

Steampunk Fantasy

Army Rules

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1 Dark Elf

1 Dark Elf

1.1 Hidden

cost 4xp

Required To by Unit Base: Infantry

Operational by 1 choosen infantry base

Hidden: while hidden you cannot be fired upon or be assaulted, nor can you fire or assault. Gain hidden version of all movement orders: hidden stand-still, hidden slow and hidden crawl, but do not gain any fire orders available while hidden. However, if in an assault you may choose to reveal your self, gaining the reveal bonuses. Replace the infantry base with a hidden token, and you do not have to tell the enemy exactly what is under the hidden token. You may start hidden if you wish.

You stay hidden until you reveal your self, have a speed of hidden-slow in a clear hex with line of sight of enemy, or in aftermath phase if an enemy is within point blank range, or by enemy special action. You only get reveal bonuses while using the reveal order or in assaults.

Reveal bonuses: +2 to hit, +1 to damage of ranged weapons, +50% assault and assault deflection dice (rounded up). This round only

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

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

Infiltrate: may start up to 2 hex from normal starting area

While Hidden or during phases with reveal bonuses the unit base gains Ignore[Fear] and Ignore[Terror]

Unit base gains (hidden or not): Camouflage[swamp][-1]

Orders Gained

(stand still) Reveal + - + -

(slow) - + Reveal + Chase

(stand-still, slow or crawl) Hide[swamp] + - + -

Orders Lost

1.2 Dark RoboProsthetic Elf

Name Dark RoboProsthetic Elf
Size Medium
Type Bio, Infantry, Walks
Cost 4mp, 2cp
Models 4
Armor

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

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

Cunning Assault[1 for 2]

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

Rifle

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

Movement Orders

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

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

1 Dark Elf

0-6: kill 1 model

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

9+ Kill all 4 models

Psychic Damage

4+ Unit base shaken

1.3 Infantry

Name Infantry
 Size Medium
 Type Bio, Infantry, Walks
 Cost 6mp
 Models 4
 Armor

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

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

Rifle

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

Movement Orders

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

Fire orders

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

1 Dark Elf

Damage Tables

Regular damage

0-6: kill 1 model

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

9+ Kill all 4 models

Psychic Damage

4+ Unit base shaken

1.4 Elite Infantry

Name Elite Infantry
Size Medium
Type Infantry, Bio, Elite, Walks
Cost 1xp
Replaces Model: Infantry or Dark RoboProsthetic Elf
Armor

Assault 2/2/2/2 Die: 5+ Armor Penetration: -2, Damage: d6-2
Assault Deflection 4/2/-/- Die: 6+
Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Good shot: +1 to hit
Unit base gains Psychic resistance 1, while atleast one elite model is alive

Rifle

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

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

1 Dark Elf

1.5 Gigant-Spider Rider

Name Gigant-Spider Rider
Size Medium
Type Bio, Cavalry, Walks
Cost 2mp, 6xp
Models 2
Armor

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

Assault Deflection: 8/4/-/- Die: 6+

Poison[12], minor acid, Fear[4]

GasMask: immune to poison gas

Movement

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

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

(default slow) - + - + flee

Damage Tables

Psychic damage

8+: unit shaken

Regular Damage

2-3: Bleed[4]

4-6: kill 1 model

1.6 Mechanical Cavalry

Name Mechanical Cavalry
Size Medium
Type Bio, Mechanical Mount, Cavalry, Walks
Cost 4mp, 8cp
Models 2
Armor

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

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

z=number of hits in assault

SMG

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

Crossbow

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

Poison[6], minor acid

Fire

fire(sm) + fire(sm)

load(5)(sm), + -

- + fire (crossbow)

(stand still, slow only) - + load (crossbow)

Movement

(fast) F + F + F

(fast) F + F + 360⁰

(fast) 360⁰ + F + F

(fast) F + F + F,B

(fast) F + B + 360⁰

(slow) 360⁰ + - 0 -

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

1 Dark Elf

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

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

2-3: +1 on future damage

4-6: Kill 1 model

7+: Destroy 1 model, roll on psychic damage

1.7 Elite Mechanical Cavalry

Name Elite Mechanical Cavalry
Size Medium
Type Bio, Mechanical Mount, Cavalry, Elite, Walks
Cost 4mp, 8cp, 8xp
Models 2
Armor

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

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

z is equal to the number of hits in the assault roll

Good shot: +1 to hit

Negates to-hit penalty for shooting while moving fast

SMG

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

Crossbow

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

Poison[6], minor acid

Movement

(fast) F + F + F

(fast) F + F + 360⁰

(fast) 360⁰ + F + F

(fast) F + F + F,B

(fast) F + B + 360⁰

(slow) 360⁰ + - + -

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

(slow) 360⁰ + F,B + 360⁰

(stand still) 360⁰ + A + F

(stand still) 360⁰ + 360⁰ + 360⁰

(default slow) - + - + flee

(default fast) - + flee + flee

(default stand-still) - + A + flee

1 Dark Elf

Fire(sm)

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

Fire crossbow

- + fire
- + load
- + aim

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

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

1.8 Nightmare Mechanical Cavalry

Name Nightmare Mechanical Cavalry
Size Medium
Type Bio, Mechanical Mount, Cavalry
Cost 4mp, 8cp, 12xp
Models 2
Armor

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

Assault Deflection: 2z/1z/-/- Die: 5+

z is equal to the number of normal hits in assault

SMG

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

Acid Breath

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

Fires at everthing within range and angle of fire.

