

THE EPIRIAN FOUNDATION



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THE EPIRIAN FOUNDATION

THE CHANGERS OF THE GALAXY

The Epirian Foundation's robotics and terraforming technologies transformed much of the Spiral Arm. The Foundation took barren, lifeless worlds and made them habitable, exploiting the resources of rocks they couldn't turn into homes. The Foundation itself was formed as a loose coalition of independent franchises, each specialising in their own unique technologies. Competition for new worlds and entrepreneurial invention was encouraged by the Epirian Head Office on the vast space station Apex, although outright conflict or legal infractions were policed severely. Under the leadership of Apex, whose stewardship rotated amongst the CEOs of the franchises, the Epirian Foundation thrived, spreading across a wide swathe of the Spiral Arm's resource rich systems.

After the first epoch of human expansion across the galaxy, colonised worlds were disparate and far apart. Even with the discovery of the first cybel tunnels, progress across the galaxy was limited by the low number of planets suitable for human habitation. Many star systems were overlooked because their planets had no atmosphere, a poisonous environment or temperatures ill-suited to human life, and so scores of light years often separated the worlds where humans could easily settle. The Epirian Foundation, at that time a small transportation and logistics conglomerate with only a few thousand employees, sensed an opportunity. They began investing money into the fledgling terraforming industry, purchasing patents for technologies that could alter a planet's atmosphere or remove toxic materials.

Enterprising individuals set up franchises of the Foundation, purchasing land rights to planets the rest of humanity had long since forgotten. They used Foundation-licensed robotic crews to turn them into habitable worlds, in exchange for royalties to the Foundation. Vast walking robots clambered across the barren worlds, mining toxic deposits, and planting vacuum-hardy bacteria and plants. Swarms of smaller robots scoured away unwanted organisms, and giant orbital factories pumped out gas-producing algae, turning vacuum into atmosphere. Over decades and centuries, investments into a handful of worlds paid off, as each franchise sold colony rights to new settlers, who worked for the Foundation in exchange for plots of land on the newly formed worlds.

The Maelstrom tore apart the stability and organisation of the Foundation. Apex was one of the star systems first hit by the wave of energy, and the impact of losing the Foundation's central governance was substantial. Since then the internal structure of the Foundation has fragmented, with the individual franchises growing apart, protecting their own interests while viewing each other with suspicion. The progression of the Maelstrom's Edge into the middle of the Spiral Arm has endangered many Epirian worlds and every franchise has to make difficult decisions about who and what to save from their doomed territories.

Epirian society is capitalist and competitive. Settlers of worlds terraformed by the Foundation are free to succeed or fail, and local business and entrepreneurs are encouraged. The local franchise controls the terraforming, production of robotics, security of the planet and the space infrastructure of the system, but it leaves local elected officials to govern day to day matters. Epirian society runs on the principle of survival of the fittest - those who invent a new robot design, or find a new world or mineral to exploit, will be rewarded. Those who are left behind must fend for themselves.

In battle, the Foundation's greatest strength comes from their advanced robotics technology, and the neural links that their 'handlers' use to boost the effectiveness of their drones, bots and mechs. The fast flying Firefly drones scout ahead of the main force of Spider drones, providing intelligence about the enemy and allowing flanking moves, while units like the Scarecrow Sentry bot and Hunter Warmech provide fire support. Supporting this army of artificial combatants are the multi-faceted Contractors, employees of the Foundation who function as mechanics, workers and front-line soldiers, depending on the situation.

'Your mech are stronger, faster, and sharper than you can ever be. It is certain they will save your life. Be respectful of the machine!'

*-- Chief Instructor Chad Irons,
Whitesands Epirian Training Facility*

FRANCHISES OF THE EPIRIAN FOUNDATION

The Foundation has always been more of an idea of a society than one centralised government. Originally it began as a single company, gradually expanding its way across the galaxy from a small cluster of planets. As its reach grew, however, it became more and more impractical for a single organisation to govern over hundreds of worlds across the vast reaches of interstellar space.

Epirian society had always been an entrepreneurial one, with businessmen and prospectors encouraged to take risks to find new worlds and opportunities, and big rewards for those that succeeded. As the Foundation struggled to keep control of its new Empire, it decided to apply this capitalist philosophy to governance as well. Rather than dictate day to day business of the terraformed worlds, the Foundation let the new systems be settled and ruled by franchises, taking a cut of their profits in exchange for the Foundation's support and technology, while leaving most governance to the CEOs of the franchise.

For years this system prospered, and the franchises allowed the Epirians to spread much further than they would have been able to if they had been a single entity doing the colonisation. Franchises set off in different directions, hunting down viable planets, spreading Foundation culture across much of the Spiral Arm. Apex, the head office of the Foundation, raked in its share of the profits from each of the franchises, funneling much of the proceeds into researching new advanced robotics and terraforming technologies.

The Maelstrom fractured this productive arrangement. The violent destruction of the inner core of the galaxy immolated much of central governance of the Foundation, and its research worlds were destroyed.

Communication between Apex and the franchises disintegrated, leaving each of the subsidiary companies to stand alone. Several franchises have claimed the right to become the new head office, and competition and even conflict have become common between the companies that used to be united under the Foundation's umbrella.

Today there are a number of competing franchises within the Foundation, and the Epirians are not the single-minded super-corporation they once were. A number of worlds lay claim to the title of Foundation headquarters and the title of Director is contested by at least a score of previously lower ranked stakeholders, from the aggressive expansionists of Gunther-Heisendorf to the terraforming experts of the Forthrust Syndicate. With the destruction of Apex, several of these franchises have diverged from the standard robotic models, and wildly different styles of robotic design have been reported, most notably from robotics experts Armasys. In regions closest to the Maelstrom, franchises are essentially abandoned, having to fend for their survival by themselves.

When a world is threatened by the Maelstrom, the Foundation tends to recruit more workers and soldiers, build evacuation fleets and defend its worlds from the desperate and the opportunistic. Those who sign up are typically given a guaranteed spot on the evacuation ships, avoiding the lottery that other less fortunate colonists are left hoping to win. The rewards the Foundation offers to its employees make Epirian soldiers fierce fighters, determined to protect Foundation interests so that their families can escape off-world.



