<i>Armoured Vehicles</i>	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Valiant APC	AV	30cm	5+	6+	5+	2x Heavy Sorenson	45cm	AP5+	Transport (2)
Hammerjack APC	AV	25cm	4+	6+	5+	Paxrat Howitzer Light Sorenson	45cm 30cm	AP5+/AT5+ AP5+	Transport (1)
Ramjack APC	AV	35cm	5+	5+	5+	1x Heavy Sorenson Electrified Hull	45cm b/c	AP5+ Assault, +1A	Transport (2)
Hunter Scout Tank	AV	35cm	5+	6+	5+	BP14 2x Light Sorenson	30cm 30cm	AP5+/AT5+ AP5+	
Cruiser Light Tank	AV	30cm	4+	6+	5+	Moridian Gun Mardier Gun	45cm 45cm	2x AP5+/AT6+ AP5+	
Tiger Light Tank	AV	35cm	4+	6+	5+	Advanced Moridian Gun Advanced Mardier Gun	45cm 45cm	2x AP4+/AT5+ AP4+	Advanced
Chasseur Tank	AV	20cm	4+	6+	4+	30G Impulse Cannon Light Sorenson	45cm 30cm	2x AT3 AP5+	Reinforced Armour
Rampart Tank	AV	25cm	4+	6+	4+	S100 SMC Light Sorenson	45cm 30cm	2x AT2 AP5+	Reinforced Armour, Advanced
Mammoth Siege Tank	AV	20cm	4+	6+	5+	Bruiser BV156 Heavy Sorenson	45cm 45cm	MW4+ AP5+	Reinforced Armour, Advanced
Bastion Tank Hunter	AV	20cm	4+	6+	5+	2 x Heavy Moridian Gun Mardier Gun	60cm 45cm	AP6+/AT2+ AP5+	Reinforced Armour, Advanced
Firewall Antiaircraft	AV	20cm	4+	6+	5+	AG Rain Cannon	45cm	3x AP6+, AT6+, AA4+	Reinforced Armour
Petard Antiaircraft	AV	30cm	4+	6+	5+	DragonFly Missiles Light Sorenson	45cm 30cm	AA4+, MW AP5+	
Intruder SP Mortar	AV	25cm	4+	6+	5+	Mortar Light Sorenson	45cm 30cm	1BP, Indirect AP5+	
Firemouth Artillery	AV	25cm	4+	6+	5+	Firemouth Cannon	90cm	1BP, Indirect	Advanced
Thunderstrike Artillery	AV	25cm	4+	6+	5+	Thunder Cannon	90cm	3x AP6+/AT4+, Indirect	Advanced
Moridian Launcher	AV	25cm	5+	6+	5+	Black Gnat Missile	150cm	6BP, MW, Indirect, One Shot	Advanced
Lance	AV	35	5+	6+	5+	Dual Laser Sorenson Battery Rocket Battery	45cm 30cm 45cm	AT4+ AP3+ BP1	Skimmer, Advanced
Piranha Gunship	AV	35	5+	6+	5+	SL15 Cannon SLM Pods	30cm 30cm	AP4+/AT4+ AP3+/AT5+	Skimmer
Triton Gunship	AV	35	5+	6+	5+	SL15 Cannon 2 x Lance Missiles	30cm 60cm	AP4+/AT4+ AT4	Skimmer, Advanced
Cavalier Cargo Helicopter	AV	35cm	5+	6+	6+	Sorenson 30	30cm	AP5+	DC 2, Reinforced Armour, Skimmer, Transport (4), Advanced

NOTES: Cavalier can transport any 4 infantry units. If the Cavalier is destroyed by anything except a Titan Killer weapon roll a D6. On a 3-6 the heavily armoured Cargo Pod is successfully jettisoned and drops to the ground with brake jets cushioning its landing. Place any transported units within 5cm of the location where the Cavalier was destroyed.

War Engines	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Trident Super Heavy Tank	WE	15cm	4+	6+	5+	Dual 40G Impulse Cannon Dual Moridian Gun	60cm 45cm	2 x MW3+ 2 x AP5+/AT6	DC3, Reinforced Armour
<i>Critical Hit Effect: The Trident is destroyed. Any unit within 5cm takes a hit on a D6 roll of 6.</i>									
Castellian Exterminator	WE	15cm	4+	6+	5+	Goliath Cannon Mordian Gun Mardier MG	75cm 45cm 45cm	MW2+, TK (D3+1), FxF AP5+/AT6, FxF AP5+	DC3, Reinforced Armour, Advanced
<i>Critical Hit Effect: The The Castellian is destroyed. Any unit within 5cm takes a hit on a D6 roll of 6. Cavalier is destroyed.</i>									
Castellian Bombard	WE	15cm	4+	-	4+	Bombard Cannon Mordian Gun Mardier MG	150cm 45cm 45cm	BP3, MW, Indirect AP5+/AT6, FxF AP5+	DC3, Reinforced Armour, Advanced
<i>Critical Hit Effect: The Castellian is destroyed. Any unit within 5cm takes a hit on a D6 roll of 6.</i>									