Acid

Movement

(fast) F + F + F

(fast) F + F + 360⁰

(fast) 360⁰ + F + F

(fast) F + F + F,B

(fast) F + B + 360⁰

(slow) 360⁰ + - 0 -

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

(slow) 360⁰ + F,B + 360⁰

(stand still) 360⁰ + A + F

(stand still) 360⁰ + 360⁰ + 360⁰

(default slow) - + - + flee

(default fast) - + flee + flee

1 Dark Elf

(default stand-still) - + A + flee

Breath Acid Orders

- + Breath Acid

- + -

Fire(sm)

Fire + fire

load(5) + -

- + load(5)

Damage Tables

Psychic damage

6+: unit shaken

Regular Damage

2-3: +1 on future damage

4-6: Destroy 1 member

7+ : Destroy 1 model, roll on psychic damage

1.9 Assassin

Name Assassin
 Size Medium
 Type Bio, Infantry, Elite, Walks
 Cost 2mp, 6xp
 Models 1
 Armor

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

Assault Deflection: 8/3/-/- Die: 6+

Poison[12], Cunning Assault[1 for 1],

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

Hidden (see DarkElf Abilities)

Take-Cover[Stand-still, crawl][-3]

Good Shot: +1 to hit

Rifle

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

Movement Orders

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

Fire orders

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

1 Dark Elf

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

Damage Tables

Psychic Damage

6+: united shaken.

Regular Damage

1+: killed

1.10 Scout

Name Scout
 Size Medium
 Type Bio, Infantry, Walks, Scout
 Cost 2mp
 Models 1
 Armor

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

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

Cunning assault[1 for 2]

Scout: may setup up too 2 hexes from normal setup.

Take-Cover[stand-still, crawl][-3]

Rifle

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

Movement Orders

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

Fire orders

(stand-still) - + Fire
 (stand-still) Fire + -
 (stand-still) - + load
 (stand-still) load + -
 (stand-still) - + aim
 (stand-still) aim + -
 (stand-still, slow) spot + spot

Damage Tables

1 Dark Elf

Psycic Damage

3+: Shaken

Regular Damage

0+: Unit killed

1.11 Queen XXX

Name Queen XXX
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Track
 Cost 16ip
 Models 1
 Armor 5/4/2/2

Assault: 5/4/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 4/-/-/- Die: 6+

Poison[6], Fear[8]

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

Immunity to poison clouds

Excelent shot +2 to hit

Acid Cannon

Angle: */-/-/- Range: 6 Armor Penetration: 1 Damage d6+ d8 Pysic damage

On hit: apply Acid to target. In addition, if you hit target, place an Acid Cloud[minor](5+) at target hex

Fire Orders

(stand still and slow) - + aim

(stand still and slow) - + load

(all) - + fire

(all) - + Release Poison Cloud[12](4+)

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 + - + -

(slow) R + R + -

1 *Dark Elf*

(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 + -

Damage Tables

Regular damage

1-5: Roll d6 on light Damaged

6-8: Roll d6 on Crittical Damage, +1 on all future damage

Light Damage

1-3: Shaken

4-6: +1 on future damage

Critical Damage

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 stand-still available

5: unit is covered in acid

6: unit covered in acid x2

1.12 Queen XYX

Name Queen XYX
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Track
 Cost 8ip
 Models 1
 Armor 5/4/2/2

Assault: 5/4/3/2 Die: 5+ Armor Penetration: -1 Damage: d6-1

Assault Deflection: 4/-/-/- Die: 6+

Poison[6], Fear[8]

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

Immunity to poison clouds

Fire Orders

(all) - + -

(all) - + Release Poison Cloud[12](4+)

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 + - + -

(slow) R + R + -

(slow) A + F + -

(slow) B + - + -

(default slow) - + - + B

(slow) F + - + -

(slow) B + rev + -

(stand still) L + - + -

(stand still) L + L + -

(stand still) L + L + L

(stand still) R + - + -

(stand still) R + R + -

1 *Dark Elf*

(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 + -

Damage Tables

Regular damage

1-5: Roll d6 on Light Damaged

6-8: Roll d6 on Crittical Damaged, +1 on all future damage

Light Damage

1-3: Shaken

4-6: +1 on future damage

Critical Damage

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 stand-still available

5: unit is covered in acid

6: unit covered in acid x2

1.13 Mechanical Iron Dragon

Name Mechanical Iron Dragon
 Size Huge
 Type Mechanical, Droid, Flying, Walks
 Cost 24ip, 24xp
 Models 1
 Armor 6/3/3/2

Assault: 12/8/8/4 Die: 5+ Armor Penetration: 2 Damage: d6+3
 Assault Deflection: 12/8/8/4 Die: 6+

Fire Resistance 1

Breath Attack (Acid)

Angle: */-/-/- Range: 3 Armor Penetration: N.A. Damage N.A

Any unit within normal range is covered in ACID. Any unit above normal range but within longrange is covered in Minor ACID.

