

Steampunk Fantasy: Army Rules

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Chapter 1

Dark Elf

1.1 Mechanical red Dragon

Name Mechanical red Dragon
 Size huge
 Cost 24ip, 24xp
 Models 1 x Mechanical Red Dragon
 Armor [11, 8, 8, 7]

Mechanical Red Dragon

Equipment: 1 x Fire breath
 Type: [drone, flying, mechanical, walks]

Assault: [12, 8, 8, 4] Die: 5+ Armor Penetration: 7 Damage: d6
 Assault Deflection: [12, 8, 8, 4] Die: 6+

Assault ground: automatically assaults ground troops if it shares a hex with an enemy ground unit. if so, consider the dragon to be in slow state and the rest of movement orders to be nothing

Fire Resistance 2, Immunity to acid

Fire breath

Range: 3 Angle: [True, False, False, False]: AP: 0: Damage:-
 No normal damage, but any unit within normal range and front arc is set on fire. Any unit within long range and in front arc is covered in minor acid
 In addition, all hexes within normal range and front arc: Area(5+) Poison[6]

fire

slow [-, Breath(fire)]
 slow [Breath(fire), -]
 all [-, Load]

Damage Tables

regular

1-5: +1 on future damage

6-10: +1 on future damage, light damage[d6]

13+: Unit destroyed

light

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

1.2 Mechanical Iron Dragon

Name Mechanical Iron Dragon
 Size huge
 Cost 24ip, 24xp
 Models 1 x Mechanical Iron Dragon
 Armor [11, 8, 8, 7]

Mechanical Iron Dragon

Equipment: 1 x Acid breath, 1 x Shrapnell breath
 Type: [drone, flying, mechanical, walks]

Assault: [12, 8, 8, 4] Die: 5+ Armor Penetration: 7 Damage: d6
 Assault Deflection: [12, 8, 8, 4] Die: 6+

Assault ground: automatically assaults ground troops if it shares a hex with an enemy ground unit. if so, consider the dragon to be in slow state and the rest of movement orders to be nothing
 Fire Resistance 2, Immunity to acid

Acid breath

Range: 3 Angle: [True, False, False, False]: AP: 0: Damage:-
 No normal damage, but any unit within normal range and front arc is covered in Acid. Any unit above normal range but within long range and in front arc is covered in minor acid
 In addition, all hexes within normal range and front arc: Area(5+) Poison[6]

Shrapnell breath

Range: 3 Angle: [True, False, False, False]: AP: 2: Damage:d6-2
 Fire once at every model within front arc, line of sight and range. Include all to-hit modifiers
 Always treated as loaded

fire

slow [-, Breath(acid)]

slow [Breath(acid), -]

all [-, Breath(shrapnell)]

all [-, Load]

Damage Tables

regular

1-5: +1 on future damage

6-10: +1 on future damage, light damage[d6]

13+: Unit destroyed

light

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

1.3 Queen YY

Name Queen YY
 Size large
 Cost 16ip
 Models 1 x Queen YY
 Armor [11, 10, 8, 7]

Queen YY

Equipment: 1 x Acid Cannon, 2 x Heavy Rifle

Type: [bio crew, vehicle, mechanical, track]

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [4, 0, 0, 0] Die: 6+

Poison[6][1 for 1], Fear[8]

May also choose to retreat even if winning the assault. The enemy occupies the hex, wether it wants to or not...

Excelent shot: +2 to hit

You fire 2 independt heavy rifles in addition to acid cannon each fire order

If you have the order release poison cloud as an fireing option, you may place the poison cload[12] during any movment phase in any the hex you are in, including contested hexes for assaults

Acid Cannon

Range: 6 Angle: [True, True, False, False]: AP: 3: Damage:d6+d8 Psycic damage + d6 crew damage

On hit: apply Acid to target. In addition, if you hit target, place an Acid Clund[minor] at target hex

Heavy Rifle

Range: 4 Angle: [True, True, False, False]: AP: 3: Damage:d6-1

fire

still [-, aim]
 still [-, load]
 still [-, fire]
 still [-, Release Poison]
 slow [-, aim]
 slow [-, load]
 slow [-, fire]
 slow [-, Release Poison]
 fast [-, fire]
 fast [-, Release Poison]

Damage Tables

regular

1-5: Light damage[d6]
 6-8: Critical damage[d6], +1 on future damage
 9+: Unit destroyed

light

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

critical

1: -1 to-hit, +1 to-be-hit
 2: Rotates right in agony 0 step
 3: rotates left in agony 1 and in agony 3
 4: only still available
 5: unit is covered in acid
 6: unit covered in acid x2

crew

10: Weapons Jammed
 11-12: as 10, +2 to future crew damage
 13: Crew Killed, unit destroyed

1.4 Queen XY

Name Queen XY
 Size large
 Cost 8ip
 Models 1 x Queen XY
 Armor [11, 10, 8, 7]

Queen XY

Equipment:

Type: [bio crew, vehicle, mechanical, track]

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [4, 0, 0, 0] Die: 6+

Poison[6][1 for 1], Fear[8]

May also choose to retreat even if winning the assault. The enemy occupies the hex, whether it wants to or not...

If you have the order release poison cloud as an firing option, you may place a poison cloud[12] during any movement phase in any the hex you are in, including contested hexes for assaults

fire

still [-, Release Poison]

slow [-, Release Poison]

fast [-, Release Poison]

Damage Tables

regular

1-5: Light damage[d6]

6-8: Critical damage[d6], +1 on future damage

9+: Unit destroyed

light

1-4: +1 on future damage

5-6: Unit shaken

critical

1: -1 to-hit, +1 to-be-hit

2: Rotates right in agony 0 step

3: rotates left in agony 1 and in agony 3

4: only still available

5: unit is covered in acid

6: unit covered in acid x2

crew

11-12: +2 to future crew damage

13: Crew Killed, unit destroyed

1.5 Nightmare Mechanical Cavalry

Name Nightmare Mechanical Cavalry
 Size medium
 Cost 2mp, 4cp, 12xp
 Models 2 x Nightmare Mechanical Cavalry
 Armor [0, 0, 0, 0]

Nightmare Mechanical Cavalry

Equipment: 1 x SMG, 1 x Nightmare Breath
 Type: [bio, elite, cavalry, walks]

Assault: [3, 2, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-1
 Assault Deflection: [3, 2, 0, 0] Die: 5+

Good Shot: +1 to hit

Fires SMG independently of breath weapon, and fires it in all gunnery phases

SMG

Range: 3 Angle: [True, True, True, True]: AP: 1: Damage:d6-3
 Always treated as loaded. Fires two times (per model) each time it is fired

Nightmare Breath

Range: 2 Angle: [True, False, False, False]: AP: 0: Damage:d8 crew damage

Fires at all models once within range and within front arc, and always hits on a natural 6

No regular damage, but Poison[8] and set on fire applies to anyone hit

Always treated as loaded

movement

fast [F, F, F]

fast [F, F, 360°]

fast [360°, F, F]
fast [F, 360°, F]
fast [F, F, F,B]
fast [F, B, 360°]
slow [360°, F, 360°]
slow [360°, A, F]
slow [360°, F,B, 360°]
still [360°, 360°, 360°]
still [360°, A, F]
default slow
default fast
default still

fire

all [-, Breath Fire]

Damage Tables**regular**

2-3: +1 on future damage

4: +2 on future damage

5-6: kill 1 model

7+: Kill 1 model, roll on psychic damage

psychic

6+: unit shaken

1.6 Elite Mechanical Cavalry

Name Elite Mechanical Cavalry
 Size medium
 Cost 2mp, 4cp, 6xp
 Models 2 x Elite Mechanical Cavalry
 Armor [0, 0, 0, 0]

Elite Mechanical Cavalry

Equipment: 1 x SMG, 1 x Crossbow
 Type: [bio, elite, cavalry, walks]

Assault: [4, 2, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-1
 Assault Deflection: [4, 3, 0, 0] Die: 5+

