

Steampunk Fantasy

Army Rules

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1 Standar DarkElf Army

Consist of 6 Mechanical Assault Spider, 3 DarkElf Infantry and 3 Elite Mechanical Cavalry with Mechanical Imps.

1 Standar DarkElf Army

1.1 Infantry

Name	Infantry
Size	Medium
Type	Bio, Infantry, Walks
Cost	6mp
Models	4
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 unit base weapon

Assault: 1/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1/1/1/1 Die: 6+

Cunning Assault[1 for 2]

Reroll all success in assault while crawling

Take Cover[stand-still,crawl][-2]

Rifle

Angle: */*/*/* Range: 4 Armor Penetration: -2 Damage d6-2

Movement Orders

(slow) 360⁰ + F + 360⁰
(slow) 360⁰ + B(crawl) + -
(slow) 360⁰ + B + -
(slow) 360⁰ + 360⁰ + 360⁰
(stand still) 360⁰ + - + -
(stand still) 360⁰ + A(crawl) + -
(stand still) 360⁰ + A + F
(crawl) 360⁰ + F + -
(crawl) 360⁰ + A(slow) + F
(crawl) 360⁰ + B(stand-still) + -
(default slow) - + - + flee
(default stand-still) - + A + flee
(default crawl) - + A[slow] + flee

Fire orders

(stand-still only) - + Fire
(stand-still only) Fire + -
(stand-still only) - + load

1.1 Infantry

(stand-still only) load + -
(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Regular damage

0-6: kill 1 model

7-8: kill 1 model, psychic damage[d6]

9+ Kill all 4 models

Psychic Damage

4+ Unit base shaken

1 Standar DarkElf Army

1.2 Elite Mechanical Cavalry

Name	Elite Mechanical Cavalry
Size	Medium
Type	Bio, Mechanical Mount, Elite Cavalry, Walks
Cost	2mp, 4cp, 6xp
Models	2
Armor	
Available Model Items	unlimited independent equipment
Available Unit Items	

Assault: 4/2/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-1

Assault Deflection: 3z/2z/-/- Die: 5+

z= number of hits this model rolls in assault

Good shot: +1 to hit

Negates to-hit penalty for shooting while moving fast

SMG

Angle: */*/*/ Range: 3 Armor Penetration: -3 Damage d6-3

Always treated as loaded

Crossbow

Angle: */*/*/ Range: 2 Armor Penetration: -2 Damage d6-2

Poison[6], minor acid

Movement

(fast) F + F + F

(fast) F + F + 360⁰

(fast) 360⁰ + F + F

(fast) F + F + F,B

(fast) F + B + 360⁰

(slow) 360⁰ + - + -

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

(slow) 360⁰ + F,B + 360⁰

(stand still) 360⁰ + A + F

(stand still) 360⁰ + 360⁰ + 360⁰

(default slow) - + - + flee

1.2 *Elite Mechanical Cavalry*

(default fast) - + flee + flee
(default stand-still) - + A + flee
(fast) F + 360⁰ + F

Fire(smg)

fire + fire
- + load(5)
load(5) + -

Fire crossbow

- + fire
- + load
- + aim

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

2-3: +1 on future damage
4: +2 on future damage
5-6: Kill 1 model
7+: Kill 1 model, roll on psychic damage

1 Standar DarkElf Army

1.3 Mechanical Assault Spider

Name	Mechanical Assault Spider
Size	Medium
Type	Mechanical, Droid, Walks
Cost	4ip
Models	1
Armor	2/2/2/2
Available Model Items	
Available Unit Items	

Assault: 6/4/2/1 Die: 5+ Armor Penetration: 2 Damage: d6+0

Assault Deflection: 6/2/-/- Die: 6+

Any number of supporting hits by this unit may increase AP by 1 instead of giving the usual +1 to damage.

