

<b>Name</b>	<i>The Pelagic Dominate</i>	<b>By:</b>	Robert Avery	<b>Tech Level:</b>	3
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### Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Karkarine Infantry</i>	<i>Leg</i>	8	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>(count as Tech 1)</i>
<i>Myzontid Rangers</i>	<i>Leg</i>	8	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>(count as Tech 1)</i>
<i>Orca Infantry</i>	<i>Assault</i>	8	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>Tech 3 Powered Armour</i>

### Bio-Weapons

Bio-Weapon Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Parasachnids</i>	<i>Assault</i>	8	<i>Bio-Weapons: no ranged attacks, close assault only</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>Tech 0 Anti-Tank Always Battlefield Insrtd</i>
<i>Winged Parasachnids</i>	<i>Assault</i>	8		<i>Regular</i>	1, 2, 3	4	5	6, 7, 8	~	<i>Tech 0 Anti-Tank PMS: HOV Always Battlefield Insrtd</i>
<i>Mantis Stalkers</i>	<i>Assault</i>	8		<i>Veteran</i>	1, 2	3	4	5, 6, 7	8	<i>Tech 0 Anti-Tank Always Battlefield Insrtd</i>

### Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes

### Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Karkwagon</i>	<i>APC</i>	<i>C</i>	<i>TRK</i>	<i>Regular</i>	5	<i>Twin SV2 DF Autogun</i>	<i>Pressurised: takes double shock</i>
<i>Man of War</i>	<i>SP Artillery</i>	<i>C, D, G</i>	<i>HOV/STP</i>	<i>Veteran</i>	8	<i>SV6 IF Boom</i>	
<i>Man of War</i>	<i>APC</i>	<i>C, D</i>	<i>HOV/STP</i>	<i>Veteran</i>	8	<i>Twin SV3 DF Autogun</i>	<i>Can carry one 8-man infantry squad</i>
<i>Man of War</i>	<i>AFV</i>	<i>C, D, G</i>	<i>HOV/STP</i>	<i>Veteran</i>	8	<i>SV6 DF Both</i>	
<i>Sea Wasp</i>	<i>AFV</i>	<i>C, G</i>	<i>HOV/STP</i>	<i>Veteran</i>	3	<i>Twin SV2 DF Autogun</i>	
<i>Sea Wasp</i>	<i>Recon</i>	<i>C, G</i>	<i>HOV/STP</i>	<i>Veteran</i>	3	<i>SV2 DF Autogun</i>	
<i>Sea Wasp</i>	<i>EW</i>	<i>C, SP</i>	<i>HOV/STP</i>	<i>Veteran</i>	3	<i>Tech 3 Scanner</i>	<i>Specialist can be FO or EWSO</i>
<i>Ogre Beetle</i>	<i>Assault</i>	<i>BioWpn</i>	<i>WLK</i>	<i>Veteran</i>	4	<i>Vehicle Flamethrower</i>	<i>Always Battlefield Inserted</i>

### Specialists

*Sniper (Myzontid Ranger Black Marine); FO or EWSO (Sea Wasp FO); Recon (Sea Wasp Recon)*



### Off-Table Support

### Characteristic Cards

*Armoured Bonus Move (MoW & Sea Wasp only); Bonus Fire (MoW only); Charge! (Bio-Weapons only); Scan (Sea Wasp/EW)*

### Chrome

### Order of Battle

<b>Karkarine Platoon</b>	<b>Karkarine Company</b>	<b>SUPPORT PLATOONS</b>
<i>1 x Cnidarian Big Man (Level III)</i>	<i>HQ: 1 x Cnidarian Big Man (Level III)</i>	
<i>3 x Karkarine Squad (each 8 Karks)</i>	<i>3 x Karkarine Platoon</i>	<b>Scout Platoon</b>
<i>(make Mobile by adding one MOW or KW/Squad)</i>		<i>3 x Sea Wasp squad (each two vehicles, any type)</i>
	<b>Myzontid Ranger Company</b>	
<b>Myzontid Ranger Platoon</b>	<i>HQ: 1 x Cnidarian Big Man (Level III)</i>	<b>Armoured Platoon</b>
<i>1 x Cnidarian Big Man (Level III)</i>	<i>3 x Myzontid Ranger Platoon</i>	<i>1 x Cnidarian Big Man (Level III or IV) in MoW/AFV</i>
<i>1 x Black Marine Sniper</i>		<i>3 x Armoured Squad (each three MoW/AFV)</i>
<i>3 x Myzontid Squad (each 8 Rangers)</i>	<b>Orca Assault Company</b>	
<i>(make Mobile by adding one MOW/Squad)</i>	<i>HQ: 1 x Cnidarian Big Man (Level III or IV)</i>	<b>SP Artillery Platoon</b>
	<i>4 x Orca Assault Platoon</i>	<i>1 x Cnidarian Big Man (Level III or IV) in MoW/AFV</i>
<b>Orca Assault Platoon</b>		<i>3 x SP Artillery Squad (each two MoW/SP Artillery and one Sea Wasp/Recon with FO Specialist)</i>
<i>1 x Cnidarian Big Man (Level III)</i>	<b>Mixed Expeditionary Company</b>	
<i>2 x Orca Assault Squad (each 8 Orca)</i>	<i>HQ: 1 x Cnidarian Big Man (Level III or IV)</i>	
<i>(make Mobile by adding two MOW/Squad)</i>	<i>1 x Orca Assault Platoon</i>	<b>Bio-Weapon Insertion Platoon</b>
	<i>2-3 x Karkarine or Myzontid Platoon</i>	<i>Up to six parasachnid squads or mantis stalker squads or ogre beetles (any combination: each squad/ogre dropped in one pod)</i>