Good Shot: +1 to hit
 negates to-hit penalty for shooting while moving fast
 Fires SMG independently of crossbow, and fires in all gunnery phases

SMG

Range: 3 Angle: [True, True, True, True]: AP: 1: Damage:d6-3
 Always treated as loded. Fires two times (per model) each time it is fired

Crossbow

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2
 Poison[6], minor acid

movement

fast [F, F, F]
 fast [F, F, 360°]
 fast [360°, F, F]
 fast [F, 360°, F]
 fast [F, F, F,B]

fast [F, B, 360°]
slow [360°, F, 360°]
slow [360°, A, F]
slow [360°, F,B, 360°]
still [360°, 360°, 360°]
still [360°, A, F]
default slow
default fast
default still

fire

all [-, Load]
all [-, Fire]
all [-, Aim]

Damage Tables**regular**

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

psychic

5+: unit shaken

1.7 Mechanical Assault Spider

Name Mechanical Assault Spider
 Size medium
 Cost 4ip
 Models 1 x Mechanical Assault Spider
 Armor [7, 7, 7, 7]
 All terrain cost 1 movement to enter

Mechanical Assault Spider

Equipment: 1 x Rifle
 Type: [mechanical, droid, walks]

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 7 Damage: d6
 Assault Deflection: [6, 2, 0, 0] Die: 6+

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

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

Good Shot: +1 to hit

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

movement

slow [360°, F, 360°]

slow [360°, 360°, 360°]

default slow

fire

still [-, Load]

still [-, Fire]

still [-, Aim]

Damage Tables

regular

- 1-3: Light damaged[d6]
- 4-6: critical damage[d6]
- 7+: Destroy unit base

light

- 1-2: -1 to all assaults strength and deflection values (cumulative, minimum 0)
- 3-4: +1 on future damage
- 5-6: unit shaken

critical

- 1: -1 to-hit, +1 to-be-hit (ranged and assault)
- 2: Cannot move, loses fear
- 3: Cannot rotate
- 4-5: x3 Light damage[d6]
- 6: Unit set on Fire

1.8 Dark Elf Infantry

Name Dark Elf Infantry
 Size medium
 Cost 6mp
 Models 4 x Dark Elf Infantry
 Armor [0, 0, 0, 0]
 Take-Cover[still,crawl][-2]

Dark Elf Infantry

Equipment: 1 x Rifle
 Type: [bio, infantry, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [1, 1, 0, 0] Die: 6+
 Cunning assault[1 for 2]
 Reroll all success in assault while crawling

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

movement

slow [Chase, -, -]
 slow [-, -, Chase]
 slow [360°, F, 360°]
 slow [360°, 360°, 360°]
 slow [360°, B, -]
 slow [360°, B[crawl], -]
 still [360° + - + -]
 still [360° + A + F]
 still [360°, A[crawl], F]

crawl [360°, F, -]
crawl [360°, B[still], -]
crawl [360°, A[slow], F]
default crawl
default still
default slow

fire

still [Load, -]
still [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]

Damage Tables**regular**

0-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

psychic

4+: Unit Shaken

1.9 Roboprosthetic DarkElf

Name Roboprosthetic DarkElf
 Size medium
 Cost 4mp, 3cp
 Models 4 x Dark Elf Infantry
 Armor [3, 3, 3, 3]
 Take-Cover[still,crawl][-2]

Dark Elf Infantry

Equipment: 1 x Rifle
 Type: [bio, infantry, walks, roboprosthetic]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 1, 0, 0] Die: 6+

Cunning assault[1 for 2]

Reroll all success in assault while crawling

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

movement

slow [Chase, -, -]

slow [-, -, Chase]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, B, -]

slow [360°, B[crawl], -]

still [360° + - + -]

still [360° + A + F]

still [360°, A[crawl], F]

crawl [360°, F, -]
 crawl [360°, B[still], -]
 crawl [360°, A[slow], F]
 default crawl
 default still
 default slow

fire

still [Load, -]
 still [-, Load]
 still [Fire, -]
 still [-, Fire]
 still [Aim, -]
 still [-, Aim]

Damage Tables**regular**

0-5: Kill 1 model
 6-8: Kill 1 Model, d6 Psychic damage
 9: Destroy unit base

psychic

5+: Unit Shaken

1.10 Assassin

Name Assassin
 Size medium
 Cost 2mp, 6xp
 Models 1 x Assassin
 Armor [0, 0, 0, 0]
 Take-Cover[still,crawl][-3]

Assassin

Equipment: 1 x Rifle, 1 x Hide
 Type: [bio, elite, infantry, walks]

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [8, 3, 0, 0] Die: 6+

Cunning assault[1 for 1], Poison[12][1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Good Shot: +1 to hit

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Hide

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex

with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camuflage[swamp][-1]

movement

slow [Chase, -, -]

slow [-, -, Chase]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, F, B]

slow [360°, B[crawl], -]

still [360° + - + -]

still [360° + A + F]

still [360°, A[crawl], F]

crawl [360°, F, -]

crawl [360°, B[still], -]

crawl [360°, A[slow], F]

default crawl

default still

default slow

fire

still [Load, -]

still [-, Load]

still [Fire, -]

still [-, Fire]
still [Aim, -]
still [-, Aim]

Damage Tables

regular

1+: unit killed

psychic

6+: Unit Shaken

1.11 Roboprosthetic Assassin

Name Roboprosthetic Assassin
 Size medium
 Cost 2mp, 7cp
 Models 1 x Roboprosthetic Assassin
 Armor [3, 3, 3, 3]
 Take-Cover[still,crawl][-3]

Roboprosthetic Assassin

Equipment: 1 x Rifle, 1 x Hide

Type: [bio, elite, infantry, roboprosthetic, walks]

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [8, 3, 0, 0] Die: 6+

Cunning assault[1 for 1], Poison[12][1 for 2]

Flexible deflection die: any deflection result from elites may be choosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Good Shot: +1 to hit

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Hide

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex

with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camouflage[swamp][-1]

movement

slow [Chase, -, -]

slow [-, -, Chase]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, F, B]

slow [360°, B[crawl], -]

still [360° + - + -]

still [360° + A + F]

still [360°, A[crawl], F]

crawl [360°, F, -]

crawl [360°, B[still], -]

crawl [360°, A[slow], F]

default crawl

default still

default slow

fire

still [Load, -]

still [-, Load]

still [Fire, -]

still [-, Fire]
 still [Aim, -]
 still [-, Aim]
 slow [-, Fire]
 slow [Fire, -]

Damage Tables

regular

1+: unit killed

psychic

6+: Unit Shaken

1.12 Scout

Name Scout
 Size medium
 Cost 2mp
 Models 1 x Scout
 Armor [0, 0, 0, 0]
 Forward Position[2], Take-Cover[still,crawl][-3]
 spot: detect enemy hidden units. See general rules

Scout

Equipment: 1 x Rifle
 Type: [bio, infantry, walks]

Assault: [2, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [2, 1, 0, 0] Die: 6+
 Cunning assault[1 for 1]
 Reroll all success in assault while crawling

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

movement

slow [Chase, -, -]
 slow [-, -, Chase]
 slow [360°, F, 360°]
 slow [360°, 360°, 360°]
 slow [360°, F, B]
 slow [360°, B[crawl], -]
 still [360° + - + -]
 still [360° + A + F]

still [360°, A[crawl], F]
 crawl [360°, F, -]
 crawl [360°, B[still], -]
 crawl [360°, A[slow], F]
 default crawl
 default still
 default slow

fire

still [Load, -]
 still [-, Load]
 still [Fire, -]
 still [-, Fire]
 still [Aim, -]
 still [-, Aim]
 still [Spot, Spot]
 slow Spot
 slow spot

Damage Tables**regular**

0+: unit killed

psychic

3+: Unit Shaken

1.13 Upgradeable Units

DarkElf Elite Infantry

Equipment: 1 x Rifle

Equipment Limits: [hands:2, training:1, independent:∞]

Type: [bio, elite, infantry, walks]

Replaces: [darkelf infantry]

Cost: 1xp

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [4, 2, 1, 1] Die:

Cunning assault[1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Elite Roboprosthetic DarkElf

Equipment: 1 x Rifle

Equipment Limits: [hands:2, training:1, independent:∞]

Type: [bio, elite, infantry, walks, roboprosthetic]

Replaces: [roboprosthetic darkelf]

Cost: 1cp

Assault: [2, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [4, 2, 1, 1] Die:

Cunning assault[1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

Rifle

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

1.14 Equipment and training Upgrades

Mechanical Imp

Requiers: [[independent:1], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 4cp, 2xp

Mechanical roboticimps helps all memeber in unit base to reload it's weapons.

