

SELENITES

Selenites belong to the faction called "Evil".

Allies:

- Selenites may not have allies or enlist mercenaries.

Lords and Generals:

- The hordes of Selenites are controlled by a Lord Selenita who is the Warchief.
- The Lord may be a beloved individual.
- A Battle Leader is not required in sub-commands like other armies.
- It can deploy one or more Beast Lord Selenites minors as Generals to pass new orders to units.

Units and Orders:

- Instinctively Selenites will attack the enemy in order to tear him apart. Selenite units should be considered under attack orders initially, except for "Geneplasm" units.
- The Warchief or generals can change the orders of individual units as long as they are within its control (20 cm) and the unit has a Leader.
- Selenites do not use banners or musicians, there being no air on the moon...
- The army can be deployed without regard to the command radius of the Warchief or Generals (like the undead).
- If the unit loses its leader it will revert to primitive instincts, and return to attack orders.
- The Selenites do not use standard bearers and musicians in their unit, however, the presence of a Selenita Giant Unity will give the bonus of the Cape and of Alfa (if one is deployed); if you deploy two Selenites giants in a unit of warriors Selenites one of these will act as Chief Bishop and the other sample-Musician.

INFANTRY

Swarm of Larvae (base size 4x4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Larvae	Poor	Fan	-	-	3	light	t&c	20	no	no	day	6	-	2	10

Notes:

- The swarm will not be routed if its command is routed.
- They will always act as an unit with Attack order.
- The swarms do not give any type of cover to the units behind them and do not block line of sight to missile weapons.
- May not scout.

Swarms of Workers (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Worker	Poor	Fan	-	-	1	light	t&c	20	no	no	day	6	-	10	40

Notes:

- Swarms of Workers have little use fighting, but are often used as "cannon fodder" to protect warriors from enemy missile weapons.
- Swarms of Workers are immune to morale and menace.
- Workers are always considered of inferior quality or "worse than bad."
- Workers are not required to follow the order that is given to their command.

Minor Selene Warriors (base size 2.5x2.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Serpents	Poor	Fan	-	-	1	light	t&c	20	no	no	day	2	+1med	5	40

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +6 points per model.

Selene Warriors (base size 4x4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Warrior	Med	Fan	+2	-	2	light	t&c	20	no	no	day	5	+6vet	5	40

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +12 points per model.

Chosen Selene Warriors (base size 4x4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Chosen	vat	fan	+2	-	2	light	t&c	20	no	no	day	11	+8el	5	20

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +12 points per model.
- Max one unit every 2,000 points army.

UNITS WITH MISSILE WEAPONS**Selenite with Acid Spitting Gun (base size 2.5x2.5cm)**

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Selenite	Poor	fan	-	-	1	light	hg/ t&c	20	no	no	day	5	+1med	5	20

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +6 points per model. Base size increases to 4x4cm.

ARTILLERY

Selenite Bio-Bombard (*base size 4x4cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bombardier	Poor	fan	+1	-	1	light	art	10	7	no	day	45	-	2	5
" close combat	"	"	+3	-	8	"	t&c	"	"	"	"	"	"	"	"

Notes:

- May shoot indirectly.

Ammunition for the Bio-Bombard:

- The Bio-Bombard can be loaded with two types of ammunition.;
- Selenite Larvae:
 - If the shot hits the target..
 - The target must immediately fight a round of combat against the larvae. If the larvae survive, place a base of them in contact with the figure.
 - If the shot misses the target..
 - Measure 60 cm from the base of bombard toward target in a straight line. Rolling a scatter dice for direction and 3D6 for distance in cm. The result will be the point where to place the unit.
 - Costs 11 points per model.
- Acids:
 - This type of ammunition is considered as musket bullets.
 - Costs 9 points per model.

Living Ammunition (*base size 4x4cm*)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ammunition	Poor	fan	-	-	1	light	t&c	20	no	no	day	-	-	5	10

Notes:

- Larvae ammunition;
 - Is immune to any reaction tests.
 - Acts as a unit with attack orders.
 - May not be controlled in any way.

