

Chapter 1

Dwarf

1.1 Dwarf Infantry

Name Dwarf Infantry
 Size medium
 Type Bio
 Cost 2mp
 Models 4
 Armor

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

Musket

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

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

Fire

(stand still) fire + -

(stand still) - + fire

(stand still) aim + -

(stand still) - + aim

(stand still) load + -

(stand still) - + load

Damage Tables

Psychic Damage

4+: shaken

Regular Damage

1-5: kill 1 member

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

10: kill all 4 members

1.2 Elite Dwarf Infantry

Name Elite Dwarf Infantry
 Size medium
 Type Bio
 Cost 1xp to replace up too 2 regular infantry from one or two unit bases
 Models
 Armor

Assault: 2/2/1/1/ Die: 4+ Armor Penetration: -2 Damage: d6-2
 Assault Deflection: 1/-/-/- Die: 4+/-/-/-
 Cunning Assault[1 for 2]

Good shot: +1 to hit.
 Unit base gains 2 Psychic resistance

Musket

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

Damage Tables

1.3 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Type Bio
 Cost 2mp, 1ip, 2cp
 Models 4
 Armor 1/1/1/1

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

Assault Deflection: Die:

Cunning Assault[1 for 2]

Poison resistance 4, Fire resistance 2

Take Cover[stand-still][-2]

Heavy Musket

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

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

Fire

(stand still) fire + -

(stand still) - + fire

(stand still) aim + -

(stand still) - + aim

(stand still) load + -

(stand still) - + load

Damage Tables

Regular Damage

1-5: 1 member killed

6-9: 1 member killed, roll on psychic damage[d6]

10+: all 4 members killed

Psychic damage

5+: unit base shaken

1.4 Elite SteamPowerArmor

Name	Elite SteamPowerArmor
Size	medium
Type	Bio, Steampower Infantry
Cost	4xp to replace one regular SteamPowerArmor member with an elite
Models	
Armor	1/1/1/1

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

This unit gains good shot +1 to hit
 Unit base gains 1 psychic resistance.

Heavy Musket

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

Damage Tables

1.5 Assault Bots

Name	Assault Bots
Size	medium
Type	Mechanical
Cost	3ip, 6xp
Models	4
Armor	2/2/2/2

Assault: 3/2/2/2 Die: 4+ Armor Penetration: 2 Damage: d6 + 0
 Assault Deflection: 1/-/-/- Die: 4+/-/-/-

Immune to all shaken effects.

Movement

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

Damage Tables

Regular Damage

1-6: +1 on future damage
 7+ : kill 1 memeber

1.6 Dwarf AT-gun

Name Dwarf AT-gun
 Size Large
 Type Bio
 Cost 5cp, 3xp
 Models 1AT-gun, 4 crew
 Armor 2/-/-/-

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

Poison Resistance 2
 Fire resistance 1

BIG AT-gun

Angle: */-/-/- Range: 6 Armor Penetration: 5 Damage +1

Movement

(slow) 360⁰ + F + B[Rest]
 (Rest) - + - + A[stand-still]
 (stand-still) - + - + -
 (stand-still) - + - + A[slow]
 (slow) - + 360⁰ + B[slow]
 (default slow) - + - + B[Rest]
 (default rest) - + - + -
 (default stand-still) - + - + -

Fire

(stand-still) Fire + -
 (stand-still) Aim + -
 (stand-still) Load + -

Damage Tables

Regular Damage

1-6: kill 1 crew
 7-8: kill 1 crew, psychic damage[6]
 9+: unit destroyed

Is destroyed if all 4 crew are destroyed

Psychic damage

4+: unit base shaken

1.7 Mini Zeppelin

Name Mini Zeppelin
 Size medium
 Type Biological, Floating Vehicle
 Cost 3cp, 4xp
 Models 2
 Armor 1/-/-/-

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

Floats
 Poison Resistance 2

AxeThrower-Machine

Angle: */-/-/- Range: 3 Armor Penetration: -1 Damage 0
 Area(1hex, 5+)

Movement

(floating, slow) $360^0 + F + 360^0$
 (floating, slow) $360^0 + 360^0 + 360^0$
 (Default slow) $360^0 + \text{flee} + 360^0$