LIFE IN THE FOUNDATION

Terraforming a planet takes hundreds or thousands of years, depending on the state of the world when the Foundation arrives. Planets with the right kind of temperature and some atmosphere can be converted fairly swiftly by the introduction of bioengineered algae, whilst teams of engineers and robots model the landscape. Planets without atmosphere or with particularly difficult ground conditions – ice or volcanic planets and planets with aggressive native flora and fauna - can take millennia to subdue. Typically no human personnel are posted to hostile worlds, with remotely controlled robotic drones performing the lonely grunt work until the world is habitable enough for the first colonists to arrive.

The boom economies of newly terraformed planets can be huge opportunities for settlers to make their fortune, and millions flock to worlds deemed livable by the Foundation. Life on these new frontiers can be hard, including the necessity for oxygen masks when leaving settlement compounds along with the many unknown dangers lurking in unexplored corners of the world.

Smaller settlements on Epirian worlds are run independently from the Foundation, but the local Epirian Franchise will often employ a few local Sheriffs to keep the peace. Remote mines and other facilities are kept under automated guard by Scarecrow mechs, which spend months alone stalking the wilderness without support or rest, keeping watch over their domain.

The Foundation employs a broad open employment scheme, where colonists and workers can sign up with the Foundation in exchange for future wealth on a completed planet. In much of Epirian society, robotic technology bears the brunt of the hard work, with human overseers often in control of a number of slaved drones. The richest stakeholders of the Foundation boast thousands of robots in their retinues.

The organisation of the Foundation is formal and hierarchical. Anyone is invited to join the Foundation, and recruitment drives are common in many cities. The Epirians don't take just anyone however, and many hopefuls are turned away or recommended courses in engineering and science before they can reapply. Richer individuals can become stakeholders or trustees, and each planet has its own board that elects the planetary governor and makes many of the decisions about the world's future. Although many settlers choose to remain independent entrepreneurs, others choose to forgo the greater risk and rewards of prospecting for a steadier, safer paid job in the Foundation's service.



AI AND ROBOTS

One indelible lesson that mankind has managed to remember through the millennia during the rise and fall of civilizations is the danger of AIs if left to grow unchecked. It is still clear from past scars on the galaxy... be wary of AI. Limit the growth of independent machines, or create the means of humanity's destruction. As such, AIs in the modern galaxy are limited, input-output affairs, incapable of creative thought or conceptualization of abstracts, predictable and safe.

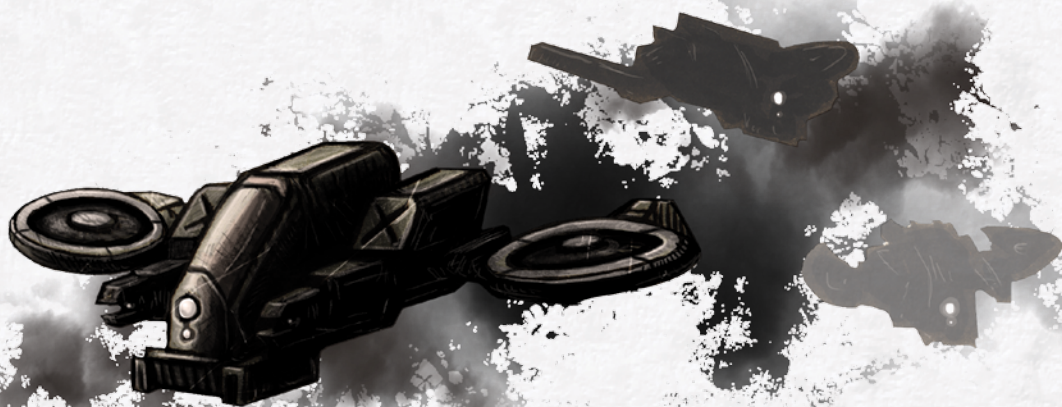
Neural linking was developed as a means to increase and expand a robot's actions and capabilities with creativity and intuition. Bot Handlers, through a neural web embedded in their helmets and years of rigorous training, can channel a portion of their awareness into properly configured bots. This process is referred to as projection. The Bot Handler gains a degree of control over the bot, be it a drone, a mech or a starship. The degree of control may be as simple as overriding a set of responses to allow for an unpredictable deviation from programming to surprise an enemy, or, in some cases if the Handler is expert enough, direct piloting of one or even several robotic constructs.

In the upper echelons of the Epirian corporate hierarchy, the most powerful members often seek to use handler tech to gain a form of immortality... removing their brains from their decrepit or injured bodies and placing them in a preservation capsule filled with life supporting fluids and laced with neuro link fibres. This allows these 'Preserved' to pilot extravagantly expensive custom mecha and continue living some semblance of life. This process is extremely perilous, so much so that most do not survive the attempt. Many in the Foundation are uncomfortable with this practice, regarding it as macabre and unnatural, predictably they change their minds when death nears.

Preserved Epirians are not flaunted publicly, having signed contracts assuring that they maintain low profiles after the process lest they suffer the combined wrath of all franchises. Immortality, however pale an imitation of true life it may be, is not something to be trifled with or advertised. Their brains are rendered non-organic but remain functional and intact, and are directly wired to large machines. As long as the machine functions, Preserved can stay conscious, but because it requires their original brain to work, they cannot simply be copied as if they were software. Uploading to become a Preserved was common practice amongst the Epirian elite before the Maelstrom erupted, but now due to the extreme scarcity of resources, only a handful of places in the galaxy remain capable of the procedure.

'Fear the artificial.'

-- Old saying from the era of A.I. purges



THE EPIRIAN MILITARY

In addition to their terraforming arm, the Epirian Foundation has many other interests, including interstellar transportation, controlling cybel gates, farming, manufacturing and even defence. Epirian colonies are often on the fringes of human civilisation, leaving them vulnerable to pirates or outlaws. To counteract these and other threats, the Foundation has a military arm to protect their colonies. Like their civilian counterparts, members of the Epirian military are not front-line soldiers, but instead control teams of robotic drones from swarms of tiny drones the size of a finger to giant walking tanks.

The one place where the Epirians truly shine is thanks to the vast army of robotic forces available to them. Originally, huge numbers of automated terraforming robots were dispatched to remote systems to handle the humanification of the worlds and to perform construction duties, but since the Maelstrom began approaching Epirian colonies, many of these automatons have been repurposed to guard the evacuation of threatened worlds. The robots are powerful, but as the number of worlds owned by the Foundation shrinks, their resources are depleted, and so every destroyed robot is viewed as a grave loss, especially their computational cores. Even when damaged beyond repair, provided their broken parts are recovered, new robotic soldiers can be fashioned from the remains, and so any loss in battle is frequently followed by a major campaign to reclaim the lost.