Grafted Acid Thrower

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Light	-	-	+2	-	3	-	art	-	-	-	-	var	-	-	-
Heavy	-	-	+2	-	6	-	art	-	-	-	-	var	-	-	-

Acid-thrower Special Rules:

- Larger Selenite creatures may have acid-thrower weapons grafted to their bodies. This is much more destructive than the thrower supplied to the smaller warriors.
- Only available to Characters and Terrible Creatures with base of 4x4 cm or larger.
- Light thrower gives a move penalty of 5cm for models on 4x4cm bases, none for larger.
- Heavy thrower gives a move penalty of 7cm for models on 4x4cm bases, 5cm for 5x5cm bases, no penalty for models on larger bases.
- Weapons cost:
 - Light Thrower:
 - Med Qual: 15 points. Vet Qual: 24 points. Elite Qual: 36 points.
 - Heavy Thrower:
 - Med Qual: 30 points. Vet Qual: 48 points. Elite Qual: 70 points.

TERRIFYING CREATURES

Monstrous Selenite (base size 4x4cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Selenite	med	fan	+3	-2	2	light	t&c	20	7	yes	day	25	+6vet	4	10

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +24 points per model.
- Max one unit per 1,000 points army.

Gigantic Selenite (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Selenite	med	fan	+6	-3	g	light	t&c	20	6 2w	yes	day	122	+18vet	1	1

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +36 points per model.
- May be the leader of a unit of warriors.
- The following special rules apply:
 - "giant creature"
 - "linebreaker"

Titanic Selenite (base size 7.5x7.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Selenite	med	fan	+7	-5	8	med	t&c	20	6 2w	yes	day	180	+24vet	1	1

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +54 points per model.
- May be the leader of a unit of warriors.
- The following special rules apply:
 - "giant creature"
 - "linebreaker"

Selenite Arachnotitan (base size 7.5x7.5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Selenite	med	trib	+7	-5	8	med	t&c	25	6 4w	yes	day	260	+24vet	1	1

Notes:

- The following special rules apply:
 - "giant creature"
 - "linebreaker"
- The Arachnotitan can have the following genetic improvements:
 - Flittering:
 - Leap great distances instead of the normal movement. Effectively fly 20cm and land. No other type of movement will be possible.
 - Cost: 5 points.
 - Skittering:
 - Move become 30 cm.
 - Cost: 16 points.
 - Spinning:
 - The web is used in close combat. Disorganises the enemy (if it is already disorganised will have an additional -1 to hit). Prevents the use of shields in combat this turn.
 - Cost: 10 points.
 - Poisoning:
 - Increase the strength by +1.
 - Cost: 8 points.

Infiltrator Selenite (base size 4x4 or 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infiltrator	El	Fan	+3	-1	3	light	t&c	25	6	yes	day	120	-	1	3

Notes:

- May not carry acid sprays.
- Max one unit per 2,000 points army.
- Possess mimicry:
 - Change the color of their exoskeleton to fit the terrain in which they operate.
 - Against missile weapons in the open field are considered in light cover. If in light cover are to be considered in heavy cover, if in heavy cover cannot be targeted.

INDIVIDUALS**Lord/General** (base size 4x4)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Lord/General	El	Fan	+3	-2	4	light	t&c	20	6	yes	day	75+C	-	-	-

Notes:

- May have wings; becoming a flying unit with a move of 25cm. Cost of +24 points per model.

Selenite ?? (base size 4x4)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
??	El	Fan	+2	-2	5	light	t&c	20	6 2w	yes	day	98	-	-	-

Notes:

- Max one per every 2,000 points army.

Selenite Destroyer (base size 5x5cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Destroyer	El	Fan	+3	-4	10	light	t&c	20	6 2w	yes	day	205	-	-	-

Notes:

- Max one per per 2,000 points army.
- Follows the special rules for "destroyer".