Poison[6][1 for 2], Fear[6]

Good Shot: +1 to hit

All terrain cost 1 movement point to enter

Head Gun

Angle: */*/-/- Range: 3 Armor Penetration: 1 Damage d6

Poison[6]

Fire

- + Fire

- + Load

- + Aim

Movement

(slow) 360° + F + 360°

(slow) 360° + 360° + 360°

(default slow) - + - + -

Damage Tables

Critical Damage

1: -1 to-hit, +1 to-be-hit (ranged and assault)

2: Cannot move, loses fear

3: Cannot rotate

1.3 Mechanical Assault Spider

4-5: x3 Light damage[d6]

6: set on Fire

Light Damage

1-2: -1/-1/-1/-1 to all assaults and assault deflection values (cumulative, minimum 0)

3-4: +1 on future damage

5-6: unit shaken

Regular Damage

1-3: Light damaged[d6]

4-6: Critical Damage[d6], +1 on future damage

7: Destroyed

1 Standar DarkElf Army

1.4 Crossbow

Cost 4cp
Required Unit Base: Infantry
Type Infantry or Cavalry weapon, 2handed weapon
Angle: */*/*/* Range: 2 AP: -2 Damage d6-2
Poison[6], minor acid

Orders Gained ["]

Orders Lost ["]

1.5 Mechanical Imp

Cost 4cp, 2xp
Required Unit Base: Infantry or Cavalry
Type Infantry or Cavalry, Indepent equipment
Mechanical robotic imps helps all memeber in unit base to reload it's weapons.
Threat any weapons as always loaded.

Orders Gained ["]

Orders Lost ["]

1.6 SMG

Cost 2cp
Required Unit Base: Infantry
Type Infantry or Cavalry, 1handed weapon
Angle: */*/*/* Range: 3 AP: -3 Damage d6-3
Always treated as loaded

Orders Gained ['(stand-still, slow) fire + fire']

Orders Lost ['aim']

2 Standar Dwarf Army

Consists of 4 GunBlasterWagons, 6 Dwarf Infantry with heavy musket and wheeled shield wall and 1 Tamed Balrog.

2 Standar Dwarf Army

2.1 Dwarf Infantry

Name	Dwarf Infantry
Size	Medium
Type	Bio, Infantry, Walks
Cost	4mp
Models	4
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 unit base weapon, 1 unit base equipment

Assault: 1/1/1/1 Die: 4+ Armor Penetration: -2 Damage: d6 -2

Assault Deflection: Die:

Cunning Assault[1 for 2]

Unit Base abilities: Poison Resistance 2, Fire Resistance 1

Take Cover[still][-2]

Musket

Angle: */*/*/* Range: 3 Armor Penetration: -2 Damage d6-2

Fire

(stand still) fire + -

(stand still) - + fire

(stand still) aim + -

(stand still) - + aim

(stand still) load + -

(stand still) - + load

Movement

(slow) $360^0 + F + 360^0$

(slow) $360^0 + B + 360^0$

(default slow) - + - + flee

(stand still) $360^0 + 360^0 + 360^0$

(stand still) $360^0 + A + F$

(default stand still) - + A + flee

(slow) - + - + chase

Damage Tables

2.1 Dwarf Infantry

Psychic Damage

4+: shaken

Regular Damage

1-5: kill 1 model

6-9: kill 1 model, roll on psychic damage[d6]

10: Unit Base destroyed

2 Standar Dwarf Army

2.2 Tamed Balrog

Name	Tamed Balrog
Size	Huge, +1 to be hit
Type	Bio, Monster, Walks
Cost	24xp
Models	1
Armor	3/2/2/1
Available Model Items	
Available Unit Items	

Assault: 6/4/3/2 Die: 2+ Armor Penetration: 1 Damage: d6

Assault Deflection: Die:

set on Fire

Poison Resistance 6, Fire Resistance 12

Terror[8][range=2]

Excelent Whip Handeling (counts as Excelent shot, +2 to hit)]

Forward Position[1]

Flaming Whip

Angle: */*/-/- Range: 1 Armor Penetration: - Damage -

set on Fire

Fire

Fire(whip) + -

- + Fire(whip)