The modular nature of the robotic technology employed by the Foundation allows them to easily refit worker robots for battle when an aggressor appears. The converted mining, shipbuilding and transportation drones that form much of the Foundation's battleforces are not the most efficient fighters, but they make up for this by the ease in which they can be converted from the ranks of processing cores and modular parts being produced by the Epirian factories.

The weapons used by the Foundation tend to reflect the rugged nature of the terraforming outposts. Energy and plasma weapons are deemed risky endeavours, requiring too much maintenance and yielding unpredictable results. Epirian robots and soldiers tend to be outfitted with hard-bullet weapons, as well as computer controlled missiles and the occasional converted industrial tool – mining lasers, blasting explosives, railguns and the brute force of robotic drills and saws.

The Epirians are expert ship-builders, and many of the galaxy's transports, cruise-ships and tunnelhuggers are made in Foundation shipyards. Shipbuilding is often one of the first industries to be set up on a new world, harvesting the raw materials of the planet and local star system to build spaceships that can resupply the world, bring in new colonists and set out to scout new worlds. Robotics factories are installed hand-in-hand with the shipyards, and as a planet gets more established along the galactic trade routes, more and more of its industry is turned to robotic production. The Foundation encourages innovation, and new robotic designs are one of the best ways for a world to establish itself amongst the elite Epirian planets.



Most Epirian robots are modular in design, so supply is simple with easier reuse of parts, although the Foundation's richer inhabitants show off their status by purchasing expensive custom designed robots and vehicles and advanced prototypes. Central processing cores are designed so that a robot can be adapted to many roles, changing only a small, programmed chip to switch a mining robot to a soldier, or convert a butler to a repair bot. Limbs, body parts, tools and weapons are all similarly made to be easily swapped and replaced. From a large selection of parts, many different combinations of robots can be designed and built. This cuts down on the amount of material that is required to take a robotic team through space to a new world. Redundancy, reliability and adaptability typically take precedence over more exotic designs.

Although their robotic and terraforming technologies are second to none, the Epirians have less access to more human-centric technologies. Compared to the advanced knowledge of the Artarian Remnant, the Foundation sees little value in human engineering or energy weapons. Their lack of focus on organic technology means that limbs or organs damaged in fighting or industrial accidents cannot be regrown easily. It is not uncommon to see Epirian soldiers with disfiguring scars or crude robotic replacements for missing limbs.

The rugged robots, entrepreneurial colonists and terraforming technologies of the Epirian Foundation have been one of the driving forces of humanity for millennia. With the Maelstrom threatening the worlds they've spent so long cultivating, the franchises that make up the Foundation have turned their attention away from creating new homeworlds and concentrated on using their robotics technology to save what they can of their investment.

FORCES OF THE EPIRIAN FOUNDATION



JOURNEYMAN BOT HANDLER



Epirian Handlers are highly valued employees of the Foundation and the image of a Handler controlling a group of robots is one of the most iconic representations of the Epirian Foundation's technological prowess. Whether it be piloting starships or making minute adjustments to a terraforming auto-processor by feel alone, Bot Handlers enhance the productivity of any technology they link to. A series of probes and sensors in their helmet directly tracks the Handler's brainwaves and processes them through a cognitive buffer before sending code packets to the recipient robots. The level of control of the linked robot is largely related to the cognitive capacity and multi-tasking threshold of the individual Handler.

The title of Journeyman represents the second major rank of the Handler trade, signifying that the individual has moved beyond the rudimentary tactile interface of an Apprentice and onto the neural interface that Epirian Handlers are synonymous for. This neural interface allows them to control several bot units at once, potentially turning even a diminutive Epirian Force into a very real threat. Journeyman Handlers are therefore deployed either leading a force of their own, or given charge over a detachment of robotic units while under the command of a more senior Foundation associate, such as a Prospector or Master Handler.

Journeyman Handlers prefer to fulfil their role from the back of the battlefield, directing their robotic minions while also communicating with orbital and remote assets to call down targeted airstrikes at critical moments. Although not known for their combat prowess, Handlers are armed with a modified Maglock pistol, which utilises rudimentary micro drone ammunition, allowing the bullet to make minor course corrections during flight. This specialised ammunition vastly improves the pistol's range and lethality over the standard Maglock Guardian pistol upon which it was originally based.



As a Handler's skill improves, they invariably reinvest their earnings back into upgrading their technology suite, often in the form of expensive, personalised micro drones. These insect-sized robots come in a wide variety of dedicated forms: drones that aid the Handler's visual assessment of the battlefield, those that improve the Handler's aim, or even a swarm of personal attack drones capable of overwhelming a foe at close range with thousands of cuts from their bullet-like bodies.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Journeyman Bot Handler	7	4	4	3	2	2	4	Infantry (Character, Human)

EQUIPMENT: Aerial Drone Strike, EMP Grenades, Maglock Dominator Pistol & Neural Bot Interface.

ABILITIES: Bot Handler & Command (1).

OPTIONS: Aux Grenade Launcher (Choke & EMP Rounds) & Micro Drones.

CONTRACTOR ENGINEERS



Although the Foundation is famous for its robots, enlisted Contractors are a common sight, often making up around half of an expeditionary force or security team. The 'meat shields', as Contractors deprecatingly refer to themselves, fulfil many essential roles within the Foundation, from combat and maintenance to interaction with indigenous populations. Most importantly, they are able to utilise a degree of tactical flexibility and intuitiveness that cannot be replicated by the adapted machinery of the Foundation.

Contractors are ubiquitously equipped with the Maglock assault rifle, a ruggedly built gun that is easily repaired and able to function in the harshest of conditions – be it vacuum, desert, swamp or snow. The weight saved by using caseless rounds allows far more ammunition to be carried by each soldier, while their Guardian pistol gives them a powerful backup for close encounters. Contractors also favour the use of Auxiliary grenade launchers, giving them the ability to disable a rogue bot with an EMP grenade or disperse a rowdy crowd with a non-lethal choke grenade.

Engineer teams are made up of Contractors who show a clear aptitude towards maintenance and repair. Given the Foundation's proclivity towards industry and robotics, it is no surprise that Engineer teams are incredibly sought after both in and out of combat, often being referred to as the bedrock of the Epirian Foundation by other units. On the battlefield, while Contractor Engineers are expected to contribute to the fight, they also have the secondary role of combat repair: patching up or rebooting bots that have been damaged by enemy fire. In fact, it is just as common a sight to see a Contractor Engineer on the field of battle with a spanner in their hand as it is for them to be crouched behind a barricade firing their rifle.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)

EQUIPMENT: Maglock Assault Rifle & Maglock Guardian Pistol.

