1   Infantry

Name	Infantry
Size	medium
Type	Bio, Infantry
Cost	3mp
Members	4
Armor	

Assault: 1/1/1/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: Die:
    Cunning Assault[1 for 2]

Take Cover[stand-still][-2]

Rifle

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

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(slow) 360^0 + B + -
(stand-still) 360^0 + - + -
(stand-still) A + 360^0 + F
- + - + -
(slow) 360^0,A + F + F
(fast) 360^0 + F + B[rest]
(rest) - + - + A(slow)
(rest) - + - + A(stand-still)
(stand still) 360^0,A,A + F + F
(default slow) - + - +flee
(default fast) - +flee + B[rest]
(default rest) - + - + -

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

(stand-still only) aim + -

Damage Tables

Regular damage
0-6: kill 1 member
7-8: kill 1 member, psychic damage[d6]
9: kill all 4

Psychic damage
4+ shaken

2   Elite Infantry

Name   Elite Infantry
Size   medium
Type   Bio, Infantry
Cost   1xp to upgrade up to 2 normal infantry units.
Members
Armor
    Assault 2/1/1/1 5+ Armor Penetration: , -2 Damage: d6-2
Assault Deflection 1/-/-/- 5+
Cunning Assault[1 for 2]

    Unit gain good shot +1 and psychic resistance 1

Rifle

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

    This only replaces models of existing units. For damage and orders available
see the unit.

3   Elk Cavalry

Name   Elk Cavalry
Size   medium
Type   Bio, Cavalry
Cost   2mp, 1xp
Members   2
Armor

Assault: 4/4/2/2 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 1/-/-/- Die: 5+
    Cunning Assault[1 for 3]

Grenade

Angle: */*/*/* Range: 1 Armor Penetration: 2, Damage d6
    Area(5+). May target anyone within normal range. (including 0 if flying and

sharing a hex with an enemy)

Movement
(slow) 360^0 + F + 360^0
(slow) 360^0 + A + F
(fast) F+F+B
(default slow) - + - +flee
(default fast) - + flee +flee

Fire orders
- + Throw Grenade

Damage Tables

Regular damage
1-3: Bleed[4]
4-8: kill 1 memeber, psychic damage[d6]
9: kill unit base

psychic damage
4+ shaken

4   VelociRaptor Riders

Name	VelociRaptor Riders
Size	medium
Type	Bio, Cavalry
Cost	2mp, 4cp, 2xp
Members	2
Armor	

Assault: 3/2/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2
Assault Deflection: 1/-/-/- Die: 5+
    poison[4], Cunning Assault[1 for 3]

Poison Resistance[2]

SMG

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

Twin Guns

Angle: */-/-/- Range: 3 Armor Penetration: 1, Damage d6
    x2 shots per shot

Movement
(fast) 360^0 + F + F
(fast) F + B + 360^0
(fast) F + F + 360^0
(slow) 360^0 + A + F
(slow) B + 360^0 + -
(stand still) - + - + -
(stand still) A + F + -
(stand still) 360^0 + - + -
(stand still) A + A + F
(fast) F + B + B,360^0
(fast) F + F+ F
(fast) F + F,360^0 + B,
(default slow) - + - +flee
(default fast) - + flee + flee

Fire Actions
fire(smg) + fire(smg)
load(5)(smg) + -
fire(twin-gun) + - (stand still only)
load(twin-gun) + -
- + load(twin gun)
- + aim (twin gun)
- + fire(twin gun) (stand still only)

Damage Tables

Regular Damage
2-3: Bleed[4]
4+: kill 1, stop bleeding, pcysic damage[1d6]

Psychic damage
4+: shaken

5 Elite VelociRaptor Riders

Name   Elite VelociRaptor Riders
Size   medium
Type   Bio, Cavalery
Cost   1xp to upgrade 2 velociraptor riders from same base
Members   2
Armor

Assault 4/2/2/1 5+ Armor Penetration: , -2 Damage: d6-2
Assault Deflection 2/-/-/- 5+
Poison[4], Cunning Assault[1 for 3]

Poison Resistance[2], good shot: +1 to hit

SMG

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

Twin Guns

Angle: */-/-/- Range: 3 Armor Penetration: 1, Damage d6
x2 shots per shot

This only replaces models of existing units. For damage and orders available see the unit.