Movement

(slow) 360⁰ + F + -

(slow) - + - + chase

(slow) chase + - + -

(default slow) - + - + flee

Damage Tables

Regular Damage

1-9: +1 on future damage

10-11: +2 on future damage, Assault -1/-1/-1/-1

12: +3 on future damage, Assault -1/-1/-1/-1 Looses Terror, Shaken

13: Destroyed/killed

2 Standar Dwarf Army

2.3 GunBlasterWagon

Name	GunBlasterWagon
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	3/5/5/2
Available Model Items	
Available Unit Items	

Assault: 2/2/2/2 Die: 4+ Armor Penetration: -1 Damage: d6 -2

Assault Deflection: Die: 2/-/-/-

Fear[6]

Fire resistance 2

Optimal Point blank: +1 to hit at point blank range

Perfect Breaking: After 3rd movement step, it may apply an ,B or ,B,B in addition to it's normal action. This may be applied regardless of what the movement order at step 3 is.

Broadside Guns

Angle: -/x2/x2/- Range: 2 Armor Penetration: 2 Damage d6+2

Must be loaded with 2 ammo before these guns can be fired. Can have 2 ammo stored at any given time. Each time it is loaded it is loaded with 1 ammo, thus you need to spend 2 turns reloading before it can fire again

After firing these weapon, place a Poison Cloud[4](4+) at point blank range from any of the directions that fired.

Fire

(all) load + -

(stand-still) fire + -

Movement

(fast) F+ F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

(fast) B + B + -

(fast) F + B + B

(fast) F + F + R

2.3 GunBlasterWagon

(fast) F + F + L
(fast) F + F + F,R
(fast) F + F + F,L
(default fast) - + B + B
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
(slow) R + R + -
(slow) A + F + -
(slow) B + - + -
(default slow) - + - + B
(slow) F + - + -
(slow) B + rev + -
(stand still) L + - + -
(stand still) L + L + -
(stand still) L + L + L
(stand still) R + - + -
(stand still) R + R + -
(stand still) R + R + R
(stand still) - + - + -
(stand still) R + A + F
(stand still) L + A + F
(stand still) A + F + -
(stand still) rev + - + -
(default stand still) - + - + -
(stand-still) A + A + F

Damage Tables

Critical damage

1-2: -1 to-hit, +1 to-be-hit (ranged and assault)
2: Cannot Rotate, Loses Fear
3: Cannot Move
4-5: x3 Light Damage(d6)
6: set on Fire

Light Damage

1-3: +1 on future damage
4-6: unit shaken

Regular Damage

1-4: light damage [d6]
5-8: Critical damage[d6], +1 on future damage

2 Standar Dwarf Army

9+: Destroyed

Crew Damage

4: Misfire[1-]

5: Misfire[2-] (replace Misfire[1-] if neccessary)

6-7: as 5, shaken

8-12: as 6-7, +2 to future crew damage (stacks with 5, thus +3 in total)

13: All crew killed, Unit destroyed

2.4 Heavy Musket

Cost 2cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Angle: */*/*/* Range: 3 AP: -1 Damage -1

Orders Gained ["]

Orders Lost ["]

2.5 Wheeled Shield Wall

Cost 2cp
Required Unit Base: Infantry
Type Infantry, Unit Base Equipment
Assault Modification: Assault AP: Assault Damage:
Assault Deflection Modification: +1/-/-/-, Deflection die: 4+
Deflection bonus only applies if speed=still.
Unit gains armor = 1/-/-/-.

Orders Gained ["]

Orders Lost ["]

3 Standar Elf Army

Consist of 6 Tattoo Ink, 3 Illusions, 3 Elf Infantry with camouflouge, enhanced rifles and small grenades and 3 Bear Riders.