**Tabletop Stats**

Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
Karkarine Infantry	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	+2
Myzontid Rangers	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	+2
Orca Infantry	Assault	8	Heavy	Regular	1, 2, 3	4	5	6, 7, 8	~	+1D6+6
Parasachnids	Assault	8	~	Regular	1, 2, 3	4	5	6, 7, 8	~	~
Winged Parasachnids	Assault	8	~	Regular	1, 2, 3	4	5	6, 7, 8	~	~
Mantis Stalkers	Assault	8	~	Veteran	1, 2	3	4	5, 6, 7	8	~

Infantry Squad	Miss	Shock	Dead	Save
Karkarine Infantry	1,2	3,4	5,6	~
Myzontid Rangers	1,2	3,4	5,6	~
Orca Infantry	1,2,3,4	5	6	2 to 6
Parasachnids	1,2	3,4	5,6	~
Winged Parasachnids	1,2	3,4	5,6	~
Mantis Stalkers	1,2	3,4	5,6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
x2	~	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
STP			
~	-1/D6	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	2	~
4	2	~
4	4	2
4	4	2
4	4	2
4	4	2

Support Weapons				
Support Weapon	SV	TGT	vs Inf	vs Veh

Vehicles						
Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
Karkwagon	0	Reg (3)	5	DF: 2D6+2 & Pin	DF 1	No
Man of War SP Art	x1	Vet (4)	8	IF: 6D6+6 & Pin; miss on three 1s	Indirect Fire only	No
Man of War APC	0	Vet (4)	8	DF: 3D6+6 & Pin	DF 1	No
Man of War AFV	x1	Vet (4)	8	6D6+6 & Pin; miss on three 1s	DF 12	No
Sea Wasp AFV	x1	Vet (4)	3	DF: 2D6+9 & Pin	DF 1	No
Sea Wasp Recon	x1	Vet (4)	3	DF: 2D6+6 & Pin	DF 1	No
Sea Wasp EW	0	Vet (4)	3	Scan	~	No
Ogre Beetle	0	Vet (4)	4	DF: 8D6, double shock, no cover	4D6, more 6s than 1s = KO'd	No

Vehicle	Type	Open	Light	Heavy	Imp
Karkwagon	TRK	+1/D6	~	-2/D6	NO
Man of War SP Art	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Man of War APC	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Man of War AFV	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Sea Wasp AFV	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Sea Wasp Recon	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Sea Wasp EW	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Ogre Beetle	WLK	+1/D6	-1/D6	-2/D6	-4/D6

Points: BM: Level x 30    EWSO: 60    Sniper: 45    Medic: 15    Drone Op or FO: 30

Infantry Squad	Points
Karkarine Infantry	18
Myzontid Rangers	18
Orca Infantry	40
Parasachnids	11
Winged Parasachnids	12
Mantis Stalkers	18

Support Weapons	Points

Vehicles	Points
Karkwagon	17
Man of War Sp Art	100
Man of War APC	95
Man of War AFV	130
Sea Wasp AFV	65
Sea Wasp Recon	60
Sea Wasp EW	190
Ogre Beetle	13

Cards & Chrome	Points
Recon (Sea Wasp)	60
Arm'd Bonus Move	60
Bonus Fire MoW	60
Charge (Bio Weaps)	20
Scan (SW Scout)	60