Fire

Fire + -
 Load(2) + -

Damage Tables

Psychic Damage

6+ unit shaken

Regular Damage

2-3: unit base shaken
 4: kill 1 member

1.8 Tamed Balrog

Name Tamed Balrog
 Size Huge, +1 to be hit
 Type Bio, Monster
 Cost 12xp
 Models 1
 Armor 3/2/2/1

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

Poison Resistance :4
 Fire Resistance 12
 Terror[8][range=2]

Flaming Whip

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

Movement

(slow) 360⁰ + F + -
 (slow) - + - + chase
 (default slow) - + - + flee

Fire

Fire(whip) + -
 - + Fire(whip)

Damage Tables

Regular Damage

1-8: +1 on future damage
 9-10: +2 on future damage, Assault -1/-1/-1/-1 loses terror
 11-12: +3 on future damage, Assault -1/-1/-1/-1 Loses Terror, Shaken
 13: Destroyed/killed

1.9 Dw42

Name Dw42
 Size Large
 Type Mechanical Tank, Bio Crew
 Cost 6ip
 Models 1
 Armor 7/4/4/3

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

Assault Deflection: 2/-/-/- Die: 4+

Fear[6]

Stubborn: when loosing an assault you may opt to roll for assault again. Apply damage, modify the assault stats if necessary, redo the assault.

Fire Resistance 2

Tank Gun

Angle: */-/-/- Range: 8 Armor Penetration: 4 Damage +1

Load unstable: gains +1 AP, if it hits the target, it in addition gets a 3AP area(1hex, 5+) effect. But if loading an unstable round, it must be fired in next round. May fire at an empty hex.

Movement

(fast) F+ F + -
 (fast) F + R + -
 (fast) F + L + -
 (fast) F + B + -
 (fast) B + B + -
 (default fast) F + B + B
 (slow) L + - + -
 (slow) L + L + -
 (slow) R + - + -
 (slow) R + R + -
 (slow) A + F + -
 (slow) B + - + -
 (default slow) - + B + 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) aim + - + -

Fire

(stand-still) load + -
 fire + -
 (stand-still) aim + -
 (stand-still) load unstable + -

Damage Tables

Critical Damage

1-2: 3x lightly damage
 3: +1 on future damage (+2 in total)
 4: Only Stand-Still option available and cannot reverse
 5: -1 to-hit, +1 to be hit
 6: Fire

Lightly damage

1-3: Unit Shaken
 4-6: +1 on future damage rolls

Regular Damage

1-4: lightly damage
 5-8: Critical Damage, +1 on future damage rolls
 9+: Destroyed

1.10 GunBlasterWagon

Name GunBlasterWagon
 Size Large
 Type Mechanical, Bio Crew, Tank
 Cost 3ip
 Models 1
 Armor 3/5/5/3

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

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

Fear[6]

Fire resistance 2

Broadside Guns

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

May fire at one target to the right and one target to the left. Roll to-hit separately for different targets

Movement

(fast) F+ F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

(fast) B + B + -

(default fast) F + B + B

(slow) L + - + -

(slow) L + L + -

(slow) R + - + -

(slow) R + R + -

(slow) A + F + -

(slow) B + - + -

(default slow) - + B + 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) aim + - + -

Fire

(stand-still) load + -
 fire + -

Damage Tables

Lightly Damage

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

Regular Damage

1-4: lightly damage
 5-8: Critical damage, +1 on future damage
 9+: Destroyed

Critical damage

1: -1 to-hit, +1 to-be-hit
 2: Cannot Rotate R
 3: Cannot Rotate L
 4: x3 Lightly Damage
 5: Cannot fire weapons to the left
 6: Cannot fire weapons to the right

1.11 Zeppelin

Name Zeppelin
 Size Huge, +1 to be hit
 Type Zeppelin
 Cost 12ip, 6xp
 Models 1
 Armor 3/3/3/3

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

Assault Deflection: 3/3/3/3 Die: 4+/4+/4+/4+

May only assault flying creatures, Fear(8)

Repair: each aftermath phase, remove either one +1 to future damage token or 1 shaken token.