3 Standar Elf Army

3.1 Infantry

Name	Infantry
Size	Medium
Type	Bio, Infantry, Walks
Cost	6mp
Models	4
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 Unit Base Weapon

Assault: 1/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: Die:

Cunning Assault[1 for 2], Pre-Assault retreat[5+]

Take Cover[stand-still][-2]

Rifle

Angle: */*/*/ Range: 5 Armor Penetration: -2 Damage d6-2

Movement Orders

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + 360⁰ + 360⁰

(slow) 360⁰ + B + -

(stand-still) 360⁰ + - + -

(stand-still) 360⁰ + A + F

(slow) 360⁰,A + F + F

(fast) 360⁰ + F + B[rest]

(rest) - + - + A(slow)

(rest) - + - + A(stand-still)

(stand still) 360⁰,A,A + F + F

(default slow) - + - +flee

(default fast) - +flee + B[rest]

(default rest) - + - + -

(default stand-still) - + A + flee

Fire Orders

(stand-still only) - + Fire

(stand-still only) Fire + -

(stand-still only) - + Load

3.1 Infantry

(stand-still only) Load + -
(stand-still only) - + aim
(stand-still only) aim + -

Damage Tables

Regular damage

0-6: kill 1 model

7-8: kill 1 model, psychic damage[d6]

9: kill all 4

Psychic damage

4+ shaken

3 Standar Elf Army

3.2 Illusion

Name	Illusion
Size	Medium
Type	Illusion
Cost	2cp
Models	4
Armor	
Available Model Items	
Available Unit Items	

Assault: 1/-/-/- Die: Armor Penetration: N.A. Damage: d6 Psycic Damage
Assault Deflection: - Die: 5+

When fired at, you may pretend to look at normal infantry damage table unless the damage is 4 or above, for which the illusion is given away and is removed from play.

Further, if the illusion is matched with one real infantry base, it may mimic the orders of that infantry, and may follow it where ever the infantry goes.

The illusion have the exact same modifiers and abilities with regard to being hit as the infantry it is mimicing. Thus, the illusion has Take Cover[stand-still][-2], Take Cover[stand-still][-3], and camufloulage[forrest][-1] as appropirate

Thus the enemy do not know which are illusions and which are real. However if, for any reason, the enemy gets information which gives the illusion away, the illusion is not removed from play, but must be identified by an illusion marker. For example if the illusion was fired at by something which does psycic damage, it would require you to tell the enemy that this unit does not have a psycic damage table, which would give the illusion away.

If the illusion is not in a hex with a friendly infantry, it has only chase order available

Movement Orders

- + chase + chase

Damage Tables

Regular Damage

0-3: Eliminate 1 model

4+: unit base destroyed

3.3 Bear Rider

Name	Bear Rider
Size	Medium
Type	Bio, Cavalry, Walks
Cost	2mp, 6xp
Models	1
Armor	2/1/1/1
Available Model Items	
Available Unit Items	

Assault: 6/4/2/1 Die: 5+ Armor Penetration: -2 Damage: d6+1

Assault Deflection: 1/-/-/- Die: 5+

Cunning Assault[1 for 3]

Poison Resistance 2

GattlingGun

Angle: */*/*/* Range: 2 Armor Penetration: -1 Damage d6-1

Fire once at all enemy units within range and within one angle of fire

Covered In bullets: if not aiming, this unit gains +1 to-hit

If aim, instead use focus fire, roll 6 dice at same unit base

Fire orders

+ - Load

+ - Fire

+ - aim

Movement

(slow) 360⁰ + F + 360⁰

(default slow) - + Flee + 360⁰

(slow) 360⁰ + B + 360⁰

(stand-still) 360⁰ + A + F

(stand-still) 360⁰ + - + -

Damage Tables

Regular damage

2-6: +1 to future damage, Bleed[4]

7-9: +2 to future damage, Bleed[6], psychic damage[d6]

10: killed

3 Standar Elf Army

Psychic damage

6+: shaken

3.4 Tattoo Ink

Name	Tattoo Ink
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Half-track
Cost	4ip
Models	1
Armor	3/1/1/1
Available Model Items	
Available Unit Items	

Assault: 3/2/2/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 2/-/-/- Die: 5+

Gun Blazing: Ignore to-hit penalties for moving fast

May fire two SMG in addition to Gattle Gun any time a fire order is given, and SMG is always treated as loaded

One SMG must fire in same angle as Gattle Gun, the other SMG must fire in the forward direction

Movement: road: if on a road, you may move along a road using this order

Gattle Gun

Angle: */*/*/* Range: 4 Armor Penetration: 0 Damage d6

May load up to 5 shots.