Threat any weapons as always loaded.

SMG

Requiers: [[hands:2], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 1cp

Range: 3 Angle: [True, True, True, True]: AP: 1: Damage:d6-3

Always treated as loded. Fires two times (per model) each time it is fired

Crossbow

Requiers: [[hands:2], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 2cp

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Poison[6], minor acid

Enhanced Crossbow

Requiers: [[hands:2], [type:infantry, type:cavalry], [type:elite]]
Cost: Upgrade one model for: 2cp

Range: 6 Angle: [True, True, True, True]: AP: 2: Damage:d6-2
Poison[8], minor acid

Poison Gas Grenade

Requiers: [[independent:1], [type:infantry, type:cavalry]]
Cost: Upgrade all models for: 1cp

Range: 2 Angle: [True, True, True, True]: AP: 0: Damage:N.A.
Place a Poison Cloud[6] within normal range
Limited Ammo[2]
Always treated as loaded

Mortar 1A

Requiers: [[shared:1], [type:infantry]]
Cost: Upgrade all models for: 16cp, 8xp

Range: 10 Angle: [True, True, True, True]: AP: 2: Damage:d6-2
Choose a hex within range and roll a die, at 5+ place a Poison & Acid Cloud [8, minor] at target hex. Place a Poison Cloud[6] at all hexes surrounding that initial hex
If you don't roll a 5+, move the target hex the result of the die, a number of hexes in a random direction from chosen hex.
Indirect fire: may use line of sight of any friendly unit on the battle field.

Mortar 1.1B

Requiers: [[shared:1], [type:infantry]]
Cost: Upgrade all models for: 16cp, 8xp

Range: 10 Angle: [True, True, True, True]: AP: 0: Damage:N.A

Choose a hex within range and roll a die, at 3+ place a Poison Cloud [12] at target hex.

If you don't roll a 3+, move the target hex the result of the die, a number of hexes in a random direction from choosen hex.

Indirect fire: may use line of sight of any friendly unit on the battle field.

Poison Claws

Requiers: [[independent:1], [type:roboprosthetic]]

Cost: Upgrade all models for: 1cp

append ['Poison[4][1 for 1]'] **Integrated Pistol**

Requiers: [[independent:1], [type:roboprosthetic]]

Cost: Upgrade all models for: 1cp

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Threated as loaded when main gun is loaded. May fire this weapon in addition to your normal weapon

Integrated GasMask

Requiers: [[independent:1], [type:roboprosthetic]]

Cost: Upgrade all models for: 1cp

Unit becomes immune to poison clouds

Hide

Requiers: [[training:1], [type:infantry]]

Cost: Upgrade all models for: 4xp

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex

with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camouflage[swamp][-1]

Chapter 2

Dwarf

2.1 Dwarf Infantry

Name Dwarf Infantry
 Size medium
 Cost 4mp
 Models 4 x Dwarf Infantry
 Armor [0, 0, 0, 0]
 Posion Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Dwarf Infantry

Equipment: 1 x Musket
 Type: [infantry, walks, bio]

Assault: [1, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [0, 0, 0, 0] Die: n.a.
 cunning assault[1 for 2]

Musket

Range: 3 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

movement

slow [360°, F, 360°]
 slow [360°, B, 360°]
 slow [360°, A, F]
 still [360°, 360°, 360°]
 still [360°, A, F]
 default slow
 default still

fire

still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]
still [Load, -]
still [-, Load]

Damage Tables

regular

1-5: kill 1 model

6-9: Kill 1 model, roll d6 psychic damage

10+: Unit killed

psychic

4+: Unit shaken

2.2 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Cost 2ip, 4mp, 2cp
 Models 4 x SteamPowerArmor
 Armor [7, 6, 6, 5]
 Posion Resistance 4, Fire Resistance 2
 Take Cover[still][-2]
 Stable: +1 to hit while slow

SteamPowerArmor

Equipment: 1 x Heavy Musket
 Type: [steampowerarmor, walks, bio]

Assault: [3, 2, 2, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [0, 0, 0, 0] Die: n.a.
 cunning assault[1 for 2]

Heavy Musket

Range: 3 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

movement

slow [360°, F, 360°]
 slow [360°, B, 360°]
 slow [360°, A, F]
 still [360°, 360°, 360°]
 still [360°, A, F]
 default slow
 default still

fire

slow [Fire, -]
slow [-, Fire]
slow [Aim, -]
slow [-, Aim]
slow [Load, -]
slow [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]
still [Load, -]
still [-, Load]

Damage Tables**regular**

1-5: kill 1 model
6-9: Kill 1 model, roll d6 psychic damage
10+: Unit killed

psychic

5+: Unit shaken

2.3 Mini Zeppelin

Name Mini Zeppelin
 Size medium
 Cost 2mp, 4cp, 4xp
 Models 2 x Mini Zeppelin
 Armor [0, 0, 0, 0]
 Posion Resistance 2
 Floats
 May use fire orders while shaken

Mini Zeppelin

Equipment: 1 x AxeThrower Machine, 1 x Poison Gas Grenade
 Type: [open vehicle, floats, bio]

Assault: [2, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [4, 3, 1, 1] Die: 4+

AxeThrower Machine

Range: 3 Angle: [True, True, False, False]: AP: 3: Damage:d6-1
 Fire x2 per fire order

Poison Gas Grenade

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:N.A
 Place a poison clouad within normal range
 Always treated as loaded
 Activated by throw order

movement

slow [360°, F, 360°]
 slow [360°, 360°, 360°]

default slow

fire

still [Fire, -]

still [Load, -]

still [Throw, -]

Damage Tables

regular

2-3: shaken

4+: kill 1 model

psychic

6+: Unit shaken

2.4 Transport Zeppelin

Name Transport Zeppelin
 Size medium
 Cost 4cp
 Models 1 x Transport Zeppelin
 Armor [6, 0, 0, 0]

May transport up to 2 unit base of Infantry of SteamPowerArmor. When unloading they use hanggliders and are placed up to two hexes in any direction from the transport zeppelin. They may enter assault as part of unloading
 May not transport any infantry with wheeled shieldwall

Transport Zeppelin

Equipment:

Type: [zeppelin, flying]

Assault: [2, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: n.a

May not assault ground units

movement

flying fast [360°, F, unload(all)]

flying fast [360°, F, F]

flying fast [F, F, 360°]

flying fast [F, 360°, F]

default flying fast

Damage Tables

regular

1-4: +1 on future damage

5-7: +1 on future damage, d6 light damage

8: as 5-7 plus shaken

9: unit and all transported units killed

light

1-3: +1 on future damage

4-6: d6-2 damage to each unit base transported by this unit. Ignore any armor if any

2.5 Dwarf AT-gun

Name Dwarf AT-gun
 Size large
 Cost 2mp, 6cp, 4xp
 Models 1 x Dwarf AT-gun
 Armor [7, 0, 0, 0]

Whenever fired at with regular damage, after rolling for armor protection as normal, your enemy may choose whether to roll on crew damage table or regular damage table. Poison only effects the crew, while an AT-gun on fire rolls for damage on both regular damage tables and crew damage table each rounds independent of each other. All +1 to future damage applies to both regular damage and crew damage, regardless how the +1 to future damage got applied.