In addition, all hexes within normal range: Area(5+) Poison[6]

Breath Attack (Shrapnell)

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

Fire once at every model within LOS and range. (inlcuded all modifiers)

Movement

(slow) F + - + -

(slow) L + F + -

(slow) L + L + F

(slow) R + F + -

(slow) R + R + F

(slow) 360⁰ + - + -

(slow) A[slow, flying]+ F + 360⁰

(slow, flying) 360⁰ + F + -

(slow, flying) F + B[slow] + -

Fire Orders

(slow) Breath Attack + -

(slow) - + Breath Attack

1 Dark Elf

(all) load Acid+ -

(all) load Shrapnell + -

Damage Tables

Regular Damage

1-5: +1 on future damage

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

11: +2 on future damage, roll d6 on light damage

12: as 11, and reduce assault and assault deflection by 3.

13: unit killed

Light damage

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: unit shaken.

1.14 Mechanical Spider

Name Mechanical Spider
 Size Medium
 Type Mechanical, Droid, Walks
 Cost 4ip
 Models 1
 Armor 2/2/2/2

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

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

Poison[6], Fear[6]

Good Shot: +1 to hit

All terrain cost 1 movement point to enter

Head Gun

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

Poison[6]

Fire

- + Fire

- + Load

- + Aim

Movement

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

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

(default slow) - + - + -

Damage Tables

Heavy Damage

1: +1 for future damage

2: -1 to-hit, +1 to-be-hit

3: Cannot move

4: Cannot rotate

5: Roll d6 on high damage table 3 times

6: Fire

1 Dark Elf

Light Damage

1-2: unit shaken

3-4: +1 on future damage

5-6: -1/-1/-1/-1 to all assaults and assault deflection values (cumulative, minimum 0)

Regular Damage

1-3: Light damaged[d6]

4-6: Roll d6 on Heavily Damage, +1 on future damage

7: Destroyed

1.15 Crossbow

Cost 4cp

Required Unit Base: Infantry

Type Infantry or Cavalry weapon. 2handed weapon

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

Poison[6], minor acid

Orders Gained ["]

Orders Lost ["]

1.16 Enhanced Crossbow

Cost 5cp

Required Model: Elite Infantry

Type Infantry, 2handed weapon

Angle: */*/*/* Range: 6 AP: -2 Damage d6-2

Poison[8], Minor acid

Orders Gained ["]

Orders Lost ["]

1.17 Mechanical Imp

Cost 4cp, 2xp

Required Unit Base: Infantry or Cavalry

Type Infantry or Cavalry, Independent equipment

Mechanical robotic imps helps all member in unit base to reload it's weapons.

Threat any weapons as always loaded.

1.18 Mortar

Grants unit base Poison[4] in assault if it does not already have similar or better ability.

Orders Gained ["]

Orders Lost ["]

1.18 Mortar

Cost 16cp, 8xp

Required Unit Base: Infantry

Type Infantry, Unit base weapon

Angle: */*/*/* Range: 10 AP: N.A. Damage N.A.

Choose a hex within range and roll a die, at 5+ place a Poison & Acid Cloud [8, minor][4+] 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 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.

Orders Gained ["]

Orders Lost ["]

1.19 Poison Gas Grenade

Cost 2cp

Required Unit Base: Infantry or Cavalry

Type Infantry or Cavalry, Unit base weapon.

Angle: */*/*/* Range: 1 AP: N.A Damage N.A.

Place a Poison Cloud[6](4+) within normal range.

Orders Gained ['(stand-still, slow) - + Throw Gas Grenade']

Orders Lost ["]

1.20 SMG

Cost 2cp

Required Unit Base: Infantry

Type Infantry or Cavalry, 1handed weapon

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

1 *Dark Elf*

Orders Gained ['(stand-still, slow) fire + fire', '(stand-still, slow) load(5) +
-']
Orders Lost ['aim']

2 Dwarf

2 Dwarf

2.1 Hidden

cost 8xp

Required To by Unit Base: AT-gun

Operational by 1 AT-gun

Hidden: while hidden you cannot be fired upon or be assaulted, nor can you fire or assault. Gain hidden varriant of stand-still movement, but do not gain any fire orders available while hidden. However, if in an assault you may choose to reveal your self, gaining the reveal bonuses. If not, stay in same hex. Replace the unit with a hidden token, and you do not have to tell the enemy exactly what is under the hidden token. You may start hidden if you wish. You stay hidden until you reveal your self, have any other speed than stand-still or by enemy special action. You only get reveal bonuses while using the reveal order or in assaults.

Reveal bonuses: +2 to hit, +1 to damage of ranged weapons, +50% assault and assault deflection dice (rounded up). This round only

Reveal: place your unit in the hex of the hidden token, in any direction you desire and gain reveal bonuses.