Fire while shaken: if shaken, unit may still fire normally, but it gets -1 to hit.

Fire 4 enhanced musket in each direction per fire order.

Withering Ray: May replace forest with rough terrain in the hex it is standing

Enhanced Heavy Musket

Angle: */-/-/- Range: 6 Armor Penetration: -1 Damage -1

Fear Ray

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

Does Psychic damage instead of normal damage. Ignore armor and roll on psychic damage table.

Zeppelin gun

Angle: */*/*/ Range: 5 Armor Penetration: 4 Damage +1

Load unstable: gains +1 AP, if it hits the target, it in addition gets a 3AP area(1hex, 5+) effect. But if loading an unstable round, it must be fired in next round. May fire at an empty hex

Movement

(flying, slow) F + L + -

(flying, slow) F + R + -

(flying, slow) F + - + -
 (flying, slow) L + L + -
 (flying, slow) R + R + -
 (flying, slow) - + - + -
 (flying, slow), L + - + -
 (flying, slow) R + - + -
 (default slow) F + - + -

Fire Fear Ray

Fire + -

Fire Enhanced Muskets

Fire(all) + -
 Load(all) + -
 aim(all) + -

Main Zeppelin Gun

Fire + -
 Load + -
 aim + -

Damage Tables

Lightly damage

1-4: shaken
 5-6: +1 on future damage

Regular Damage

1-6: roll on lightly damage table
 7-12: +1 to future damage, roll on lightly damage table
 13: Zeppelin Killed.

1.12 Big Blaster

Cost 4cp to give one infantry base an alternative weapon

Required

Type Infantry Base weapon.

Angle: */*/*/* Range: 2 AP: 3, Damage +1

Orders Gained ["]

Orders Lost ["]

1.13 Blast Sticks

Cost 1cp to upgrade all weapons of one infantry base

Required

Type 2 handed infantry weapon

Assault Modification: Assault AP: 0, Assault Damage: d6 +1

Assault Deflection Modification: +1/-/-/, Deflection die set to 4+

Orders Gained ["]

Orders Lost ["]

1.14 Enhanced Heavy Musket

Cost 2cp to replace all infantry weapon of unit base

Required

Type 2 handed infantry weapon

Angle: */-/-/ Range: 6 AP: , -1 Damage -1

Orders Gained ["]

Orders Lost ["]

1.15 Heavy Musket

Cost 1cp to replace weapon for one infantry base

Required

Type 2 handed infantry weapon

Angle: */*/*/* Range: 3 AP: , -1 Damage -1

Orders Gained ["]
Orders Lost ["]

1.16 Heavy SMG

Cost 4cp
Required
Type 2 handed special infantry weapon
Angle: */*/*/* **Range:** 3 **AP:** , -2 **Damage** -2
Unlimited Ammo
 fires 3 shots (at same enemy unit base) per fire.
 Threat any aim, load and single fire orders the unit base is given as an fire+fire order for this unit instead.
Orders Gained ['fire + fire']
Orders Lost ["]

1.17 Musket With Spring Loaded Axe

Cost 1cp to replace all infantry weapons of one unit base.
Required
Type 2 handed infantry weapon
Angle: */*/*/* **Range:** 3 **AP:** , -2 **Damage** -2

Assault Modification: +1/+1/+1/+1 **Assault AP:** -2, **Assault Damage:** d6-2
Assault Deflection Modification: -, **Deflection die set to** -

Orders Gained ["]
Orders Lost ["]

1.18 Super Blaster

Cost 4cp to give this weapon to one unit
Required
Type 2 handed special infantry weapon.
Angle: */*/*/* **Range:** 3 **AP:** 4, **Damage** +2

Orders Gained ["]

Orders Lost ["]

1.19 shotgun

Cost 2cp

Required

Type special infantry weapon.

Angle: */*/*/* Range: 2 AP: , -2 Damage -2

Choose one hex. Area(1hex, 5+) at point blank, Area(1hex, 6+) at range=2, Area(1hex, 8+) at range=3 or 4.

Orders Gained ["]

Orders Lost ["]