Poison Resistance 2, Fire resistance 1

Dwarf AT-gun

Equipment: 1 x Big AT-Gun

Type: [bio crew, dragged, open topp, vehicle, at gun]

Assault: [1, 0, 0, 0] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: n.a

Is automaticly destroyed if forced to retreat in an assault

Big AT-Gun

Range: 6 Angle: [True, False, False, False]: AP: 10: Damage:d6 +1 +(+3 if penetrating all armor)

movement

slow [-, 360°, B[Rest]]

slow [-, F, B[Rest]]

still [-, -, A[slow]]
rest [-, -, A[slow]]
rest [-, -, A[still]]
default slow
default still
default rest

fire

still [Fire, -]
still [Load, -]
still [Aim, -]

Damage Tables**regular**

1-4: +1 to future damage
5-8: +2 to future damage, AT-gun Jamed
9: Unit destroyed

crew

1-6: kill 1 crew
7-8: kill 1 crew, d6 psychic damage
9+: Unit destroyed

psychic

5+: Unit shaken

2.6 GunBlasterWagon

Name GunBlasterWagon
 Size large
 Cost 6ip
 Models 1 x GunBlasterWagon
 Armor [8, 10, 10, 7]

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.

GunBlasterWagon

Equipment: 1 x Broadside Guns

Type: [mechanical, bio crew, track, vehicle]

Assault: [2, 2, 2, 2] Die: 4+ Armor Penetration: 3 Damage: d6-2

Assault Deflection: [2, 0, 0, 0] Die: 4+

Fear[6]

Broadside Guns

Range: 2 Angle: ['0', 'x2', 'x2', '0']: AP: 7: 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 firng these weapon, place a Poison Cloud[4] at point blank range from any of the directions that fired.

movement

fast [F, F, -]

fast [F, R, -]
fast [F, L, -]
fast [F, B, -]
fast [B, B, -]
fast [F, B, B]
fast [F, F, R]
fast [F, F, L]
fast [F, F, F,R]
fast [F, F, F,L]
fast [F, F, F]
slow [L, -, -]
slow [L, L, -]
slow [R, -, -]
slow [R, R, -]
slow [A, F, -]
slow [B, -, -]
slow [F, -, -]
slow [B, rev, -]
still [L, -, -]
still [L, L, -]
still [L, L, L]
still [R, -, -]
still [R, R, -]
still [R, R, R]
still [-, -, -]
still [R, A, F]
still [L, A, F]
still [A, F, -]
still [rev, -, -]
still [A, A, F]
default fast
default slow
default still

fire

still [Fire, -]
still [Load, -]

Damage Tables

critical

- 1: -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

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

regular

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

crew

- 4-5: Weapon Jammed
- 6-7: as 5, shaken
- 8-12: as 6-7, +3 to future crew damage
- 13: All crew killed, Unit destroyed

2.7 Dw42

Name Dw42
 Size large
 Cost 12ip
 Models 1 x dw42
 Armor [13, 10, 10, 9]
 Fire Resistance 2

dw42

Equipment: 1 x Tank-Gun
 Type: [mechanical, bio crew, track, vehicle]

Assault: [4, 3, 3, 2] Die: 4+ Armor Penetration: 3 Damage: d6-1
 Assault Deflection: [2, 0, 0, 0] Die: 4+
 Fear[6]

Tank-Gun

Range: 8 Angle: [True, False, False, False]: AP: 9: Damage:d6 +1 +(+3 if penetrating all armor)
 Load unstable: If it hits the target, it in addition to normal damage it gets Area(5+) effect, with AP=3, and damage=d6-2. 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, -]
 fast [F, B, -]

fast [F, R, -]
 fast [F, L, -]
 fast [F, F, F]
 slow [L, -, -]
 slow [L, L, -]
 slow [R, -, -]
 slow [R, R, -]
 slow [A, F, -]
 slow [B, -, -]
 slow [F, -, -]
 slow [B, rev, -]
 still [L, -, -]
 still [L, L, -]
 still [L, L, L]
 still [R, -, -]
 still [R, R, -]
 still [R, R, R]
 still [-, -, -]
 still [R, A, F]
 still [L, A, F]
 still [A, F, -]
 still [rev, -, -]
 still [Aim, -, -]
 default fast
 default slow
 default still

fire

all [Fire, -]
 still [Load, -]
 still [Aim, -]
 still [Load Unstable, -]

Damage Tables

critical

1-2: 3x d6 light damage
 3: +1 on future damage (+2 in total)

4: Cannot Move

6: set on Fire

light

1-4: +1 on future damage

5-6: unit shaken

regular

1-4: light damage [d6]

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

9+: Destroyed

crew

4-5: Weapon Jammed

6-7: as 5, shaken

8-12: as 6-7, +3 to future crew damage

13: All crew killed, Unit destroyed

2.8 Zap

Name Zap
 Size large
 Cost 6ip
 Models 1 x zap
 Armor [10, 8, 8, 7]
 Fire and load all weapons at the same time
 Loses aim if moving
 Fire Resistance 2

zap

Equipment: 1 x Array of Enhanced Heavy Muskets, 1 x Zap, 1 x Fear Ray
 Type: [mechanical, bio crew, track, vehicle]

Assault: [4, 3, 3, 2] Die: 4+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [2, 1, 0, 0] Die: 4+
 Fear[6]

Array of Enhanced Heavy Muskets

Range: 3 Angle: ['x4', 'x2', 'x2', '0']: AP: 3: Damage:d6-1

Zap

Range: 4 Angle: [True, False, False, False]: AP: 4: Damage:d6+1

Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0: Damage:d6 Psycic damage

movement

fast [F, F, -]
fast [F, R, -]
fast [F, L, -]
fast [F, B, -]
fast [B, B, -]
fast [F, B, -]
fast [F, R, -]
fast [F, L, -]
fast [F, F, F]
slow [L, -, -]
slow [L, L, -]
slow [R, -, -]
slow [R, R, -]
slow [A, F, -]
slow [B, -, -]
slow [F, -, -]
slow [B, rev, -]
still [L, -, -]
still [L, L, -]
still [L, L, L]
still [R, -, -]
still [R, R, -]
still [R, R, R]
still [-, -, -]
still [R, A, F]
still [L, A, F]
still [A, F, -]
still [rev, -, -]
default fast
default slow
default still

fire

all [Fire, -]
all [Load, -]
all [Aim, -]

Damage Tables

critical

- 1-2: -1 to hit, +1 to-be-hit (randed and assault)
- 3: Cannot Rotate
- 4: Cannot Move, Looses Fear
- 5: x3 d6 light damage
- 6: set on fire

light

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

regular

- 1-5: d6 light damage
- 6-9: d6 critical damage, +1 on future damage
- 10+: Destroyed

crew

- 4-5: Weapon Jammed
- 6-7: as 5, shaken
- 8-12: as 6-7, +3 to future crew damage
- 13: All crew killed, Unit destroyed

2.9 Zeppelin

Name Zeppelin
 Size huge
 Cost 24ip, 12xp
 Models 1 x Zeppelin
 Armor [8, 8, 8, 8]

Steady: +1 to hit, +1 to be hit.

Repair: each aftermath phase, remove either one +1 to future damage token, one 1 shaken token or 1 cannot roate token.

Fire, aim and load all weapon systems simultaniusly

Limited shaken: when shaken, you may fire one less weapon systems per shaken token instead of the normal effect of being shaken

When damaged, add 1 to the result for each shaken token on the Zeppelin.