**Figures from:**

*All Figures From Khurasan Miniatures*

## Background

### **The Pelagic Dominate, Cnidarians & Karks**

A galactic empire of aquatic sentients, the Pelagic Dominate is led by inscrutable hyper-intelligent invertebrates, the Cnidarians, who seem obsessed with destroying all sentient terrestrial life in the galaxy and hydrofarming their planets. The Cnidarians are the overlords of this empire but there are many species of aquatic sentients in the Dominate, such as its rank and file warriors, the Karkarines. Called the "Karks" by Terran warriors, these Shark-kind can just as often be found serving as soldiers of fortune outside the Dominate, selling the services of their great mercenary regiments to the highest bidder. Though they can breath air indefinitely, the Kark Landser are at the best when water is flowing over their gills, so when they go to war they wear SCOBA gear (self-contained out-of-water breathing apparatus). The Dominate takes extremely advanced vehicle technology to war, employing for instance the "Man of War" heavy anti-grav combat platform. These vehicles serve equally well as flyers in space or planetary atmosphere, or at nape of earth as powerful hover tanks.

The Cnidarians are eight foot tall tentacled invertebrates with stalks for bodies, "nerve nets" for brains, and "nerve net portals" for eyes. These inscrutable creatures rule the other aquatic sentients of the Dominate with an iron claw. In battle they use a plethora of advanced and utterly alien weaponry, from gelatinous power armour to anti-grav jump packs to highly advanced weaponry which deploys weaponized venom straight through the thickest armour at the atomic level, these venoms including some of the most toxic substances in the known universe.

The Cnidarians use Parasachnid space bugs as cannon fodder and shock troops, deployed directly on top of alien defenses by drop-pod. In builtup areas or heavy terrain they will instead deploy Mantis Stalkers, silent, creeping hunters of infinite patience and uncanny skill who will lie motionless and camouflaged, sometimes for days, without moving, until the deadly strike, which is as fast as lightning. Before the deployment of the proper troops, Dominate forces release a pheromone that kills these loathsome terrestrials -- but this method is not always 100% effective.

### **Karks & Karkwagons**

The Karkarines are amphibious creatures that evolved from fish similar to earth's sharks. Their body form permits them to inhabit shoreline areas and to live in both the sea and on the land, a strong advantage for a sentient life form. The Karkarines are the main line infantry soldiers of the Pelagic Dominate, and when their Cnidarian masters call them to war they fight in the very powerful, advanced tech anti-grav vehicles that the Cnidarians provide.

However, they have also ranged far and wide throughout the galaxy themselves, serving as mercenaries for any party willing to pay their price. They are not very good as garrison troops but are an excellent choice as troops to buy before a battle, for they are brave and have a serious attitude toward war. When they serve as mercenaries they do not have access to the grav tanks of the Dominate, but that does not mean they go to battle without armoured support, and their forces are in fact highly mechanized. The most common vehicle used by them is the Karkwagon, an armoured personnel carrier offering a good degree of protection against small arms fire and shrapnel. The vehicle is fully tracked and has two heavy hydroplasma cannons as its main armament.

The vehicle is cramped and uncomfortable for humans but the Karks like it that way, their traditional form of social interaction being to stand or swim in close proximity to each other. The vehicles carry four large boxes which are filled with water before the vehicle goes on a mission, as when the squad deploys the rear door opens and much of the water in the vehicle escapes. When the squad remounts, the door is closed and the water pours from the spare tanks into the vehicle. The Karks can get by indefinitely without water, as they can extract oxygen from air as well as water, but they greatly prefer to have water flowing over their gills.

The Karks widely export the Karkwagon as well, and when they do most races naturally prefer to use the spare water tanks for storage. Some remove them altogether. The vehicles are cheap and simple, being welded plates for the most part, but they get the job done, being well-armoured and having good speed and reliability.

### **Myzontid Rangers**

These vicious, silent killers are feared and hated by the Karkarines who make up the bulk of the Pelagic forces, although to human eyes they appear similar at first because they wear the same cut of uniform and use many of the same weapons. On closer inspection it is evident that they are a very different species, with small beady eyes and a mouth permanently agape and lined with teeth. Their SCOBA (Self-Contained Out-of-water Breathing Apparatus) gear is also configured differently, as the Myzontids have a single water intake hole on top of their heads, rather than taking water in through their mouths. This is so that they can suck the blood and organs out of their prey for an extended period of time and still take in water for breathing.

Myzontids often operate far from the main Pelagic forces, and as such have a heavier squad weapon, a potent smart missile launcher. In line with their missions, they are also accompanied by a sniper. These are uncannily accurate and patient, more so than human snipers.