Infiltrate: may start up to 1 hex from normal starting area

While Hidden or during phases with reveal bonuses the unit base gains Ignore[Fear] and Ignore[Terror]

Unit base gains (hidden or not): Camouflage[hill][-1]

Orders Gained

(stand still) Reveal + - + -

Orders Lost

2.2 Dwarf Infantry

Name Dwarf Infantry
 Size Medium
 Type Bio, Infantry, Walks
 Cost 4mp
 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 d6-2

Fire

(stand still) fire + -

(stand still) - + fire

(stand still) aim + -

(stand still) - + aim

(stand still) load + -

(stand still) - + load

Movement

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + B + 360⁰

(default slow) - + - + flee

(stand still) 360⁰ + 360⁰ + 360⁰

(stand still) 360⁰ + A + F

(default stand still) - + A + flee

(slow) - + - + chase

Damage Tables

Psychic Damage

4+: shaken

2 Dwarf

Regular Damage

1-5: kill 1 model

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

10: Unit Base destroyed

2.3 Elite Dwarf Infantry

Name Elite Dwarf Infantry
Size Medium
Type Bio, Infantry, Elite, Walks
Cost 1xp
Replaces Model: Infantry
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 while atleast one elite model is alive

Musket

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

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

2 Dwarf

2.4 SteamPowerArmor

Name SteamPowerArmor
Size Medium
Type Bio, SteamPowerArmor
Cost 4mp, 2ip, 4cp
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 reistance 2

Take Cover[stand-still][-2]

Heavy Musket

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

Fire

(stand still) fire + -

(stand still) - + fire

(stand still) aim + -

(stand still) - + aim

(stand still) load + -

(stand still) - + load

Movement

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

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

(default slow) - + - + flee

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

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

(default stand still) - + A + flee

(slow) - + - + chase

Damage Tables

Psychic damage

5+: unit base shaken

Regular Damage

1-5: 1 model killed

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

10+: Unit Base Destroyed

2 Dwarf

2.5 Elite SteamPowerArmor

Name	Elite SteamPowerArmor
Size	Medium
Type	Bio, SteamPowerArmor Infantry, Elite
Cost	3xp
Replaces	model: SteamPowerArmor
Armor	1/1/1/1
Assault 4/3/3/3 Die: 4+ Armor Penetration: -2, Damage: d6 -2	
Assault Deflection 2/2/1/1 Die:	

good shot: +1 to hit
Unit base gains 1 psychic resistance while atleast one elite is alive.

Heavy Musket

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

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

2.6 Assault Bots

Name Assault Bots
 Size Medium
 Type Mechanical, Droid, Walks
 Cost 6ip, 12xp
 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 model

2 Dwarf

2.7 Dwarf AT-gun

Name	Dwarf AT-gun
Size	Large
Type	Bio, Vehicle, Dragged
Cost	8cp, 4xp
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 d6+1 + 3(if penetrating all armor)

Fire

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

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) - + - + -

Damage Tables

Psychic damage

4+: unit base shaken

2.7 Dwarf AT-gun

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

2 Dwarf

2.8 Mini Zeppelin

Name Mini Zeppelin
Size Medium
Type Bio, Floating, Vehicle, Floats
Cost 8cp, 6xp
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 d6
Area(1hex, 5+)

Poison Gas Grenade

Angle: */*/*/ Range: 1 Armor Penetration: N.A Damage N.A.
Place a Poison Cloud[6](4+) within normal range

Fire

Fire + -
Load(2) + -
Throw Grenade + -

Movement

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

Damage Tables

Psychic Damage

6+ unit shaken

2.8 Mini Zeppelin

Regular Damage

2-3: unit base shaken

4: kill 1 member

2 Dwarf

2.9 Tamed Balrog

Name Tamed Balrog
Size Huge, +1 to be hit
Type Bio, Monster, Walks
Cost 24xp
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

Fire

Fire(whip) + -

- + Fire(whip)

Movement

(slow) 360⁰ + F + -

(slow) - + - + chase

(default slow) - + - + flee

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

2.10 GunBlasterWagon

Name GunBlasterWagon
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Track
 Cost 6ip
 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: -/x1/x1/- Range: 2 Armor Penetration: 2 Damage d6+1

May fire at one target to the right and one target to the left. Roll to-hit separately for different targets. In addition, place a Poison Cloud[4]4+ at point blank range from any of the direction that fired.

Fire

(all) load + -

(all) fire + -

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 + - + -

(slow) R + R + -

(slow) A + F + -

(slow) B + - + -

(default slow) - + - + B

(slow) F + - + -

(slow) B + rev + -

2 Dwarf

(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 + - + -

Damage Tables

Critical damage

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

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

2.11 Dw42

Name Dw42
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Tracked
 Cost 12ip
 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]

Stuborn: 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 d6+1 +3 (if penetrating all armor)

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.

Fire

(stand-still) load + -

fire + -

(stand-still) aim + -

(stand-still) load unstable + -

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 + - + -

(slow) R + R + -

(slow) A + F + -

2 Dwarf

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

Damage Tables

Regular Damage

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

Lightly damage

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

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

2.12 Zeppelin

Name Zeppelin
 Size Huge, +1 to be hit
 Type Zeppelin, Flying
 Cost 24ip, 12xp
 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)

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

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

Individual weapons may be shaken, which follows standard shaken rules, but apply only to the single weapon system stated.