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

Zeppelin

Equipment: 1 x Array of Heavy Muskets, 1 x Fear Ray, 1 x Zeppelin Gun

Type: [flying, zeppelin]

Assault: [6, 6, 6, 6] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [3, 3, 3, 3] Die: 4+

Fear[8]

Can only assault flying enemies

Array of Heavy Muskets

Range: 6 Angle: ['x4', 'x2', 'x2', '0']: AP: 3: Damage:d6-1

Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0: Damage:d6 Psycic damage

Zeppelin Gun

Range: 6 Angle: [True, True, True, True]: AP: 9: Damage:d6 +1 +(+3 if penetrating all armor)

movement

slow flying [L, -, -]
slow flying [L, L, -]
slow flying [R, -, -]
slow flying [R, R, -]
slow flying [F, -, -]
slow flying [F, R, -]
slow flying [F, L, -]
default slow flying

fire

still [Fire, -]
still [Load, -]
still [Aim, -]

Damage Tables

light

1-2: +1 to future damage
3-5: unit shaken
6: Engine on fire: set on fire, and cannot rotate

regular

1-4: +1 on future damage,
5-8: +1 to future damage, d6 light damage
9-13: +2 to future damage
14+: Unit destroyed

crew

4-7: shaken

8-12: as 6-7, +2 to future crew damage

13: All crew killed, Unit destroyed

2.10 Tamed Balrog

Name Tamed Balrog
 Size Huge
 Cost 24xp
 Models 1 x Tamed Balrog
 Armor [8, 7, 7, 6]
 Fire Resistance 12, Poison Resistance 6
 Terror[8][range=2]
 Excelent Whip Handeling (counts as Excelent shot, +2 to hit)

Tamed Balrog

Equipment: 1 x Flaming Whip
 Type: [monster, walks, bio]

Assault: [6, 4, 3, 2] Die: 2+ Armor Penetration: 6 Damage: d6
 Assault Deflection: [0, 0, 0, 0] Die: n.a.
 Set on fire

Flaming Whip

Range: 1 Angle: [True, True, False, False]: AP: 0: Damage:N.A
 Set on fire

movement

slow [A,chase, chase, chase,B[rest]]
 slow [chase, -, -]
 slow [-, -, chase]
 slow [360°, -, -]
 slow [360°, F, -]
 rest [-, -, A]
 default slow

default rest

fire

still [Fire, -]

still [-, Fire]

Damage Tables

regular

1-9: +1 on future damage

10-11: +2 on future damage

12: +3 on future damage, assault -1, Loses Terror, Shaken

13: Unit Destroyed

2.11 Upgradeable Units

Dwarf Elite Infantry

Equipment: 1 x Musket

Equipment Limits: [hands:2, shared:1, independent: ∞]

Type: [elite, infantry, walks, bio]

Replaces: [dwarf infantry]

Cost: 1xp

Assault: [2, 2, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 4+

cunning assault[1 for 2]

good shot: +1 to hit

unit gains psychic resistance 2 as long as 1 elite model is alive

Musket

Range: 3 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Dwarf SteamPowerArmor

Equipment: 1 x Heavy Musket

Equipment Limits: [hands:2, shared:1, independent: ∞]

Type: [elite, steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 2xp

Assault: [4, 3, 3, 3] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [2, 1, 1, 1] Die: 4+

cunning assault[1 for 2]

good shot: +1 to hit

unit gains psychic resistance 1 as long as 1 elite model is alive

Heavy Musket

Range: 3 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

2.12 Equipment and training Upgrades**Musket With Springloaded Axe**

Requiers: [[hands:2], [type:infantry]]
 Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Assault strength: +add [1, 1, 1, 1]
 Assault Damage set to: replace d6-2 + d6 psycic damage

Blast Sticks

Requiers: [[hands:2], [type:infantry]]
 Cost: Upgrade all models for: 2cp

Assault Damage set to: replace d6-2 + d6 psycic damage

replace ['Cunning Assault[1 for 1]'] **Springloaded Vehicle Assault Weapons**

Requiers: [[independent:1], [type:vehicle]]
 Cost: Upgrade all models for: 2ip, 2cp

Assault strength: +add [4, 2, 2, 0]
 Assault Damage set to: replace d6-2 + d6 psycic damage

Wheeled ShieldWall

Requiers: [[independent:1], [type:infantry]]
 Cost: Upgrade all models for: 2cp
 Unit gain [5,0,0,0] in armor

append ['-1 in assault strength if speed is not still', "Don't get any armor bonus in assault"] **Springloaded Vehicle Assault Weapons**

Requiers: [[crew:1], [type:vehicle]]
 Cost: Upgrade all models for: 6xp
 Gains good shot: +1 to hit

Super Blaster

Requiers: [[type: steampowerarmor], [type: elite], [hands:2]]
 Cost: Upgrade one model for: 8cp

Range: 3 Angle: [True, True, True, True]: AP: 9: Damage:d6+2

Big Blaster

Requiers: [[type: infantry], [shared:1]]
 Cost: Upgrade one model for: 8cp

Range: 2 Angle: [True, True, True, True]: AP: 8: Damage:d6+1
 Requir atleast 2 alive models in unit base to be used

Vest of Life Support

Requiers: [[type: infantry], [independent:1]]
 Cost: Upgrade all models for: 2cp
 Unit gain 1 endurance tokens per regular model and 2 endurance tokens per elite model in the unit base. Endurance tokens may be spend in the following way:

1. Spend one endurance token to replace 'kill 1 model' with 'bleed[4]'. (note that you may spend another token if the result of the bleed damage is 'kill 1 model')

2. After loosing an assault, you may spend one endurance token AND take a d6 psychic damage. If you are not shaken afterward infantry base gains Stuborn.
3. If you also have the trenchcoat of resistance equipment you may spend one token to reroll any result of poison damage

Trench Coat of Resistance

Requiers: [[type: infantry], [independent:1]]
 Cost: Upgrade all models for: 1cp
 Unit improves poison resistance and fire resistance with 1
 Unit gains immunity to minor acid

Steamblower

Requiers: [[type: steampowerarmor], [hands:2]]
 Cost: Upgrade all models for: 4cp

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2+d4 crew damage
 Choose one hex which all models in this unit fire at. If fired from a unit with 1-2 alive models: Area(4+) at point blank, Area(5+) at range=2, Area(6+) at range=3 or 4. If fired from a unit with 3-4 alive models: Area(2+) at point blank, Area(4+) at range=2, Area(5+) at range=3 or 4

Fear Ray

Requiers: [[type: steampowerarmor], [hands: 2]]
 Cost: Upgrade all models for: 2cp

Range: 4 Angle: [True, False, False, False]: AP: 0: Damage:d6 Psychic damage

Heavy Musket

Requiers: [[hands:2], [type:infantry]]
 Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

Double Barrled Empowered Heavy Musket

Requiers: [[hands:2], [type:steampowerarmor]]

Cost: Upgrade all models for: 2cp

Range: 4 Angle: [True, True, True, True]: AP: 3: Damage:d6

Fire two shots per fire order per model

MultiBarrled Heavy Musket

Requiers: [[hands:2], [type:steampowerarmor]]

Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

Fire three shots per fire order per model

Rocket Jackhammer

Requiers: [[hands:2], [type:steampowerarmor], [type: elite]]

Cost: Upgrade one model for: 2cp

Assault Damage set to: replace d6 (+3 if penetrating all armor)

Assault Armor penetration: replace 8

Broadside Guns

Requiers: [[hands:2], [type:infantry]]

Cost: Upgrade all models for: 2cp

Range: 2 Angle: ['0', 'x2', 'x2', '0']: AP: 7: 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] at point blank range from any of the directions that fired.

Hide

Requiers: [[training:1], [type:at gun]]

Cost: Upgrade all models for: 8xp

While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror

While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camouflage[hill][-1]

Chapter 3

Ork

3.1 Troll

Name Troll
 Size huge
 Cost 16xp
 Models 1 x Troll
 Armor [0, 0, 0, 0]

Forward Positon[1]

Regeneration: At each aftermath phase, remove/downgrade up to three of the following: one +1 for future damage marker, downgrade one bleeding one step or 1 temporarily killed token.

May have a maximum of twelve -1 counters to assault damage, and 1 temporarily killed token

Always fire: The troll Always fire its Troll Gattling Gun in forward arc at friendly or enemy units, both in the first and second fire phase.