Because Myzontids are at the leading edge of Pelagic invasions, they often interact closely with the bioweapons that are dropped on the target planet, the Parasachnids and Mantis Stalkers. In order to avoid attack from these animals, the Myzontids are generally equipped with ento-repellant, somewhat of a misnomer as it does not repel entomaliens so much as it obscures the signature of the Myzontid as potential prey, rendering him essentially invisible to the creatures. (It has been observed in previous combats that the failure rate of the ento-repellants appears to be fairly high with respect to Mantis Stalkers, which appear to be capable of sensing the Myzontids despite the ento-repellant.)

### **Orca Assault Warriors**

The spacefaring xenophobic aquatics of the Pelagic Dominate have an ace in the hole for special strike missions -- the Orca Assault Warriors, large power armour wearing mammalian sentients who have evolved from carnivorous cetaceans. These behemoths are as intelligent as they are strong and fearless, and have been equipped by the inscrutable Cnidarian Overlords with a powered battle suit of immense strength and durability.

When the Cnidarian exploration craft reached Orcas, the home world of the Orcas, they found a strong spacefaring people ready to contest any conquest. However, when the scout, a delphine diplomat, explained the goals of the Dominate, the Orcas willingly decided at a meeting of the Orca high council pod to submit to the empire, seeing the logic of it -- provided, that is, that two conditions were met. First, they must be allowed to keep their ancient traditions in governing their own world. Second, once a conquered world was aquafarmed, as a mark of their special status they must be permitted to swim that sea in a procession before any other Pelagic life forms. The response of the Cnidarians was mysterious to the Orcas, but the delphine diplomat interpreted for them, saying that these conditions were acceptable.

The Orcas being intelligent crafts-creatures by nature, each Orca noble makes his own weapons, as is dictated by tradition from time immemorial. Their main armaments are for close combat, the dreaded Ahab power harpoon and the Behemoth power claw for manipulation. For close range shooting they use the multibarreled Stingray gatling gun. Added to this arsenal by the Cnidarians are several other weapons, for the Cnidarians employ the Orca Warriors as elite special strike forces, often teleporting to a target, destroying it, and teleporting out. One such weapon, the Barnacle smart missile system, is an intrinsic part of every Orca battle suit, firing a blizzard of high explosive smart missiles at numerically superior infantry foes. Another vital weapon is the Sea Snake anti-structural missile, fitted to an arm hardpoint of the suit, permitting the warrior to destroy heavy tanks or structures such as command posts, bunkers and power stations.

Orcas are often deployed as well in the first wave of an assault, providing some heavy support to the Myzontid Rangers. Like the Myzontids, they are provided with pheromonal exuders so that they are effectively invisible to the swarming bioweapons that are dumped onto the planet by the invasion fleet. The Orcas are intelligent, vocal mammalian sentients, and very different in temperament from the silent, terrifying Myzontids, but the two troop types have developed a rapport and supported each other well in many a successful opening assault.

### **Parasachnids**

Cast upon worlds during Pelagic invasions, Parasachnids are a persistent and resourceful invasive species and frequently go feral if the Pelagic invasion is unsuccessful. (If the invasion is successful, the planet is of course hydrofarmed which even Parasachnids cannot survive.) When they go feral they often crowd out other species, and on human settled worlds they range from major nuisance to existential threat.

The rank and file Parasachnid bug is the Warrior, which is fast, fierce, and more than large enough to bite a human in half with a single bite. Soon after the species settles into the planet these mindless creatures all secrete a single small egg which contains a queenling, and the queenling larvae are nurtured and protected until they reach adulthood, when they fight it out until only one has survived. This creature, the Queen, first secretes a pheromone which ceases all further egg laying amongst the Warriors, and then breeds with a randomly chosen warrior. As they copulate his body melds into hers on a cellular level, his central nervous system bonding to hers and his (never very substantial) brain withering away over time until he is nothing but a source of sperm to fertilise the thousands of eggs the queen will lay over her lifetime.

Once the Queen sets about spewing out eggs, specialised Parasachnid mutants soon begin to hatch, although they are always heavily outnumbered by the basic Warriors. One such specialised type is the Winged Warrior subspecies which serves as wide-ranging scout and outflanker in attack forays. Another is the formidable Ogre Beetle, with its bizarre thoracic combustion chamber in which controlled chemical bursts cause flames to issue forth like a sort of biological flamethrower. This huge and terrifying creature also functions as a living battering ram to crush smaller creatures and defences. The last mutant form, the Sage-Beetle, appears when the sheer number of Parasachnids has become so great that these sentient mastermind bugs are critical to controlling and coordinating their actions.