ABILITIES: Minor Bot Repairs.

OPTIONS: **Team Leader:** Aux Grenade Launcher (Choke & EMP Rounds), Shock Baton & Shock Maul.
Contractors: Aux Grenade Launcher (Choke & EMP Rounds).

UNIQUE ABILITIES

Minor Bot Repairs: (squad ability) When this unit completes an Advance & Fire or Dash action, as long as it isn't on the move or pinned, it may select one friendly Foundation unit within 6" that contains at least half robot models and isn't on the move itself. The selected unit immediately removes D3 STs. This cannot be used into or out of a building.

SPIDER DRONES

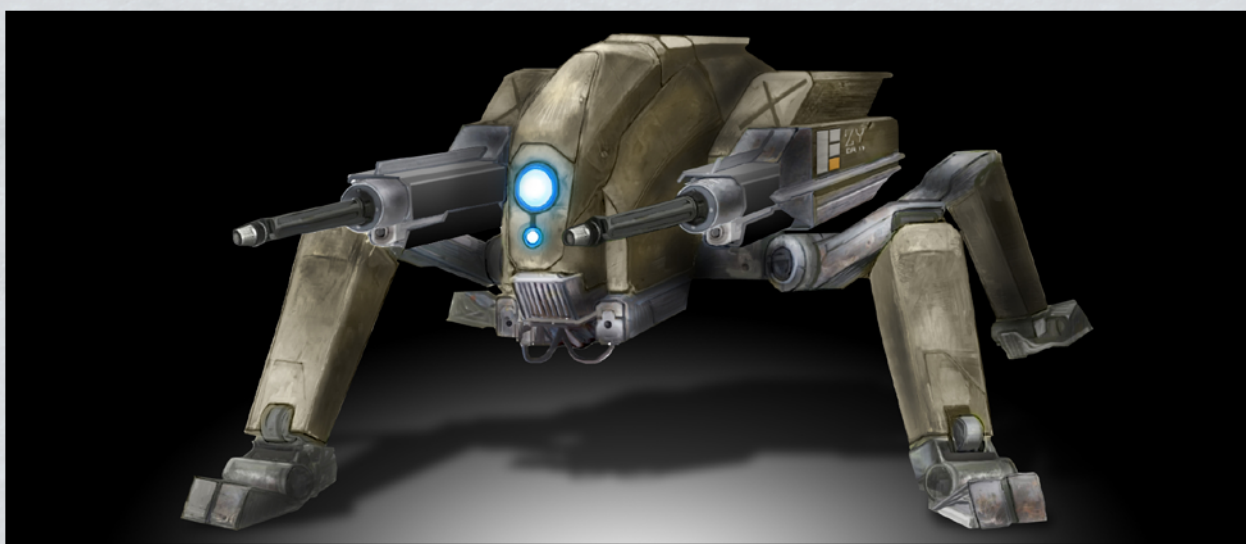


Slower than some of its drone counterparts, the Spider Drone is a popular choice for automated defence in close confines, where the superior range of bots like the Scarecrow offers limited benefit. Originally designed to operate within the rough terrain of mining tunnels, the Spider Drone moves on multiple armoured legs, allowing it to clamber up small vertical inclines with an almost unnatural ease.

The steadiness provided by its legs allows a Spider Drone to accurately fire a higher recoil weapon than most other drones its size, including both the Cutter light machine gun and the Flakk gun. As a Spider Drone is unable to reload its weapon during battle, it is typically fitted with two of the same weapon, firing one until the weapon's ammunition is depleted before automatically switching to the other.

A Spider Drone's flexible leg design allows it to raise or lower its body as needed to maximise the protection provided by cover. Spider Drones are renowned for being able to hide behind even the lowest terrain, 'popping up' just long enough to fire a deadly burst. Few attempting to dislodge a Spider Drone unit from a defended position have lived to tell about it.

An assignment to lead a Spider Drone unit is usually the first step for a fledgling Apprentice Bot Handler's career, giving them the fairly simple responsibility of commanding just a single squad of bots. Utilising a tactile interface attached to their forearm, an Apprentice Bot Handler can both monitor the sensor output of their drones to spot enemies and also micromanage their behaviour during combat.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Spider Drone	6	4	3	3	1	1	3	Infantry (Robot)
Apprentice Bot Handler	7	4	4	3	2	1	3	Infantry (Human, Squad Leader)

- EQUIPMENT:** **Spider Drone:** Cutter Light Machine Gun.
Bot Handler: EMP Grenades, Maglock Dominator Pistol & Tactile Bot Interface.
- ABILITIES:** **Spider Drone:** Bot Protocol - Stay Low!, Dug-in (+1) & Vert Climb (2").
Bot Handler: Bot Handler & Command (0).
- OPTIONS:** **Spider Drone:** Flakk Gun.

UNIQUE ABILITIES

Bot Protocol - Stay Low! (squad ability) While enabled, the unit's **DUG-IN** ability is improved by +1. If the unit doesn't have the Dug-in ability, it instead gains the **DUG-IN (+1)** ability.

CONTRACTOR SUPPRESSION TEAM



On worlds close to the Edge, the fear of the Maelstrom's approach can lead to disorder and civil unrest. With evacuation ship berths limited, Contractor Suppression Teams were established to guard perimeter fences and contain panicked civilian crowds. Their stun weapons are often the only thing keeping an angry crowd from becoming a riot, and in full-scale battle their stun weapons are enhanced to deliver lethal shocks. Contractors who display an aptitude for melee fighting are selected for Suppression Team training and service, giving the Foundation the means to breach fortified enemy positions.

Suppression Teams wear helmets which help shield them from flying debris and blows to their head. In addition to their Maglock Assault Rifles, they carry a compliment of non-lethal grenades. Most Suppression Teams also feature supercharged stun weapons that deliver a deadly shock upon contact but can also be used to disrupt the electronics of enemy robots.