SMG

Angle: */*/*/* Range: 3 Armor Penetration: -3 Damage d6-3

Always treated as loaded

Fire

(stand-still) Fire + aim

(stand still) aim + Fire

(all) Fire + Fire

(stand still) Load + aim

(stand still, slow) Load + Load

Movement

(fast) F+ F + -

(fast) F + R + -

3 Standar Elf Army

(fast) F + L + -
(fast) F + B + -
(fast) B + B + -
(default fast) - + B + B
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
(slow) R + R + -
(slow) A + F + -
(slow) B + - + -
(default slow) - + - + B
(slow) F + - + -
(slow) B + rev + -
(stand still) L + - + -
(stand still) L + L + -
(stand still) L + L + L
(stand still) R + - + -
(stand still) R + R + -
(stand still) R + R + R
(stand still) - + - + -
(stand still) R + A + F
(stand still) L + A + F
(stand still) A + F + -
(stand still) rev + - + -
(default stand still) - + - + -
(fast) R+ F + -
(fast) L+ F + -
(fast) road + road + road

Damage Tables

Critical Damage

- 1: +1 on future damage
- 2: -1 to hit, +1 to be hit
- 3: cannot rotate
- 4: Roll 3 times on light damage table
- 5: Treat all B and A as illegal. Replace with -
- 6: Fire!

Light Damage

- 1-3: +1 on future damage
- 4-6: shaken

Regular Damage

1-3: Light Damage[d6]

4-6: Critical Damaged, +1 on future damage

7+ Destroyed

Crew Damage

3: Misfire[1-]

4-5: replace any effect of Misfire[1-] with Misfire[3-]

6-7: as 4-5, shaken

8-9: as 6-7, +3 to future crew damage

10: Crew Killed, Unit Destroyed

3 *Standar Elf Army*

3.5 Camuflouflage

Cost 2cp, 2xp
Required Unit Base: Infantry
Type Infantry, Independent Equipment
Unit base gains camuflouflage[forrest][-1]

Orders Gained ["]

Orders Lost ["]

3.6 Enhanced Rifle

Cost 2cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Angle: */*/*/ Range: 6 AP: -2 Damage d6-2
Unit gain +1 to hit (but only for this weapon)

Orders Gained ["]

Orders Lost ["]

3.7 SMG

Cost 2cp
Required Unit Base: Infantry or Elk Cavalery or Eagle Rider
Type Infantry, 1handed weapon
Angle: */*/*/ Range: 3 AP: -3 Damage d6-3
Always treated as loaded

Orders Gained ['(stand-still, slow, fast) Fire(smg) + Fire(smg)']

Orders Lost ['aim + -', '- + aim']

3.8 Small grenade

Cost 2cp
Required Unit Base: Infantry
Type Infantry, Independent Equipment
Angle: */*/*/ Range: 1 AP: 0 Damage d8
Area(5+) if used by a unit with 1-2 alive models, Area(4+) if used by a unit with

3.8 *Small grenade*

3-4 alive models. May only target units within normal range. limited ammo(3)

Orders Gained ['(stand-still, slow, fast) - + throw grenade']

Orders Lost ["]

4 Standar Ork Army

Consists of 4 Speedhead, 3 Grunts, 2 BioEngineered Orcs with 1 Clockwork Shield, 3 Ork Pistols and 1 Clockwork Monocular each and 5 Warg Riders with 1 model having flamecovered axe.