When damaged, add 1 to the result for each shaken token (add all shaken tokens for all weapon systems) on the Zeppelin.

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

Array of Enhanced Heavy Musket

Angle: x4/x2/x2/- Range: 6 Armor Penetration: -1 Damage -1

Fear Ray

Angle: */-/-/- Range: 4 Armor Penetration: n.a. Damage d6 Psycic damage

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

This weapon is always treated as loaded

Zeppelin gun

Angle: */*/*/ Range: 5 Armor Penetration: 4 Damage d6+1 (+3 if penetrating all armor)

2 Dwarf

Fire Enhanced Muskets

Fire(all) + -

Load(all) + -

aim(all) + -

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 + - + -

Main Zeppelin Gun

Fire + -

Load + -

aim + -

Fire Fear Ray

Fire + -

Damage Tables

Regular Damage

1-6: roll on lightly damage table

7-12: +1 to future damage, roll on light damage table

13: Zeppelin Killed.

Light damage

1: Array of enhanced Musket is shaken

2: Zeppelin Gun is Shaken

3: Fear Ray is Shaken

4-5: +1 on future damage

6: Enigne on Fire (shaken movement and on fire)

2.13 Big Blaster

Cost 8cp
 Required Unit Base: Infantry
 Type Infantry, Unit Base weapon.
 Angle: */*/*/ Range: 2 AP: 3 Damage d6+1

Orders Gained ["]
Orders Lost ["]

2.14 Blast Sticks

Cost 2cp
 Required Unit base: Infantry
 Type Infantry, 2handed weapon
 Assault Modification: Assault AP: 0 Assault Damage: d6 +1
 Assault Deflection Modification: +1/-/-/, Deflection die: 4+
 Cunning Assault[1 for 1]

Orders Gained ["]
Orders Lost ["]

2.15 Enhanced Heavy Musket

Cost 6cp
 Required Unit Base: Infantry or SteamPowerArmor
 Type Infantry or SteamPowerArmor, 2handed weapon
 Angle: */-/-/- Range: 6 AP: -1 Damage d6-1

Orders Gained ["]
Orders Lost ["]

2.16 Fear Ray

Cost 2cp
 Required Model: Elite SteamPowerArmor
 Type Vehicle or SteamPowerArmor Ray Weapon
 Angle: */-/-/- Range: 4 AP: n.a. Damage d6 Psycic damage

2 Dwarf

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

This weapon is always treated as loaded

Orders Gained ["]

Orders Lost ["]

2.17 Fire Retardant Coating

Cost 1cp

Required Unit Base: Infantry

Type Infantry independent equipment

Improve fire-resistance by 1.

Orders Gained ["]

Orders Lost ["]

2.18 Heavy Musket

Cost 2cp

Required Unit Base: Infantry

Type Infantry, 2handed weapon

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

Orders Gained ["]

Orders Lost ["]

2.19 Heavy SMG

Cost 8cp

Required Unit Base: SteamPowerArmor

Type SteamPowerArmor, 2handed weapon

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

Unlimited Ammo

fires 2 shots (at same enemy unit base) per fire.

2.20 Musket With Spring Loaded Axe

Orders Gained ['fire + fire']

Orders Lost ["]

2.20 Musket With Spring Loaded Axe

Cost 2cp

Required Unit Base: Infantry

Type Infantry, 2handed weapon

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

Assault Modification: +1/+1/+1/+1 Assault AP: -2 Assault Damage: d6-2

Assault Deflection Modification: -, Deflection die: -

Orders Gained ["]

Orders Lost ["]

2.21 Poison Purification

Cost 1cp

Required Unit Base: Infantry or SteamPowerArmor

Type Infantry Independent Equipment

Improves poison resistance with 1.

Orders Gained ["]

Orders Lost ["]

2.22 Shotgun

Cost 4cp

Required Unit Base: SteamPowerArmor

Type SteamPowerAromor, 2handed 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 ["]

2 Dwarf

2.23 Super Blaster

Cost 8cp

Required Model: Elite SteamPowerArmor

Type SteamPowerArmor, 2handed weapon.

Angle: */*/*/* Range: 3 AP: 4 Damage d6+2

Orders Gained ["]

Orders Lost ["]

3 Elf

3 Elf

3.1 Infantry

Name Infantry
Size Medium
Type Bio, Infantry, Walks
Cost 6mp
Models 4
Armor

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

Assault Deflection: Die:

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

Take Cover[stand-still][-2]

Rifle

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

Movement Orders

(slow) $360^0 + F + 360^0$
(slow) $360^0 + 360^0 + 360^0$
(slow) $360^0 + B + -$
(stand-still) $360^0 + - + -$
(stand-still) $360^0 + A + F$
(slow) $360^0, A + F + F$
(fast) $360^0 + F + B[\text{rest}]$
(rest) $- + - + A(\text{slow})$
(rest) $- + - + A(\text{stand-still})$
(stand still) $360^0, A, A + F + F$
(default slow) $- + - + \text{flee}$
(default fast) $- + \text{flee} + B[\text{rest}]$
(default rest) $- + - + -$
(default stand-still) $- + A + \text{flee}$

Fire Orders

(stand-still only) $- + \text{Fire}$
(stand-still only) $\text{Fire} + -$
(stand-still only) $- + \text{load}$
(stand-still only) $\text{load} + -$
(stand-still only) $- + \text{aim}$

(stand-still only) aim + -

Damage Tables

Regular damage

0-6: kill 1 model

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

9: kill all 4

Psychic damage

4+ shaken

3 *Elf*

3.2 Elite Infantry

Name Elite Infantry
Size Medium
Type Bio, Infantry, Elite, Walks
Cost 1xp
Replaces Model: Infantry
Armor

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

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

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

good shot +1

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

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 which you replace models from.