6 Bear Rider

Name   Bear Rider
Size   medium
Type   Bio, Cavalry
Cost   1mp, 4xp
Members   1
Armor   2/1/1/1

Assault: 6/4/2/1 Die: 5+ Armor Penetration: -2 Damage: d6+1
Assault Deflection: 1/-/-/- Die: 5+
Cunning Assault[1 for 3]

MiniGun

Angle: */*/*/* Range: 2 Armor Penetration: ,-1 Damage d6-1
Fire once at all enemy units within range and within one angle of fire
If aim, use focus fire, roll 6 dice at same unit base

Movement
(slow) 360^0 + F + 360^0
(default slow) - + Flee + 360^0

Fire orders
+ - load
+ - fire
+ - aim

Damage Tables

Regular damage
2: +1 to future damage
3-6: +1 to future damage, Bleed[4]
7-9: +2 to future damage, Bleed[6], psychic damage[d6]
10: killed

Psychic damage
6+: shaken

7   Eagle Rider

Name	Eagle Rider
Size	medium
Type	Bio, Flying, Cavalery
Cost	1mp, 4xp
Members	1
Armor	1/1/1/1

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

Find weakest points: in assault always uses armor from optimal angle. Cunning Assault[1 for 3]

If in the air, it may choose to assault if entering same hex as an enemy. If so, regardless of the outcome, the eagle lands. The following round the orders is replaced by the default if illegal.
In chase, the eagle may choose to land for assault if it wishes.
Good Shot[At-Rifle] +1 to hit

AT-rifle

Angle: */-/-/- Range: 5 Armor Penetration: 1, Damage d6-1

Grenade

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

Area(5+). May target anyone within normal range. (including 0 if flying and sharing a hex with an enemy)

Movement
(fly, fast) 360^0 + F + F
(fly, fast) 360^0,F + F + F,360^0
(fly, fast) chase + chase + chase
(fly, fast) 360^0,F + F + Land
(on ground, slow) 360^0 + F + 360^0
(on ground, slow) 360^0 + 360^0 + 360^0
(on ground, slow) 360^0 + TakeOff + F
(Default, on-ground slow) TakeOff + Flee + 360^0
(Default, fly, fast) Flee + Flee + Flee

Fire Orders
- + Fire (AT-rifle)
- + load (AT-rifle)
- + Throw Grenade
- + aim (AT-rifle) (on ground only)

Damage Tables

Regular Damage
2-3: bleeding[4], +1 to future damge
4-5: bleeding[6], +2 to future damage, psychic damage[d6]
6+: killed

psychic damage
6+ shaken

8 Elf Scout

Name   Elf Scout
Size   medium
Type   Infantry, Bio, Walks
Cost   1 mp
Members   1
Armor

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

Take Cover[stand-still][-2]

Scout

Rifle

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

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(slow) 360^0 + B + -
(stand-still) 360^0 + - + -
(stand-still) A + 360^0 + F
- + - + -
(slow) 360^0,A + F + F
(fast) 360^0 + F + B[rest]
(rest) - + - + A(slow)
(rest) - + - + A(stand-still)
(stand still) 360^0,A,A + F + F
(default slow) - + - +flee
(default fast) - +flee + B[rest]
(default rest) - + - + -

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

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

Damage Tables

Regular Damage
0+ : unit killed

Psycic Damage
3+: unit shaken

9 Elite Elf Scout

Name	Elite Elf Scout
Size	medium
Type	Infantri, Bio, Walks, Elite
Cost	1 mp, 2 xp
Members	1
Armor	

Assault: 2/2/2/2 Die: 5+ Armor Penetration: -2 Damage: -2
Assault Deflection: 2/-/-/- Die: 5+

Take Cover[stand-still][-3]

camouflage[forrest]

scout

Rifle

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

Movement Orders
(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(slow) 360^0 + B + -
(stand-still) 360^0 + - + -
(stand-still) A + 360^0 + F
- + - + -
(slow) 360^0,A + F + F
(fast) 360^0 + F + B[rest]
(rest) - + - + A(slow)
(rest) - + - + A(stand-still)
(stand still) 360^0,A,A + F + F
(default slow) - + - +flee
(default fast) - +flee + B[rest]
(default rest) - + - + -

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

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

Damage Tables

Regular Damage
0+ : unit killed

Psycic Damage
3+: unit shaken

10 Tatto INK

Name	Tatto INK
Size	Large
Type	Mechanical, Bio Crew, Half-track
Cost	2ip
Members	1
Armor	3/1/1/1

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

Gun Blazing: Ignore to-hit penalties when moving fast
May fire SMG in addition to Gattle Gun any time a fire order is given, and SMG is always treated as loaded
SMG must fire in same angle as Gattle Gun
Movement: road: if on a road, you may move along a road using this order

Gattle Gun

Angle: */*/-/- Range: 3 Armor Penetration: 0, Damage -2, +2 when penetrating all armor (total 0)
    May load up to 5 shots.