Suppression Teams are often accompanied by a modified version of the Scarecrow known as a 'Subjugator', which provides protection and support in tight situations. The Subjugator design removes the usual Railrifle and sensor package for a reinforced frame and spray weapons better suited to close quarter fighting. As a result of their simplified electronics, a Subjugator cannot act independently or be remotely controlled by a Bot Handler, instead it only follows the commands and actions of the Suppression team it is 'slaved' to. Always at the front of an assault, Subjugators have saved the lives of many Contractors, even though the bot itself often leaves the battlefield as little more than scrap.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Contractor	7	4	3	3	2	1	2	Infantry (Human)
Contractor Team Leader	7	4	3	3	2	1	3	Infantry (Human, Squad Leader)
Subjugator	7	2	3	3	2	3	2	Infantry (Robot, Slaved)

EQUIPMENT: **Contractors:** Choke Grenades, EMP Grenades, Maglock Assault Rifle & Maglock Guardian Pistol.
Subjugator: 2 linked Clingfire Sprayers with (optional) Burst Mode.

ABILITIES: Linebreaker.

OPTIONS: **Contractors:** Aux Grenade Launcher (Choke & EMP Rounds), Shock Baton & Shock Maul.
Subjugator: Chemtek Sprayer.

UNIQUE ABILITIES

Linebreaker: (squad ability) When an enemy unit takes a CQ discipline check following a round of CQ fighting against a unit with this ability, the result needed to pass is increased by one, so if the check would normally pass on a roll of 3+, it instead requires a roll of 4+.

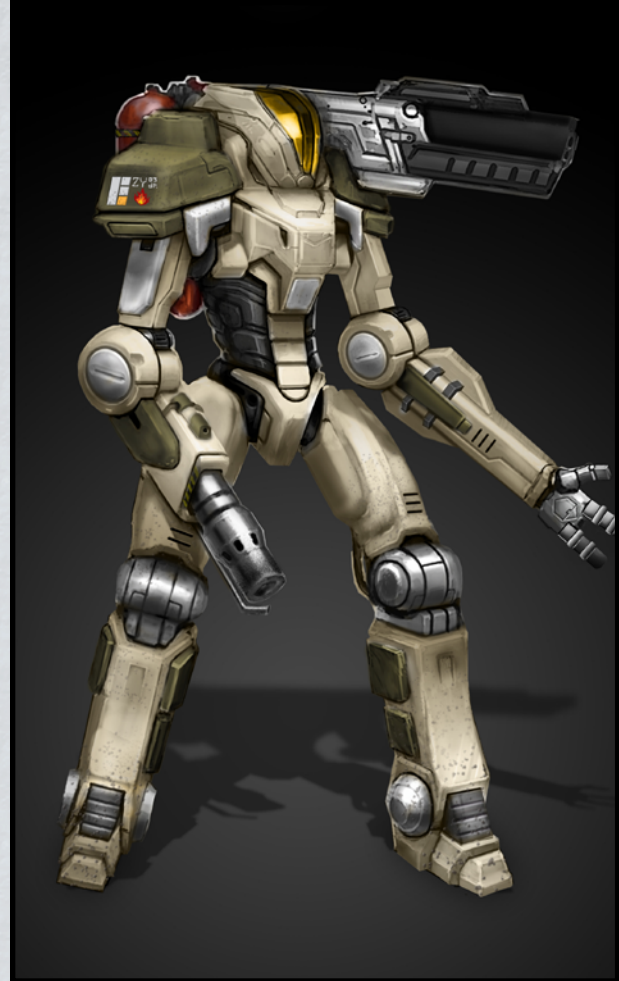
SCARECROW SNIPER



Scarecrows are a mainstay of Foundation design, originally created to protect the wide-open swathes of agricultural assets on newly terraformed worlds, but since reimagined into a deadly military asset. Equipped with an advanced suite of thermal and motion tracking sensors, a Scarecrow can detect any non-authorized biological or technological intrusion into its designated patrol area. With a high powered Maglock Railrifle mounted on its shoulder, a Scarecrow is capable of devastating pinpoint fire at an incredibly long range, often before its targets are even aware of where the shots are coming from.

Scarecrows feature a secondary arm-mounted dispersal weapon, a holdover from their original agricultural application, allowing them to spray either the highly toxic neurotoxin developed for pest control by Chemtek, or the sticky and difficult to extinguish flammable material known as Clingfire.

While ubiquitous for their role as a sniper and a natural defensive strongpoint, the Scarecrow's robotic frame has been modified dozens of times over the years to fulfil a variety of different combat roles. The most common being the 'Burnbot', developed to fight amongst the dense confines of urban warfare, by dropping its Railrifle in favour of a second arm-mounted sprayer. Another common variant is the Command Scarecrow, which fits a Scarecrow with an expensive, advanced relay device. A Bot Handler not present on the battlefield can utilise this relay to issue commands to nearby bot units, effectively turning the Scarecrow into an ad-hoc leader and allowing a single Bot Handler to simultaneously oversee several bot detachments at once.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Scarecrow	5	2	3(6)	3	2	2	3	Infantry (Robot, Solo)

EQUIPMENT: Clingfire Sprayer & Maglock Railrifle.

ABILITIES: Advanced Tracking, Bot Protocol - Rapid Fire, Marksman (+3) & Point Defense Action.

OPTIONS: Bot Protocol - Overdrive, Chemtek Sprayer & Command Array.

UNIQUE ABILITIES

Advanced Tracking: Long ranged weapons fired by this model at short range do not automatically miss.

Bot Protocol - Rapid Fire: When enabled, during the unit's main action, the model gains +1 SHO for a single weapon that it fires.

Point Defense Action: (squad ability) Once per turn, when another visible friendly Foundation unit within 6" declares it is making a Defensive Fire action, this unit may choose to make a Point Defense action against the same target. This is a free action resolved like a standard Defensive Fire action before the friendly unit takes its defensive fire discipline check, except that the target automatically counts as being at standard range (instead of short range) and short ranged weapons cannot be used.

FIREFLY RECON DRONES



The Firefly is one of the fastest drones in the Foundation's arsenal. Kept aloft by two side mounted rotors, the Firefly is capable of vertical takeoff and landing and can travel up to 150 km/hr. Its armour is minimal and a Firefly can be easily taken out by even small arms fire - providing the shooter can hit its rapidly-moving frame.

Due to the heat-sink and safety requirements, the Drone Class Laser System is used almost exclusively by drones. With their power sources smaller than the equivalent ammunition stores, laser systems exchange range and power for greater mobility and lighter weight. As a result, their standard battlefield application sees them mounted on airborne drone systems, where the movement of the rotors helps to dissipate the immense heat generated by firing the weapon.