3.3 Illusion

Name Illusion
 Size Medium
 Type Illusion
 Cost 1cp
 Models 4
 Armor

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

When fired at, you may pretend to look at normal infantry damage table unless the damage is 4 or above, for which the illusion is given away and is removed from play. Further, when firing your real infantry, you do not have to tell the enemy which unit is firing. Thus the enemy do not know which are illusions and which are real. You may have the illusion look like any infantry you like

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) $360^0 + A + F$
 (slow) $360^0, A + F + F$
 (fast) $360^0 + F + B[\text{rest}]$
 (rest) $- + - + A(\text{slow})$
 (rest) $- + - + A(\text{stand-still})$
 (stand still) $360^0, A, A + F + F$
 (default slow) $- + - + \text{flee}$
 (default fast) $- + \text{flee} + B[\text{rest}]$
 (default rest) $- + - + -$
 (default stand-still) $- + A + \text{flee}$

Damage Tables

Regular Damage

0-3: Eliminate 1 model
 4+: unit base destroyed

3 Elf

3.4 Elk Cavalry

Name Elk Cavalry
Size Medium
Type Bio, Cavalry, Walks
Cost 4mp, 2xp
Models 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], Pre-Assault retreat: 4+

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)

Fire orders

- + Throw Grenade

Movement

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

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

(fast) $F + F + B$

(fast) $F + F + F, B$

(default slow) - + - +flee

(default fast) - + flee +flee

Damage Tables

Regular damage

1-3: Bleed[4]

4-8: kill 1 member, psychic damage[d6]

9: kill unit base

psychic damage

4+ shaken

3.4 *Elk Cavalry*

3 Elf

3.5 Pegasus Rider

Name Pegasus Rider
Size Medium
Type Bio, Cavalry, Walks
Cost 4mp, 6xp
Models 2
Armor

Assault: 4/3/2/1 Die: 5+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: 1 Die: 5+

Pre-Assault: throw fire (from lance): roll a die (once for the entire unit), at 5+ set one enemy unit on fire, and if successful, you may retreat from the assault as the Pre-assault retreat ability

Good Shot: +1 to hit

Shriek

Angle: */*/-/- Range: 3 Armor Penetration: -2 Damage d4-2 + d6 psychic damage

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

Movement

(stand-still) $360^0 + 360^0 + 360^0$
(stand-still) $360^0 + A[\text{slow, flying}] + F$
(stand-still) $360^0 + A[\text{slow}] + F$
(default stand-still) $360^0 + A[\text{slow}] + \text{flee}$
(slow) $360^0 + F + 360^0$
(slow) $360^0 + B + 360^0$
(slow) $360^0 + A[\text{slow, flying}] + F$
(slow) $360^0 + A[\text{fast, flying}] + F$
(slow) $360^0 + A[\text{fast}] + F$
(default slow) $360^0 + A[\text{fast, flying}] + \text{flee}$
(fast) $360^0 + F + F$
(fast) $360^0 + F + B$
(fast) $360^0 + A[\text{fly, fast}] + F, F$
(fast) $360^0 + F + B[\text{slow}]$
(default fast) $360^0 + A[\text{fly, fast}] + \text{flee, flee}$
(slow, flying) $L + F + -$
(slow, flying) $R + F + -$

(slow, flying) F + R + -
 (slow, flying) F + L + -
 (slow, flying) F + - + -
 (slow, flying) F + B[stand-still] + -
 (slow, flying) F + A[fast, flying] + F
 (slow flying) L + L + F
 (slow flying) R + R + F
 (default slow flying) - + - + flee
 (fast flying) F + F + F
 (fast flying) F + R + F
 (fast flying) F + L + F
 (fast flying) F + F + B[slow]
 (fast flying) F + F + B[fast]
 (fast flying) L,L + F + F
 (fast flying) R,R + F + F
 (default fast flying) Flee + Flee + Flee

Fire

Load(1) + Load(1)
 Fire Burst(5) + Load(1)
 Load(1) + Fire Burst(5)

Damage Tables

Regular Damage

2-3: Bleed[4]
 4+: kill 1 model

Psycic Damage

5+: Unit shaken

3 Elf

3.6 VelociRaptor Riders

Name VelociRaptor Riders
Size Medium
Type Bio, Cavalry, Walks
Cost 4mp, 8cp, 4xp
Models 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) 360⁰ + F + F