4 Standar Ork Army

4.1 Grunt

Name	Grunt
Size	medium
Type	Bio, Grunt, Walks
Cost	2mp
Models	4
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 Unit Base weapon

Assault: 2/2/2/2 Die: 6+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: Die:

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

Cunning assault[1 for 3]

Forward Position[2], Cannot use ranged weapons

Movement orders

(slow) - + - + Chase

(slow) Chase + - + -

Damage Tables

Regular damage

1-5: kill 1 model

6-8: kill 1 model, roll on psychic damage[d6]

9+: destroy unit base

Psychic damage

4+: unit base shaken

4.2 BioEngineered Ork

Name	BioEngineered Ork
Size	Medium
Type	Bio, Infantry, Walks
Cost	4mp, 2xp, 1cp
Models	4
Armor	
Available Model Items	4 hands, unlimited independent equipment
Available Unit Items	1 Unit Base Weapon

Assault: 3/2/2/2 Die: 6+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1/-/-/- Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

Take Cover[stand-still][-2], May use multiple ranged weapons without any penalties

Poison Resistance 1, Fire Resistance 1, Immunity to Acid

Ork Musket

Angle: */*/-/- Range: 3 Armor Penetration: -2 Damage d6-1

Ork Musket

Angle: */*/-/- Range: 3 Armor Penetration: -2 Damage d6-1

Fire Orders

(stand-still) - + Fire

(stand-still) Fire + -

(stand-still) - + Load

(stand-still) Load + -

(all) - + Aim

(stand-still) Aim + -

Movement Orders

4 Standar Ork Army

(slow) $360^0 + F + 360^0$
(slow) $360^0 + 360^0 + 360^0$
(slow) $360^0 + B + -$
(stand-still) $360^0 + - + -$
(stand-still) $360^0 + A + F$
(slow) $- + - + \text{chase}$

Damage Tables

Regular Damage

1: Bleed[4]
2-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

Psychic Damage

5+: Unit Shaken

4.3 Warg Rider

Name	Warg Rider
Size	medium
Type	Bio, Cavalry, Elite, Walks
Cost	2mp, 4xp
Models	2
Armor	
Available Model Items	1 hands, unlimited independent equipment
Available Unit Items	

Assault: 4/4/3/2 Die: 6+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 2/2/1/1 Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

cunning assault[1 for 4]

Fire orders only available if given ranged weapons

Movement orders

(fast): $360^0 + F + F$

(fast): $F + 360^0 + F$

(fast): $F + F + 360^0$

(fast): $F + B + 360^0$

(fast): $- + - +$ chase

(slow): $360^0 + 360^0 + 360^0$

(slow): $360^0 + F + 360^0$

(slow): $- + - +$ chase

(slow): $360^0 + A + F$

Fire Orders

Load $+ -$

fire $+ -$

$- +$ fire

Damage Tables

Psychic Damage

5+: unit shaken

4 Standar Ork Army

Regular Damage

2-3: Bleeding[6]

4-6: Bleeding[6], +1 to future damage, psychic damage[d6]

7+: kill 1 model, psychic damage[d6]

4.4 Speedhead

Name	Speedhead
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	3/2/2/2
Available Model Items	
Available Unit Items	

Assault: 8/6/4/4 Die: 6+ Armor Penetration: -1 Damage: d8

Assault Deflection: 2/1/-/- Die: 6+

Drive Past[4+]: Works as pre-assault retreat, except you may *retreat* in the hex directly ahead. Note that is can only be attempted if the hex directly ahead neither becomes overcrowded, is an illegal hex or contain enemies.

For each 6 you roll in regular assault, reroll up too 1 dice from initial assault die pool (assault or assault deflection), rerolling each die a maximum of 1 times (for each wave of rerolls, gaining a new wave for every wave you get a 6). A new wave of rerolls starts when you get atleast one 6 in the reolled dice.