One of the first uses of the Firefly design was as a crop-duster for the farms of newly terraformed worlds. This role has since been converted for the battlefield by equipping Fireflies with a deadly payload of scorching Clingfire they dump onto unsuspecting enemies as they fly over - which is also where the drone's Firefly moniker originated from.

The primary purpose of the Firefly is as a forward scout, using its advanced sensor and communications suite to provide real-time information about their targets. Once an enemy position has been successfully painted by a Firefly unit, it is only a matter of time before other Foundation forces obliterate it with all manner of precision, drone-guided munitions.



Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Firefly Drone	8	5	3	2	1	1	3	Infantry (Hover, Mobile, Robot)

EQUIPMENT: Clingfire Pod & Drone Class Laser System.

ABILITIES: Bot Protocol - Defensive Maneuvers & Scout.

OPTIONS: None.

UNIQUE ABILITIES

Bot Protocol - Defensive Maneuvers: (squad ability) While enabled, the unit's **DODGE** ability is improved by +1. If the unit doesn't have the **DODGE** ability, it instead gains the **DODGE (1)** ability.

HUNTER-CLASS WARMECH



Although robots employed by the Foundation come in all manner of shapes – tracked, wheeled and even floating – for some roles, only a walker will work. In the sphere of war, an Epirian staple is the Hunter-class Warmech. A ubiquitous and iconic model for many Epirian franchises, the Hunter is designed purely for battle, and is often the centrepiece of a base’s defence forces.



Designed to intimidate, the bipedal Hunter-class (GDV-1011 model) Warmechs stand over three metres tall and are robustly armoured. Heavily armed as standard with a Maglock Chaingun, a base defended by even a few Hunters can hold its own against all but the most determined of attacks. A Hunter’s legs conceal a variety of impressive shock-dissipation technologies, designed to absorb the recoil created by its massive weapons. When a Handler remotely takes over targeting duties for a Hunter, its internal processors can focus exclusively on stabilisation, allowing it to fire more accurately while on the move, and making it a prime vector for Epirian Battlefield control.

The Hunter’s weapon systems are modular and can be adapted to fit their deployment role. The optional systems range from simple Hydraulic Fists for cargo lifting and close quarters damage, to more exotic weapons like the short-ranged but devastating Flakk Cannon or the sustained fire of Suppressor Machine Guns. In addition, Strike and Cluster Missile pods can be mounted on the Hunter’s shoulders to maximise their firepower.

Hunters armed specifically for close-range domination are sometimes referred to as ‘Rhinos’, as their core programming is altered, removing the focus on stability and allowing their Handler to push the mech’s top speed to dangerous levels for a short period of time. A Rhino can therefore rampage towards unsuspecting foes, who suddenly find themselves face to face with its fearsome armament of short-ranged weapons.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Hunter Warmech	5	2	4	5/4	3	3	3	Behemoth (Robot)

EQUIPMENT: Hydraulic Fist & Maglock Chaingun.

ABILITIES: Bot Protocol - Lock-on.

OPTIONS: Bot Protocol - Overdrive, Cluster Missile Pod, Flakk Cannon, Strike Missile Pod & Suppressor Dual Machine Gun.

UNIQUE ABILITIES

Bot Protocol - Lock-on: (squad ability) While enabled, if the unit performs an Advance & Fire main action, instead of the standard round of shooting normally allowed, it may make either a special focused fire or suppressive fire round of shooting.

EPIRIAN FOUNDATION ABILITIES

BOT HANDLER

- While a bot handler is part of a unit, all robots in the unit have the **BODYGUARD (4+)** ability.
- When a bot handler issues an order onto a friendly Foundation unit containing at least one model with bot protocols, and the unit successfully passes its activation discipline check, then its bot protocols are enabled. A bot handler is allowed to issue an order onto a unit that has no STs on it, so as to enable that unit's bot protocols. Except where specified otherwise, a bot protocol remains enabled only until the unit next activates or until all models in the unit with that bot protocol are killed.

BOT PROTOCOLS

- **Defensive Maneuvers:** (squad ability) While enabled, the unit gains the **DODGE (1)** ability, or adds +1 to its existing **DODGE** ability.
- **Lock-on:** (squad ability) When enabled, if the unit performs an Advance & Fire main action, instead of the standard round of shooting normally allowed, it may make either a special focused fire or suppressive fire round of shooting.
- **Overdrive:** While enabled, increase the model's MV value by +1 for every command point expended this turn issuing an order to that unit by a model with the **BOT HANDLER** ability, up to a maximum of +5.
- **Rapid Fire:** When enabled, during the unit's main action, the model gains +1 SHO for a single weapon that it fires.
- **Stay Low!** (squad ability) While enabled, the unit gains the **DUG-IN (+1)** ability, or adds +1 to its existing **DUG-IN** ability.

Robotic technology is a major facet of the Epirian Foundation, from the transforming of barren worlds and the construction of starships through to the delivery of food and entertainment. The presence of Epirian drones and mechs on the battlefield often gives Foundation forces the crucial edge needed to achieve victory. Foundation detachments are often joined by Bot Handlers, who monitor and issue protocols to their indentured bot units. An apprentice Handler will usually only control a single bot unit via a tactile interface strapped to their arm, while more senior Handlers have neural interfaces implanted into their skull. A neural interface allows an experienced handler unparalleled access to tactical information gathered by all bots in the force, as well as the ability to jack in directly to their robotic charges and issue command protocols precisely where they are needed the most.

SLAVED ROBOTS

- **Slaved** (Designator): If a unit ever contains only slaved models, remove those models as casualties. This occurs only after the action that removed the last non-slaved model from the unit and any free actions triggered by that same action have been fully resolved.



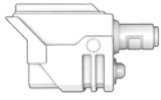
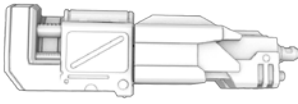
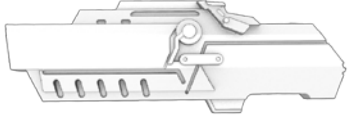
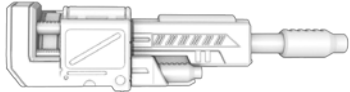
The semi-autonomous bots produced by the Epirian Foundation are incredible works of engineering, but their processor units and neural interfaces do not come cheap. To address the need for simpler, more cost-effective robotic solutions, the Foundation also produces what are known as 'slaved' bots. Even more than standard robots, slaved bots are incapable of any kind of independent thinking, and instead can only follow and mimic their assigned host, or run pre-programmed routines triggered by verbal commands. Should the bot's host be killed or disappear, they are designed to either immediately shut down, or automatically return to a pre-selected home location.