(fast) F + B + 360⁰

(fast) F + F + 360⁰

(slow) 360⁰ + A + F

(slow) B + 360⁰ + -

(stand still) - + - + -

(stand still) A + F + -

(stand still) 360⁰ + - + -

(stand still) A + A + F

(fast) F + B + B,360⁰

(fast) F + F + F

(fast) F + F,360⁰ + B,

(default slow) - + - +flee

(default fast) - + flee + flee

Fire Actions

fire(smɡ) + fire(smɡ)
load(5)(smɡ) + -
(stand still) fire(twin-gun) + -
load(twin-gun) + -
- + load(twin gun)
- + aim (twin gun)
(stand still) - + fire(twin gun)

Damage Tables

Regular Damage

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

Psychic damage

4+: shaken

3 Elf

3.7 Elite VelociRaptor Riders

Name Elite VelociRaptor Riders
Size Medium
Type Bio, Cavalery, Walks
Cost 1xp
Replaces Model: VelociRaptor Rider
Armor

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

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 which you replace models from.

3.8 Bear Rider

Name Bear Rider
 Size Medium
 Type Bio, Cavalry, Walks
 Cost 2mp, 8xp
 Models 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, instead use focus fire, roll 6 dice at same unit base

Fire orders

+ - load
 + - fire
 + - aim

Movement

(slow) 360⁰ + F + 360⁰
 (default slow) - + Flee + 360⁰

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

3 Elf

3.9 Eagle Rider

Name Eagle Rider
Size Medium
Type Bio, Flying, Cavalery, Walks
Cost 2mp, 8xp
Models 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

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)

Fire Orders

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

Movement

- (fast flying) 360⁰ + F + F
- (fast flying) 360⁰, F + F + F, 360⁰
- (fast flying) chase + chase + chase

(fast flying) $360^0, F + F + B[\text{slow}]$
(slow) $360^0 + F + 360^0$
(slow) $360^0 + 360^0 + 360^0$
(slow) $360^0 + A[\text{Fast flying}] + F$
(Default slow) $A[\text{Fast flying}] + \text{Flee} + 360^0$
(Default, fast flying) $\text{Flee} + \text{Flee} + \text{Flee}$

Damage Tables

Regular Damage

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

psychic damage

6+ shaken

3 Elf

3.10 Elf Scout

Name Elf Scout
Size Medium
Type Infantry, Bio, Walks, Scout
Cost 2mp
Models 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) 360⁰ + F + 360⁰
(slow) 360⁰ + 360⁰ + 360⁰
(slow) 360⁰ + F + B
(stand-still) 360⁰ + - + -
(stand-still) 360⁰ + A + F
(slow) 360⁰,A + F + F
(fast) 360⁰ + F + B[rest]
(rest) - + - + A(slow)
(rest) - + - + A(stand-still)
(stand still) 360⁰,A,A + F + F
(default slow) - + - +flee
(default fast) - +flee + B[rest]
(default rest) - + - + -
(default stand still) - + A + flee

Fire Orders

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

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

Damage Tables

Regular Damage

0+ : unit killed

Psycic Damage

3+: unit shaken

3 Elf

3.11 Elite Elf Scout

Name Elite Elf Scout
Size Medium
Type Bio, Infantry, Elite, Walks, Scout
Cost 2mp, 4xp
Models 1
Armor

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

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

Pre-Assault Retreat: 3+

Take Cover[stand-still][-3]

camouflage[forrest]

Good shot +1

Rifle

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

Movement Orders

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + 360⁰ + 360⁰

(slow) 360⁰ + F + B

(stand-still) 360⁰ + - + -

(stand-still) 360⁰ + A + F

(slow) 360⁰,A + F + F

(fast) 360⁰ + F + B

(fast) 360⁰ + F + B,B

(stand still) 360⁰,A,A + F + F

(default slow) - + - +flee

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

(default rest) - + - + -

(default stand still) - + A + flee

Fire Orders

(stand-still only) - + Fire

(stand-still only) Fire + -

(stand-still only) - + load

(stand-still only) load + -

3.11 *Elite Elf Scout*

(stand-still only) - + aim
(stand-still only) aim + -
(stand-still, slow, fast) spot+ spot

Damage Tables

Regular Damage

0+ : unit killed

Psycic Damage

3+: unit shaken

3 Elf

3.12 Tatto INK

Name Tatto INK
Size Medium
Type Mechanical, Bio Crew, Vehicle, Half-track
Cost 4ip
Models 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 for 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 d6

May load up to 5 shots.

SMG

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

Fire

(stand-still) fire + aim

(stand still) aim + fire

(all) fire + fire

(stand still) load + aim

(stand still, slow) load + load

Movement

(fast) F + F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

(fast) B + B + -

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

Damage Tables

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!

Lightly Damage

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

Regular Damage

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

3 *Elf*

7+ Destroyed

3.13 E34

Name E34
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Track
 Cost 12ip
 Models 1
 Armor 4/3/3/2

Assault: 4/3/3/2 Die: 5+ Armor Penetration: 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 barreled: may load up to 2 shots. But fire them one at a time

Twin-Rifle

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

Fires two times at same unit base per shot.