Terrible Shot: -2 to hit with ranged weapons

Out of ammo: At the end of the game, the troll runs out of ammo

Troll

Equipment: 1 x Troll Gattling Gun

Type: [monster, walks]

Assault: [18, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d12

Assault Deflection: [0, 0, 0, 0] Die: 6+

Fear[8]

Troll stench: Any unit entering assault with a troll gains one Poison[6] counter and takes d8 crew damage, regardless of the outcome of the assault.

Note that poison only applies to biological units and crew damage only to units with a crew damage table

Troll Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 3: Damage:d8

Fires once at all units, friends or foe, within long-range and within forward arc.

Bullet storm: A natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

movement

slow [Chase, -, -]

slow [-, -, Chase]

default slow

Damage Tables**regular**

1-3: +1 on future damage

4-6: +1 for future damage, bleed[4]

7-9: +2 for future damage, bleed[4]

10-12: +2 for future damage, bleed[6]

13-15: +3 for future damage, bleed[6]

16-18: +3 for future damage, bleed[8]

19-21: +4 for future damage, bleed[8]

22-24: +4 for future damage, bleed[10]

25-27: +5 for future damage, bleed[12]

28-29: +10 for future damage, bleed[12]

30: as 28-29 pluss Troll temporarily killed

100: as 28-29 pluss Troll permanently killed

3.2 Champion

Name Champion
 Size medium
 Cost
 Models 1 x Champion
 Armor [0, 0, 0, 0]

Has same orders available as the unit base it awakened from, and the same weapons as the last surviving model of the unit base

Champion

Equipment:

Type: [elite, infantry, walks]

Assault: [6, 3, 3, 3] Die: 6+ Armor Penetration: - Damage: d6

Assault Deflection: [2, 0, 0, 0] Die: 6+

template.ability.reroll assault:6

Cunning assault[1 for 2]

movement

all As unit it came from

fire

all As unit it came from

Damage Tables

regular

2-3: Bleeding[4]

4+ : Killed

3.3 Warg Rider

Name Warg Rider
 Size medium
 Cost 2mp, 4xp
 Models 2 x Warg Rider
 Armor 0
 Fire orders only available if given ranged weapons

Warg Rider

Equipment:

Type: [bio, cavalry, elite, Walks]

Assault: [4, 4, 3, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [2, 2, 1, 1] Die: 6+

template.ability.reroll assault:6

Cunning assault[1 for 4]

movement

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, 360°]

fast [F, B, 360°]

fast [-, -, chase]

slow [360°, 360°, 360°]

slow [360°, F, 360°]

slow [-, -, chase]

slow [360°, A, F]

fire

all [Load, -]

all [fire, -]
all [-, fire]

Damage Tables

psycic

5+: unit shaken

regular

2-3: Bleeding[6]

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

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

When one model is killed, half all +1 to future damage rounded down

If killed by poison or bleeding, remove that instance

3.4 Speedhead

Name Speedhead
 Size Medium
 Cost 6ip
 Models 1 x Speedhead
 Armor [8, 7, 7, 7]

Speedhead

Equipment: 1 x Flamethrower, 1 x Speed Cannon, 1 x Shriek

Type: [Mechanical, Bio Crew, Vehicle, Track]

Assault: [8, 6, 4, 4] Die: 6+ Armor Penetration: 3 Damage: d8

Assault Deflection: [2, 1, 0, 0] Die: 6+

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

template.ability.reroll assault:6

When moving fast, unit gains Fear[6]

Flamethrower: may always 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) simultaneously, and track ammo simultaneously. All targets of both weapons must be within the same angle, but not necessarily same target.

Flamethrower

Range: 1 Angle: [True, False, False, False]: AP: 3: 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 at least 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

Shriek

Range: 2 Angle: [False, False, True, True]: AP: 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, -, -]
 slow [A, F, F]
 default slow
 default fast
 default still
 fast [F, F, F]
 fast [L, F, F]
 fast [R, F, F]
 fast [F, F, L]
 fast [F, F, R]
 fast [B, L, F]
 fast [B, R, F]
 fast [B, F, -]

fire

all [Load, Load]
 all [Load, Fire Burst(5)]
 all [Fire Burst(5), Load]

Damage Tables

regular

- 1-4: Light damage[d6]
- 5-8: Critical Damage[d6], +1 on future damage
- 9+: unit destroyed

light

- 1-4: +1 on future damage
- 5-6: Unit Shaken

critical

- 1-3: x3 light damage[d6]
- 4: Cannot rotate
- 5: -1 to hit, +1 to be hit (ranged and assault)
- 6: Unit set on fire

crew

- 4-5: jammed
- 6-7: as 4-5, shaken
- 8-11: as 6-7, +3 to future crew damage
- 12: Unit destroyed

3.5 HammerHead

Name HammerHead
 Size Large
 Cost 8ip
 Models 1 x Hammerhead
 Armor [13, 8, 7, 7]

Hammerhead

Equipment: 4 x Harpoon Gun

Type: [vehicle, mechanical, bio crew, tracks]

Assault: [12, 8, 8, 8] Die: 6+ Armor Penetration: 10 (from front), else 2

Damage: d8+3 (from front), else d8

Assault Deflection: [12, 2, 2, 2] Die: 6+

templates.ability.reroll assault:6

Assault deflection die may not be used to deflect attacks against you, but negate the enemies assault deflection dice instead

All 4 harpoon gun must fire at same ange-sector

Harpoon Gun

Range: 5 Angle: [True, False, False, False]: AP: 2: Damage:d6-2

Unit base gets the option to fire ONE of this weapon instead of regular weapons.

If one unit-base of size large or smaller is hit by this weapon but not killed, move the target one hex towards you in agony 0 phase. Keep orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot move the unit into an impassable hex, or overcrowded hex if possible. If this is not possible, the unit is shaken instead of moved. If the unit is flying, move the target to the ground instead. If this movement forces the target to move into a hex occupied by you, carry out an assault.

fire

still [Load, -]

all [Fire, -]

movement

fast [F, F, -]

fast [F, R, -]

fast [F, L, -]

fast [F, B, -]

fast [B, B, -]

slow [L, -, -]

slow [L, L, -]

slow [R, -, -]

slow [R, R, -]

slow [A, F, -]

slow [B, -, -]

slow [F, -, -]

slow [B, rev, -]

still [L, -, -]

still [L, L, -]

still [L, L, L]

still [R, -, -]

still [R, R, -]

still [R, R, R]

still [-, -, -]

still [R, A, F]

still [L, A, F]

still [A, F, -]

still [rev, -, -]

default still

default slow

default fast

Damage Tables**regular**

1-4: Light damage[d6]

5-8: Critical Damage, +1 on all future damage
9+: unit destroyed

light

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

critical

1-3: Light damage[d6], 3 times
4: Unit cannot rotate Left
5: Unit Cannot rotate Right
6: Harpoon guns destroyed.

crew

4-5: Jammed
6-7: as 5, shaken
8-11: as 6-7, +3 to future crew damage
12: Unit destroyed

3.6 Grunt

Name Grunt
 Size medium
 Cost 2mp
 Models 4 x Grunt
 Armor [0, 0, 0, 0]
 Forward Position[2]
 Cannot use ranged weapons

Grunt

Equipment:

Type: [bio, grunt, walks]

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: -

template.ability.reroll assault:6

Cunning assault[1 for 3]

movement

slow [Chase, -, -]

slow [-, -, Chase]

default slow

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

3.7 Ork Infantry

Name Ork Infantry
 Size medium
 Cost 4mp
 Models 4 x Ork Infantry
 Armor [0, 0, 0, 0]
 Take Cover[still][-2]
 Bad Shot: -1 to hit with range weapons

Ork Infantry

Equipment: 1 x Ork Musket
 Type: [infantry, walks]

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [0, 0, 0, 0] Die: 6+
 template.ability.reroll assault:6
 Cunning assault[1 for 3]

Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1

movement

slow [Chase, -, -]
 slow [-, -, Chase]
 slow [360°, F, 360°]
 slow [360°, 360°, 360°]
 slow [360°, B,]
 still [360°, -, -]
 still [360°, A, F]
 default slow

fire

still [Load, -]

still [-, Load]