EPIRIAN FOUNDATION EQUIPMENT

EPIRIAN FOUNDATION RANGED WEAPONS


MAGLOCK WEAPONS

Maglock technology fires rounds accelerated by magnetic fields at considerable velocity. The weight saved by using caseless rounds allows far more ammunition to be carried by each trooper. Maglock cartridges are also designed to be interchangeable amongst several weapon systems, thereby reducing cost and maximising efficiency.

Name	RNG	SHO	PEN	DAM	Special	
Maglock Guardian Pistol	12"	2	3	1	Pistol	
Maglock Dominator Pistol	24"	2	4	2	Pistol	
Maglock Assault Rifle	24"	2	3	1		
Cutter Light Machine Gun	24"	2	4	1	Burst (6+)	
Suppressor Dual Machine Gun	30"	3	4	1	Burst (5+), Heavy	
Maglock Railrifle	36" (60")	2	5	2	Heavy, Long Ranged (+24"), Sniper (4+)	
Maglock Chaingun	36"	3	5	2	Burst (6+), Heavy	


CLINGFIRE WEAPONS

Clingfire was originally developed as a means to deforest large areas of natural foliage during terraforming, but is just as effective in military actions to flush the enemy out of cover. The thick and sticky fuel explodes violently on contact and reacts with most chemicals, making attempts to dampen its flames backfire.

Name	RNG	SHO	PEN	DAM	Special	
Clingfire Pod	H&R	2+SB	3	1	AoE (SB), Hit & Run (4+), Ignore Cover, Suppress (D3)	
Clingfire Sprayer	8"	2+SPR	3	1	AoE (SPR), Suppress (D3)	
Clingfire Sprayer Burst Mode (Subjugator only)	6"	2	3	1	Pistol, Suppress (D3)	

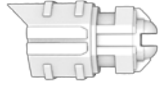
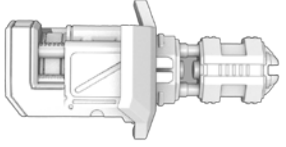
LASER WEAPONS

While originally developed for industrial applications, weaponised lasers are designed to fire either in short, high-power bursts to maximise their armor penetration, or as lower-power, more sustained beams that allow the firer time to adjust their aim. The Drone Class Laser System not only provides Firefly Drones versatile offensive capabilities, it simultaneously relays important location data about their target back to the rest of their force.

Name	RNG	SHO	PEN	DAM	Special	
Drone Class Laser System (Low Power)	24"	4	1	1	Paint (5+)	
Drone Class Laser System (High Power)	24"	1	4	2	Beam, Paint (5+)	

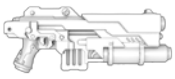

FLAKK WEAPONS

Originally created to fire huge rivets into starship hulls, Flakk weapons are adapted so that the large rivet round shatters as it exits the barrel. The result is a short ranged storm of high velocity metal shards that tears open even the toughest of targets at close range.

Name	RNG	SHO	PEN	DAM	Special	
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged	
Flakk Gun	18"	2	5	1	Short Ranged	
Flakk Cannon	18"	3	5	1	Heavy, Short Ranged	

GRENADE LAUNCHERS

The simple, rugged design of Foundation grenade launchers makes them ideal for the often harsh conditions of terraforming. Whether a rogue bot needs to be deactivated with a controlled EMP blast or a rampaging local beast has to be subdued, a Grenade Launcher is often the right tool for the job. They've proven so popular that the Foundation has even begun to produce its Maglock Assault Rifles with an auxiliary Grenade Launcher option.

Name	RNG	SHO	PEN	DAM	Special	
Aux Grenade Launcher (Choke Rounds)	24"	2+SB	1	1	AoE (SB), Ignore Cover, Poison (6+), Suppress (psych 1)	 
Aux Grenade Launcher (EMP Rounds)	24"	2+SB	1	1	AoE (SB), EMP (5+), Ignore Cover	

LASER-GUIDED MISSILES


When the cerebral circuitry of a drone is retired from service, this legacy technology is not simply jettisoned, but instead becomes the control circuitry for guided missiles. While these missiles are able to do some minor targeting and course correction on their own, they become quite potent when their target is painted ahead of time by a laser designator.

Name	RNG	SHO	PEN	DAM	Special
Aerial Drone Strike	30"	4+LB	4	1	AoE (LB), Guided, Ind Fire, Limited Use (1), Suppress (D3)
Cluster Missile Pod	30"	1+SB	3	1	AoE (SB), Burst (6+), Guided, Heavy
Strike Missile Pod	30"	1	7	3	Guided, Heavy

EPIRIAN FOUNDATION MELEE WEAPONS

HYDRAULIC FIST

Although the Hunter Mech is primarily designed for combat, its off-weapon arm still maintains a standard humanoid hand that allows the Hunter to lift and grab objects in industrial situations. However, in a pinch it can also be used to tear or punch through even the toughest enemy at close quarters.

Name	RNG	SHO	PEN	DAM	Special	
Hydraulic Fist	CQ	-	+2	1	Heavy, Melee	

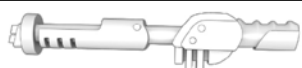

MICRO DEFENSE DRONES

Micro Defense Drones are a luxury amongst the Bot Handler community as they are essentially one-use weapons. Once unleashed they fly at enemy combatants with lethal speed, sacrificing themselves against the Bot Handler's attackers like a swarm of angry homing bullets.

Name	RNG	SHO	PEN	DAM	Special	
Micro Defense Drones	CQ	10	4	1	Burst (5+), Heavy, Limited Use (1) , Melee	

SHOCK WEAPONS


Adapted from electric stun sticks for animal control, shock weapons are just as effective at pacifying unruly human targets. Most Epirian franchises use shock weapons made by the Agrotican Corporation, a company that specialises in weapons with variable strength of electric and sonic charges, allowing them to be used both in a peacekeeping and battlefield role.

Name	RNG	SHO	PEN	DAM	Special	
Shock Baton	CQ	-	4+	1	F-PEN (4+), Melee, Suppress (1)	
Shock Maul	CQ	-	4+	2	F-PEN (4+), Heavy, Melee, Suppress (2)	

EPIRIAN FOUNDATION GRENADES


CHOKE GRENADES

Choke Grenades are potent gas grenades designed to temporarily stun and disorient their targets, typically causing bouts of uncontrollable coughing and severely irritated eyes. They also incorporate a small amount of electromagnetic radiation designed to disrupt electronic sensors. While non-lethal, the poisonous agent found in choke grenades is powerful enough to put an enemy combatant out of the battle for quite some time.