Flyers	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Kronos Fighter	AC	F	6+	-	-	20G Impulse Cannon Arcos Missiles	15cm 45cm	AP5+/AT5+/AA5+, FxF AA4+, FxF	Advanced
Hyperion Transport	AC/ WE	B	5+	-	5+	20G Impulse Cannon Blaster Bomb Payload	30cm	AP5+/AT5+/AA5+, FxF 3BP	DC2, Planetfall, Reinforced Armour, Transport (16*).
<i>Critical Hit Effect: The Hyperion's control systems are hit and it crashes into the ground and is destroyed. Transport: May transport 16 infantry units and Light Vehicles. Light Vehicles take up two spaces.</i>									
Ravaline Dropship	AC/ WE	B	4+	-	6+	Quake Bomb Payload	30cm	BP6, IC	DC3, Planetfall, Reinforced Armour, Advanced, Transport (16*).
<i>Critical Hit Effect: The Ravaline's control systems are hit and it crashes into the ground and is destroyed killing all passengers. Transport: May transport 16 infantry units and Light Vehicles. Light Vehicles take up two spaces.</i>									

Spacecraft	TYPE	SPEED	AR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Centurion Cruiser	SC					Orbital Bombardment Pinpoint attack	60cm b/c	3BP, MW MW2+, TK (D3)	
<i>NOTES: A Velum Cruiser may carry up to 4 Hyperion and/or Ravaline Dropships and their passengers..</i>									
Templar Battleship	SC					Orbital Bombardment 2 x Pinpoint attack	60cm b/c	6BP, MW MW2+, TK (D3)	Slow and Steady
<i>NOTES: A Cor Battleship may carry up to 8 Hyperion and/or Ravaline Dropships and their passengers.</i>									

Pax Arcadia Army List: (Strategy 3, Initiative 2)

Formation	Upgrades	Points
Core Formations		
0-1 Headquarters: 1 Commander and 7 Veteran Shock Troops	Mount in 4 Valiants, or 4 Ramjacks, or 2 Cavaliers for +100 points, or 8 Hammerjacks for +200 points.	325
Infantry Platoon: 8 light Infantry	Mount in 4 Valiants, or 4 Ramjacks, or 2 Cavaliers for +100 points, or 8 Hammerjacks for +200 points. Add up to two buggies for +25 points each.	150
Support: 4 Medium / Heavy Fire Support	Mount in 2 Valiants, or 2 Ramjacks, or 1 Cavaliers for +50 points, or 4 Hammerjacks for +100 points. May attach to Infantry Platoon as part of that formation for same points cost.	100
Veterans: 8 Veteran Shock Troops	Mount in 4 Valiants, or 4 Ramjacks, or 2 Cavaliers for +100 points, or 8 Hammerjacks for +200 points.	250
Buggies: 8 Buggies		200
Hunters: 8 Hunter Light Tanks	Upgrade to Cruiser Light Tanks for +100 Points, or Tigers for +150 points.	250
Chasseurs: 8 Chasseur Medium Tanks	Upgrade to Ramparts for +100 points	500
Mammoths: 4 Mammoth Heavy Tanks		300
Bastions: 4 Bastion Heavy Tanks		350
Piranha: 4 Piranha Gunships	Upgrade to 4 Triton Gunships, or 4 Lance for +100 points	200
Support Formations (Select no more than 1 per Core Formation)		
Scouts: 4 Scouts	Add 4 more Scouts for +100 points.	100
Snipers: 4 Snipers		150
Javelin: 4 Javelin Hoverscouts		150
Intruders: 4 Intruders		250
Artillery: 4 Firemouth or 4 Thunderstrike		350
AA: 2 Firewall AA or 2 Petard AA	May attach to any core formation as part of that formation, except Piranhas, for the same points cost.	150
0-1 Moridian: 2 Moridian Launchers		200
Aerospace and War Engines (Maximum of 1/3 of Total Points)		
Trident: 1 x Trident Super Heavy Tank	Add up to 3 more Tridents, for +200 points each.	200
Exterminator: 1 x Castellian Exterminator	Add up to 1 more Exterminator, for +200 points.	200
Bombard: 1x Castellian Bombard	Add up to 1 more Bombard, for +200 points.	250
Kronos: 2 x Kronos Fighters		150
Hyperion: 1 x Hyperion Transport		150
Ravaline: 1 x Ravaline Dropship		250
Centurion: 1 x Centurion Class Cruiser		150
Templar: 1 x Templar Class Battleship		300