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

Damage Tables**regular**

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

3.8 BioEngineered Ork

Name BioEngineered Ork
 Size medium
 Cost 4mp, 1cp, 2xp
 Models 4 x BioEngineered Ork
 Armor [0, 0, 0, 0]
 Take Cover[still][-2], May use multiple ranged weapons without any penalties
 Poison Resistance 1, Fire Resistance 1, Immunity to Acid

BioEngineered Ork

Equipment: 2 x Ork Musket

Type: [bio, infantry, walks]

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+

templates.ability.reroll assault:6

Cunning assault[1 for 2]

Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1

fire

still [-, Fire]

still [Fire, -]

still [-, Load]

still [Load, -]

still [Aim, -]

all [-, Aim]

movement

still [360°, -, -]
 still [360°, A, F]
 slow [360°, F, 360°]
 slow [360°, 360°, 360°]
 slow [360°, B, -]
 slow [-, -, Chase]
 default still
 default slow

Damage Tables

regular

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

psychic

5+: Unit Shaken

3.9 Ork Char B1

Name Ork Char B1
 Size Large
 Cost 12ip
 Models 1 x Ork Char B1
 Armor [11, 9, 8, 7]

Ork Char B1

Equipment: 1 x Rotating Pop Gun, 1 x Heavy Forward Gun

Type: [Mechanical, Bio Crew, Vehicle, Track]

Assault: [6, 4, 3, 2] Die: 6+ Armor Penetration: 3 Damage: d6

Assault Deflection: [2, 0, 0, 0] Die: 6+

template.ability.reroll assault:6

Fear[6]

Both weapons may be fired using the same orders, but track ammo for them sepeartely

Rotating Pop Gun

Range: 4 Angle: [True, True, True, True]: AP: 6: Damage:d6 + (d6 crew damage when penetrating all armor)

Poison[6]

Heavy Forward Gun

Range: 5 Angle: [True, False, False, False]: AP: 7: Damage:d6 + 3 if penetrating all armor

fire

stillslow [Fire (pop), Load (heavy)]

stillslow [Load (heavy), Fire (pop)]

stillslow [Fire (heavy) , Load (pop)]
 stillslow [Load (pop), Fire (heavy)]
 stillslow [Aim(pop) , Load (heavy)]
 stillslow [Aim(pop) , Fire (heavy)]
 stillslow [Load (heavy) , Aim (pop)]
 stillslow [Fire (heavy) , Aim (pop)]
 still [Aim (heavy), Fire (pop)]
 still [Aim (heavy), Load (pop)]
 still [Fire (pop), Aim (heavy)]
 still [Load (pop), Aim (heavy)]

movement

fast [F, F , -]
 fast [F , R , -]
 fast [R , F , -]
 fast [L , F , -]
 fast [F , L , -]
 fast [F , B , -]
 fast [B , B , -]
 fast [R, F , -]
 fast [L, F , -]
 slow [L , - , -]
 slow [L , L , -]
 slow [R , - , -]
 slow [R , R , -]
 slow [A , F , -]
 slow [B , - , -]
 slow [F , - , -]
 slow [B , rev , -]
 still [L , - , -]
 still [L , L , -]
 still [L , L , L]
 still [R , - , -]
 still [R , R , -]
 still [R , R , R]
 still [- , - , -]
 still [R , A , F]
 still [L , A , F]

still [A , F , -]
still [rev , - , -]
default still
default slow
default fast

Damage Tables

Regular

1-4: Light Damage[d6]
4-8: +1 to future damage, Critical Damage[d6]
9+: Unit Destroyed

Light

1-4: +1 to future damage
5-6: Unit shaken

Critical

1: Cannot Rotate
2: Cannot move, loses Fear
3: -1 to hit, +1 to be hit (ranged and assault)
4-5: x3 Light Damage[d6]
6: Unit set on fire

crew

4-5: Jammed
6-7: as 4-5, shaken
8-11: as 6-7, +3 to future crew damage
12: Unit destroyed

3.10 Upgradeable Units

Ork Elite Infantry

Equipment:

Equipment Limits: [hands:2, independent: ∞]

Type: [elite, infantry, walks]

Replaces: [ork infantry]

Cost: 4xp

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6

Assault Deflection: [1, 0, 0, 0] Die: 6+

template.ability.reroll assault:6

Cunning assault[1 for 3]

Not Yet dead: after this model in the unit base is killed, this model is not yet dead after all. This model becomes a new unit base and becomes an Champion with the same equipment as this model and orders available as the unit base this model is attached to . Champion does not retain any of the abilities from the unit base or the model, and has a seperate model and unit base entry. See Champion. In the case this model is not the last model to be eliminated, it may be the case that you get an extra unit base in the hex. If this causes overcrowding (more than 2 units in a hex), the champion may spawn in one of the neighboring hex which is furthest from an enemy unit

Elite BioEngineered Ork

Equipment: 2 x Ork Musket

Equipment Limits: [hands:4, independent: ∞]

Type: [bio, infantry, walks, elite]

Replaces: [bioengineered ork]

Cost: 1xp

Assault: [4, 3, 3, 3] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+
 template.ability.reroll assault:6
 Cunning assault[1 for 2]

Good shot, +1 to hit

Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1

3.11 Equipment and training Upgrades

Clockwork Shield

Requiers: [[type:infantry, type:grunt], [hands:1]]
 Cost: Upgrade all models for: 2cp
 Unit base gains damage resistance 1

Clockwork Wings

Requiers: [[type:infantry, type:grunt], [independent:1]]
 Cost: Upgrade all models for: 4cp
 Flies for a short period of time.

Assault strength: +add [1, 0, 0, 0]

Flame-covered-axe

Requiers: [[type:infantry, type:cavalry], [type:elite], [hands:1]]

Cost: Upgrade one model for: 2cp

Assault Damage set to: replace d6+1 + d4 crew damage

append ['Fire, Minor Acid[1 for 2], Poison[4][1 for 2]']

Poison Spikes

Requiers: [[type:infantry, type:grunt], [independent:1]]

Cost: Upgrade all models for: 1cp

append ['Place a poison[4] on any enemy which you deflected an attack from']

Clockwork Monocular

Requiers: [[type:infantry], [independent:1]]

Cost: Upgrade all models for: 1cp

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.

Clockwork Spear

Requiers: [[type:infantry, type:grunt, type:cavalry], [hands:1]]

Cost: Upgrade all models for: 2cp

Assault Damage set to: replace d8

append Cunning[1 for 2]

Clockwork Power Spear

Requiers: [[type:infantry, type:grunt], [hands:2]]

Cost: Upgrade all models for: 4cp

Assault Damage set to: replace d12

Assault Armor penetration: replace 3

append Cunning[1 for 2]

Ork Pistol

Requiers: [[type:infantry, type:grunt, type: cavalry], [hands:1]]

Cost: Upgrade all models for: 1cp

Range: 3 Angle: [True, True, False, False]: 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
Can be loaded with up too 2 ammo

Pyro

Requiers: [[type:infantry, type: cavalry], [independent:1]]

Cost: Upgrade all models for: 4cp, 4xp

Range: 1 Angle: [True, True, False, False]: AP: 0: Damage:N.A
Choose one hex within range, and each model tries to throw one grenade at an enemy in that hex. If enemy base is hit atleast once, that enemy is set on fire.

Don't need to be loaded to be used.

Bonus weapon, can be added to any other combination of weapons, but if you don't have any free hands you must choose between normal weapons and using the pyro grenades

Instead of targeting an enemy unit, you may target the hex you are standing in and place the hex on fire.

In addition, the unit base gains Fire Resistance 2

Hand Held Cannon

Requiers: [[type:infantry, type:grunt, type: cavalry], [shared:1]]

Cost: Upgrade all models for: 8cp

Range: 4 Angle: [True, False, False, False]: AP: 9: Damage:d6 +3 if penetrating armor

Unit base gets the option to fire ONE of this weapon instead of regular weapons.