SMG

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

Movement
(fast) F+ F + -
(fast) F + R + -
(fast) F + L + -
(fast) F + B + -
(fast) B + B + -
(default fast) - + B + B
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
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

Fire

fire + aim (stand still only)
aim + fire (stand still only)
fire + fire
load + aim (stand still only)
load + load (stand still and slow only)

Damage Tables

Heavily Damage

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

Regular Damage

1-3: Lightly Damaged
4-6: Heavily Damaged, +1 on future damage
7+ Destroyed

Lightly Damage

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

11 E34

Name   E34
Size   Large
Type   Mechanical, Bio Crew, Tank
Cost   6ip
Members   1
Armor   4/3/3/2

Assault: 4/3/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1
Assault Deflection: 2/-/-/- Die: 5+
   Fear(6)

Forrester: moving through forrest cost 1 point (not 2)

Main Tank Gun

Angle: */*/*/* Range: 6 Armor Penetration: 3, Damage d6+3 when penetrating all armor
   double barraled: may load up to 2 shots. But fire them one at a time

Movement
(fast) F+ F + -
(fast) F + R + -
(fast) F + L + -
(fast) F + B + -
(fast) B + B + -
(default fast) - + B + B
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
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

Fire
- + Fire
- + Aim (stand still and slow only)
- + Load (stand still and slow only

Damage Tables

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

Regular Damage
1-4: Lightly Damaged
4-8: Crittical Damage, +1 on future damage
9+ Destoryed

Critical Damage
1: cannot move forward
2: -1 to hit, +1 to be hit
3: Rotates right in misc step 2
4: rotates left in misc step 1 and 3
5: Stuck turret: firing angle is now */-/-/-
6: Unit is set on fire

12   Sniper Tank

Name   Sniper Tank
Size   Large
Type   Mechanical, Bio crew Tank
Cost   8ip
Members   1
Armor   4/3/3/2

Assault: 4/3/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1
Assault Deflection: 2/-/-/- Die: 5+
    Fear(6)

Forrester: moving through forrest cost 1 point
Camuflage[forrest] -1 to-be-hit

Calibrated Gun

Angle: */-/-/- Range: 6 Armor Penetration: 2, Damage d6+3 to damage if
a natural 6 is rolled for to-hit, +3 to damage if pentrating all armor
    Armor penetration not reduced with distance

Sniper rifle

Angle: */-/-/- Range: 8 Armor Penetration: ,-1 Damage d6-1
    Improves aim: +4 to hit, +2 to dam
May choose which unit in a unit base to kill if it kills 1 (or more) members.

Movement
(fast) F+ F + -
(fast) F + R + -
(fast) F + L + -
(fast) F + B + -
(fast) B + B + -
(default fast) - + B + B
(slow) L + - + -
(slow) L + L + -
(slow) R + - + -
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 + -

Fire
- + Fire (all weapons)
(stand-still) - + Aim
(stand-still, slow) - + Load

Damage Tables

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

Regular Damage
1-4: Lightly Damaged
4-8: Crittical Damage, +1 on future damage
9+ Destoryed

Critical Damage
1: cannot move forward
2: -1 to hit, +1 to be hit
3: Rotates right in misc step 2
4: rotates left in misc step 1 and 3
5: Stuck turret: firing angle is now */-/-/-
6: Unit is set on fire

13   AT-rifle

Cost   6cp to upgrade an all weapons in a infantry base
Required   Infantry
Type   Infantry 2-handed weapon
   Angle: */-/-/- Range: 5 AP: 1 Damage d6-1

Orders Gained ["]
Orders Lost ["]

14   Deflection Field

Cost   4cp to upgarde 1 vehicle
Required
Type   Mechanical upgrade
Assault Modification: - Assault AP: n.a, Assault Damage: n.a
Assault Deflection Modification: +6/+6/+6/+6, Deflection die set to 5+

Orders Gained ["]
Orders Lost ["]

15   Elk Bazooka

Cost   4cp to give 1 elk cavalry 1 bazooka
Required
Type   2 handed Special cavalery weapon.
   Angle: */-/-/- Range: 3 AP: 3 Damage d6
The other unit in the unit base may threat any fire orders as throw.

Orders Gained ['+ - fire', '+ - aim', '+ - load']
Orders Lost ["]

16   SMG

Cost   1cp to upgrade all weapons on all units an unit base
Required   infantry, Elk Cavalery, Eagle Rider
Type   2 handed infantry weapon
   Angle: */*/*/* Range: 3 AP: -3 Damage d6-3

Orders Gained [’(stand-still, slow, fast) fire(smg) + fire(smg)’, ’(stand-still, slow) load(5) + -’]

Orders Lost [’aim + -’, ’- + aim’]

17   Small grenade

Cost   1cp to give all members access to this weapon
Required   Infantry
Type   Infantry misc weapon.
    Angle: */*/*/* Range: 1 AP: 1 Damage d6
Area(6+)

Orders Gained [’(stand-still, slow, fast) - + throw grenade’]
Orders Lost [”]

18   Sniper rifle

Cost   4cp to upgrade weapon of 1 single elite unit
Required   Elite Infantry
Type   2 handed infantry weapon
    Angle: */-/-/- Range: 8 AP: -1 Damage d6-1
Improves aim: +4 to hit, +2 to dam
May choose which unit in a unit base to kill if it kills 1 (or more) members.

Orders Gained [”]
Orders Lost [”]