When moving fast, unit gains Fear[6]

Flamethrower: may allways be fired in any shooting step as long as you still have ammo left. Do not need an order to do so

Fire and load both rear guns (Speed Cannon and Shriek) simultatniously, and track ammo simultaneously. All targets of both weapons must be within the same angle, but not neccesarly same target.

Flamethrower

Angle: */-/-/- Range: 1 Armor Penetration: -1 Damage d8 fire damage + d4 crew damage

Fire at all hexes possible simultaneously: Area(3+) at point blank range, Area(4+) in the hex at long range directly ahead, and Area(5+) for the two hexes which is on long range and on edge of firing arc.

Any target unit effected atleast once is set on FIRE. Fireresistance reduces base damage and crew damage from this weapon.

Limited Ammo: May be fired a maximum of 3 times.

Starts the game with all 3 ammo loaded

Speed Cannon

4 Standar Ork Army

Angle: -/-/*/* Range: 2 Armor Penetration: 1 Damage d6+1

Burst(5): Requires 5 ammo to be shot, but each time it is shot, it fires 5 times

Shriek

Angle: -/-/*/* Range: 2 Armor Penetration: -2 Damage d4-2+ d6 psychic damage

Burst(5) Must have loaded 5 ammo to be fired, but each time it is fired, it's fired 5 times

Movement

(slow) L + F + L

(slow) R + F + R

(slow) F + - + -

(default Slow) - + - + B

(default stand-still) - + - + A

(slow) A + F + F

(fast) F + F + F

(fast) L + F + F

(fast) R + F + F

(fast) F + F + L

(fast) F + F + R

(default fast) - + B + B

(fast) B + L + F

(fast) B + R + F

(fast) B + F + -

Fire Orders

(all) Load + Load

(all) Load + Fire Burst(5)

(all) Fire Burst(5) + Load

Damage Tables

Regular Damage

1-4: Light damage[d6]

5-8: Critical Damage[d6], +1 on future damage

9+: unit destroyed

Light Damage

1-3: Unit Shaken

4.4 *Speedhead*

4-6: +1 on future damage

Critical Damage

1-3: roll on lightly damage 3 times

4: Cannot rotate

5: -1 to hit, +1 to be hit (ranged and assault)

6: Unit set on fire

Crew Damage

4-5: Misfire[2-]

6-7: as -45, shaken

8-11: as 6-7, +3 to future crew damage

12: Unit destroyed

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4.5 Clockwork Monocular

Cost 1cp
Required Unit Base: Infantry
Type Infantry, indepenent equipment

Reroll 2 dice in ranged combat per natural 6 rolled for to-hit (regardless of wether that was a hit or not). Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled dice.

Orders Gained ["]
Orders Lost ["]

4.6 Clockwork Shield

Cost 2cp
Required Unit Base: Infantry or Grunt
Type Infantry, 1handed weapon
Assault Modification: unmodified Assault AP: Assault Damage: unmodified
Assault Deflection Modification: +1/-/-/-, Deflection die: 6+

Unit base gains damage resistance 1
Orders Gained ["]
Orders Lost ["]

4.7 Flame-covered-axe

Cost 2cp
Required Model: Elite Infantry or Elite Cavalry
Type Infantry, 1handed weapon
Assault Modification: unmodified Assault AP: Assault Damage: d6+1 + d4 crew damage
Assault Deflection Modification: -, Deflection die: n.a
Fire, Minor Acid[1 for 2], Poison[4][1 for 2]
Orders Gained ["]
Orders Lost ["]

4.8 Ork Pistol

Cost 1cp

Required Unit Base: Infantry or Cavalry

Type Infantry, 1handed weapon

Angle: */*/*/* Range: 3 AP: -2 Damage d6-1

1 handed weapon. Infantry may combine pistol with another 1-handed weapon. If combined with another pistol, you may load and fire both pistol simultaneously, but with an extra -1 to hit penalty.

Orders Gained ['(stand-still) Load(2) + -', '(stand-still) - + Load(2)', '(stand-still, slow) fire + -', '(stand-still, slow) - + fire']

Orders Lost [""]