War Drum

Requiers: [[type:infantry], [type:elite], [independent:1]]
Cost: Upgrade all models for: 2xp
Allows any grunt be given (- + - follow) instead of chase. Move each unit with follow orders one step closer to this model.
Unit Base gains Terror[6][range 1]]

Harpoon Gun

Requiers: [[type:infantry], [shared:1]]
Cost: Upgrade all models for: 4cp

Range: 5 Angle: [True, False, False, False]: AP: 2: Damage:d6-2
Unit base gets the option to fire ONE of this weapon instead of regular weapons.
If one unit-base of size large or smaller is hit by this weapon but not killed, move the target one hex towards you in agony 0 phase. Keep orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot move the unit into an impassable hex, or overcrowded hex if possible. If this is not possible, the unit is shaken instead of moved. If the unit is flying, move the target to the ground instead. If this movement forces the target to move into a hex occupied by you, carry out an assault.

Chapter 4

Gnome

4.1 Gnome Infantry

Name Gnome Infantry
 Size medium
 Cost 4mp
 Models 1 x Gnome Infantry
 Armor [0, 0, 0, 0]
 Take-Cover[still][-2]

Gnome Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG

Type: [bio, infantry, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die:

Cunning assault[1 for 2]

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2

Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded

movement

slow [Chase, ,]

slow [, , Chase]

slow [360°, F, 360°]
slow [360°, 360°, 360°]
slow [360°, B, -]
still [360°, -, -]
still [360°, A, F]
default slow

fire

still [Load, -]
still [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]
all [fire (reserve), fire (reserve)]

Damage Tables**regular**

1-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

psychic

4+: Unit Shaken

4.2 Gnome Helicopter

Name Gnome Helicopter

Size large

Cost 6ip, 2xp

Models 1 x Gnome Helicopter

Armor [0, 0, 0, 0]

Fires, loads and aim all weapons simultaneously

Good Shot: +1 to hit or Excelent Shot: +2 to hit if helicopter is hovering still in the air (still flying).

Gnome Helicopter

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun

Type: [bio crew, helicopter, flying]

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die:

Quick fix: In aftermath this unit may either remove one shaken token or one +1 to future damage token

Acidic Napalm Bomb

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:n.a

Choose a hex within range 1: Area(4+): if hit atleast target unit once: minor acid and set target unit on fire

Helicopter Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 6: Damage:d6-1

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

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

Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

movement

still ground [A[still flying], 360⁰, -]
 still ground [A[slow flying], 360⁰, F]
 still ground [A[still flying], 360⁰, -]
 still flying [360⁰, -, -]
 still flying [-, -, D]
 still flying [A[slow flying], 360⁰, F]
 still flying [A[fast flying], 360⁰, F]
 slow flying [L, F, -]
 slow flying [L, F, L]
 slow flying [R, F, -]
 slow flying [R, F, R]
 slow flying [-, -, D]
 slow flying [-, R, D]
 slow flying [-, L, D]
 slow flying [A[fastflying], F, F]
 slow flying [F, B[stillflying], 360⁰]
 fast flying [F, F, -]
 fast flying [F, F, R]
 fast flying [F, F, L]
 fast flying [F, F, B[slow flying], 360⁰]
 fast flying [F, F, B[still flying], 360⁰]
 default still flying
 default slow flying
 default fast flying

fire

still ground [-, Load]
 slow flying [-, Load]
 slow flying [-, Fire, -]
 fast flying [-, Load]
 fast flying [-, Fire]
 still flying [-, Load]
 still flying [Aim, Fire]
 still flying [Fire, Aim]

Damage Tables

regular

1-4: d6 light damage

5-8: x3 d6 light damage

9: Destroy unit base

light

1-4: +1 to future damage

5-6: shaken

crew

as regular damage

4.3 Upgradeable Units

Gnome Helicpoter

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun

Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent: ∞]

Type: [bio crew, helicopter, flying, tinkerer]

Replaces: [gnome helicopter]

Cost: -6cp, 10xp

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die:

Improved Quick fix: In aftermath this unit may remove up to two shaken tokens, two +1 to future damage token or one of each

Acidic Napalm Bomb

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:n.a

Choose a hex within range 1: Area(4+): if hit atleast target unit once: minor acid and set target unit on fire

Helicopter Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 6: Damage:d6-1

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

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

Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Gnome Elite Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG, 1 x Poison Dart, 1 x Acid Ballon, 1 x Grinder

Equipment Limits: [hands:2, reserve: ∞ , independent: ∞]

Type: [bio, elite, infantry, walks]

Replaces: [gnome infantry]

Cost: 1xp

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die:

Cunning assault[1 for 2]

Threat any gunnery phase without any other ordre as fire(reserve) order instead (for this model only.)

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2

Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded

Poison Dart

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:-

Reserve weapon: may use this weapon instead of main gun when instead of main gun fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded. Poison[4]

Acid Ballon

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:-

Reserve weapon: may use this weapon instead of main gun when instead of main gun fire (reserve) orders is given, but you may only use one reserve

weapon at any given time.

Always treated as loaded. Minor Acid

Grinder

Range: 1 Angle: [True, True, True, True]: AP: 2: Damage:d8-2

Reserve weapon: may use this weapon instead of main gun when instead of main gun fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Only treated as loaded if your main gun is loaded. Minor Acid

Gnome Tinkerer

Equipment: 1 x Gnome Gun, 1 x Light SMG

Equipment Limits: [hands:2, reserve: ∞ , independent: ∞]

Type: [bio, infantry, tinkerer, walks]

Replaces: [gnome infantry]

Cost: -3cp, 4xp

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die:

Cunning assault[1 for 2]

Once per game: May Launch Mechanical Badger: Place a mechanical badger unit in any of the surrounding hexes.

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2

Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given

time.

Always treated as loaded

4.4 Equipment and training Upgrades

Acid Splash

Requiers: [[hands:2]]

Cost: Upgrade all models for: 2cp

Range: 4 Angle: [True, True, True, True]: AP: 0: Damage:-
No regular damage
Minor Acid

Master Crafted Frost Ray

Requiers: [[type: infantry], [hands:2]]

Cost: Upgrade all models for: 2cp, 4xp

Range: 4 Angle: [True, True, True, True]: AP: 0: Damage:d4-2+d6 psychic damage + d4 crew damage
If you use the 'amplified fire' order, and if you hit the enemy unit atleast once, the target must break if possible (if it has a lower speed available).
Reduce the speed emidetely

Green Gas Launcher

Requiers: [[type: tinkerer, type: elite], [type:infantry], [reserve:1]]

Cost: Upgrade one model for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 0: Damage:d6 psychic

damage + d4 crew damage

Choose one hex within range: Area(5+)

Poison[4]

Reserve weapon: may use this weapon instead of main gun when either fire (reserve) orders is given or a regular fire order is given, but you may only use one weapon at any given time.

Always treated as loaded

Helicopter mounted Green Gas Launcher

Requirers: [[type: tinkerer], [type:helicopter], [helicopter side:1]]

Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 0: Damage:d6 psychic damage + d4 crew damage

Choose one hex within range: Area(5+)

Poison[4]

Experimental Plasma Gun

Requirers: [[type: tinkerer], [type:infantry], [hands:2]]

Cost: Upgrade one model for: 6cp

Range: 4 Angle: [True, True, True, True]: AP: 6: Damage:d12-3

If the natural to-hit die is a 1 or 2 (regardless whether you hit or not), the gun explodes causing 1d6 fire damage to the wielder. If this damage causes at least one model to die, remove the model carrying the plasma gun first.

Helicopter Mounted Experimental Plasma Gun

Requirers: [[type: tinkerer], [type:helicopter], [helicopter side:1]]

Cost: Upgrade all models for: 6cp

Range: 6 Angle: [False, True, True, False]: AP: 6: Damage:d12-3

If the natural to-hit die is a 1 or 2 (regardless whether you hit or not), the

gun explodes causing 1d6 fire damage to the wielder