Name	RNG	SHO	PEN	DAM	Special	
Choke Grenades	6"	2+SB	1	1	AoE (SB), Grenade, Ignore Cover, Poison (6+), Suppress (psych 1)	

EMP GRENADES

EMP Grenades were originally designed shut down rogue robots without completely destroying them. However, in an age where almost any enemy is equipped with electronic equipment, EMP grenades are an effective tool in many conflicts.

Name	RNG	SHO	PEN	DAM	Special	
EMP Grenades	6"	2+SB	1	1	AoE (SB), EMP (5+), Grenade, Ignore Cover	

EPIRIAN FOUNDATION SUPPORT EQUIPMENT

COMMAND ARRAY

The model gains both the **BOT HANDLER** and **COMMAND (1)** abilities. If the model already has the **COMMAND** ability, it gains +1 to that ability.

NEURAL BOT INTERFACE

Improves the bot handler's **COMMAND** ability value by +1. For example, a Neural Bot Interface improves a Journeyman Bot Handler's **COMMAND (1)** ability to **COMMAND (2)**.

TACTILE BOT INTERFACE

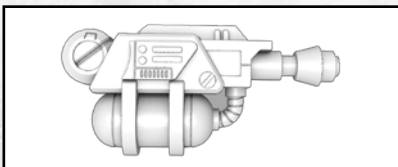
The bot handler has the **COMMAND (0)** ability.

MICRO DRONES

- **Aerial Uplink:** The Aerial Drone Strike's **LIMITED USE** ability improves to (2) instead of (1).
- **Command Booster:** The bot handler's command range is increased to 24". If taken by a model with the **COMMAND (0)** ability, it instead removes the restriction that the model may only issue an order to its own unit.
- **Defense:** Can be activated at any point during a turn, but only once per game. When activated, the model gains the **FIELD (2)** ability and use of the Micro Defense Drones weapon profile for the remainder of the turn.
- **Spotter:** The bot handler gains the **PAINT (4+)** ability on all of its attacks, not including CQ attacks and those that have either the **IND FIRE** or **SMART** ability.
- **Targeting:** The model, and any unit it is joined to gains the **MARKSMAN (+3)** ability, which does benefit an Aerial Drone Strike fired by that unit.

CHEMTEK SPRAYER

Enemy units containing at least one organic model treat the area within 6" of a model with a Chemtek Sprayer as lethal ground.



BOT HANDLER INTERFACES

Whilst most Epirian Foundation employees can use digital and analogue interfaces to give commands and instructions to drones, this approach is limited in speed and efficiency. Bot Handlers that pass beyond the rank of Apprentice have semiconductor circuitry implanted directly into their nervous system. These neural interfaces allow the Bot Handler to connect directly to the artificial brain of their robotic charges, accessing camera feeds, giving directions and even taking direct control of a bot, with reflexes and response times greatly higher than that seen by more traditional analogue input methods. The higher ranked Bot Handlers install more expensive and powerful neural interfaces giving them even greater control over squads of bots and drones.

Epirian robotics are not limited to large drones and mechs, but also many smaller units of more specific function, from communication to target recognition. When a Bot Handler reaches a point in their career where they can finally afford micro drones, it becomes a point of pride and a badge of honour to purchase the latest, most advanced design. The type of drones a Bot Handler chooses to employ can cover a huge variety of applications to boost the Handler's area of expertise and their reputation.

Chemtek Industries originally developed their sprayer technology to spread pest-killing neurotoxins over large swathes of land, but they proved just as effective against other organic targets. Chemtek sprayers are a low-cost area defence option, causing blistering of the skin and eyes, disorienting and disabling intruders to an Epirian facility. While the original manufacturer has long since been liquidated, such is the popularity of the product that the brand name lives on.

EPIRIAN FOUNDATION FACTION OBJECTIVE: AUTOMATED UPLINK RELAY

An automated uplink relay is a single automated personal large objective marker placed after deployment zones are chosen, but before forces are deployed. It must be initially placed entirely within your deployment zone; however, the opposing player may shift its location by up to 6". You choose its facing after it has been shifted. Both the initial and final location must conform to the standard objective marker placement restrictions.

The maximum number of VPs this objective can generate is 3 VPs. Once it reaches that total the relay shuts down and is removed from play.

Partial: (each end phase) If the relay is not destroyed or shut down and also the **CONTACT HEADQUARTERS** ability (see below) was not utilized that turn, gain 1 VP.

Full: (end of game) If the relay is not destroyed, gain all of its remaining VPs.

Contact Headquarters: When generating command points in the command phase, so long as the relay hasn't been destroyed or shut down, you may elect to generate 1 additional command point. However, utilizing this ability means that the relay will not generate 1 VP in that turn's end phase.

The dependence on robotic units and information warfare means that the Epirian Foundation relies on electronic communication to function as an effective fighting force. When pursuing conflicts outside of its zone of control, the Foundation uses portable uplinks that link to orbital satellites and airborne recon, providing battlefield intelligence about enemy positions and weaknesses and allowing Bot Handlers to remotely interface with Epirian drones on the ground.

Automated Objective: Once placed on the table, a relay is a bonus friendly Foundation unit that does not count towards your force's starting unit total and does not count as a unit for any other mission objective purposes. It cannot be put into reserve, be a reinforcement or enter a building. The only voluntary main action it can perform is Advance & Fire, and it follows the rules for compulsory main actions normally.

Name	MV	EVS	SKL	AV	MAS	FOR	WP	Model Type
Automated Uplink Relay	2	1	1	4	3	3	1	Vehicle (Robot, Solo)

Equipment: 2 Flakk Defense Batteries.

Abilities: None (beyond standard vehicle abilities).

Name	RNG	SHO	PEN	DAM	Special
Flakk Defense Battery	6"	4	5	1	Heavy, Short Ranged

MODELING AN AUTOMATED UPLINK RELAY

Although a cardstock version of an automated uplink relay is included in the **Battle for Zycanthus** box set, we encourage the budding Epirian Foundation player to scratchbuild or convert their own if they're up for that modeling challenge. Just remember, an automated uplink relay is a large objective marker, so whether using the cardstock version or creating your own, it should be mounted on a 46mm base. In addition, it is considered a large model and so must be at least as tall as the cardstock version.