Twin-Rifle fires in the same direction as the Main Tank Gun, and is always treated as loaded as long as the Main Tank gun is loaded

Fire

(all) - + Fire

(stand still, slow)- + Aim

(stand still, slow) - + Load

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 + -

3 Elf

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

Damage Tables

Regular Damage

1-4: Lightly Damaged
4-8: Critical Damage, +1 on future damage
9+ Destroyed

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

Lightly Damaged

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

3.14 Sniper Tank

Name Sniper Tank
 Size Large
 Type Mechanical, Bio crew, Vehicle, Track
 Cost 16ip
 Models 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
 Camouflage[forrest] -1 to-be-hit

Calibrated Gun

Angle: */-/-/- Range: 6 Armor Penetration: 2 Damage d6 (+3 to damage when aiming), (+3 to damage if penetrating 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 model in a unit base to kill if it kills 1 (or more) models.

Fire

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

Movement

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

3 Elf

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

Damage Tables

Regular Damage

1-4: Lightly Damaged
4-8: Critical Damage, +1 on future damage
9+ Destroyed

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

Lightly Damaged

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

3.15 AT-rifle

Cost 12cp
 Required Unit Base: Infantry
 Type Infantry, 2handed weapon
 Angle: */-/-/- Range: 5 AP: 1 Damage d6

Orders Gained ["]
Orders Lost ["]

3.16 Camuflouflage

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

Orders Gained ["]
Orders Lost ["]

3.17 Deflection Field

Cost 8cp
 Required Unit Base: Vehicle
 Type Vehicle, Independent equipment
 Assault Modification: - Assault AP: Assault Damage: n.a
 Assault Deflection Modification: +6/+6/+6/+6, Deflection die: 5+

Orders Gained ["]
Orders Lost ["]

3.18 Elk Bazooka

Cost 8cp
 Required model: Elk Cavalery
 Type Cavalery, 2handed weapon.
 Angle: */-/-/- Range: 3 AP: 3 Damage d6

3 Elf

The other unit in the unit base may threat any fire orders as throw.

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

Orders Lost ["]

3.19 Enhanced Rifle

Cost 2cp

Required Unit Base: Infantry

Type Infantry, 2handed weapon

Angle: */*/*/* Range: 6 AP: -2 Damage d6-2

Unit gain +1 to hit (but only for this weapon)

Orders Gained ["]

Orders Lost ["]

3.20 SMG

Cost 2cp

Required Unit Base: Infantry or Elk Cavalery or Eagle Rider

Type Infantry, 1handed weapon

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

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

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

3.21 Small grenade

Cost 2cp

Required Unit Base: Infantry

Type Infantry, Independent equipment

Angle: */*/*/* Range: 1 AP: 1 Damage d6

Area(6+)

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

Orders Lost ["]

3.22 Sniper rifle

Cost 6cp

Required Model: Elite Infantry

Type Infantry, 2handed weapon

Angle: */-/-/- Range: 8 AP: -1 Damage d6-1

Improves aim: +4 to hit, +2 to dam

May choose which model in a unit base to kill if it kills 1 (or more) models.

Orders Gained ["]

Orders Lost ["]

4 Ork

4 Ork

4.1 Grunt

Name	Grunt
Size	medium
Type	Bio, Grunt, Walks
Cost	2mp
Models	4
Armor	

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

Assault Deflection: Die:

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

Cannot use ranged weapons

Movement orders

- + - + Chase

Damage Tables

Regular damage

1-5: kill 1 model

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

9+: destroy unit base

Psychic damage

4+: unit base shaken

4.2 Ork Infantry

Name Ork Infantry
 Size medium
 Type Bio, Infantry, Walks
 Cost 4mp
 Models 4
 Armor

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

Assault Deflection: Die:

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

Generic Abilities (see general rules)

Bad shot: -1 to hit with ranged weapons.

Take Cover[stand-still][-2]

Ork Musket

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

Fire Orders

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

Movement Orders

(slow) 360⁰ + F + 360⁰
 (slow) 360⁰ + 360⁰ + 360⁰
 (slow) 360⁰ + B + -
 (stand-still) 360⁰ + - + -
 (stand-still) 360⁰ + A + F
 (slow) - + - + chase

Damage Tables

4 Ork

Psychic Damage

4+: unit base shaken

Regular Damage

1-5: kill 1 member

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

9+ Destroy Unit Base

4.3 Elite Ork Infantry

Name Elite Ork Infantry
 Size medium
 Type Bio, Infantry, Elite, Walks
 Cost 4xp
 Replaces Model: Infantry or Grunt
 Armor

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

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

Any 6 on assault die roll (not assault deflection) you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

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 *awakened war hero* with the same equipment as this model and orders available as the unit base this model is attached to. Awakened War Hero does not retain any of the abilities from the unit base or the model, and has a separate model and unit base entry. See War Hero. 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 bases in a hex), the war hero may spawn in one of the neighboring hex which is furthest from an enemy unit.

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

4 Ork

4.4 Warg Rider

Name	Warg Rider
Size	medium
Type	Bio, Cavalry, Elite, Walks
Cost	2mp, 4xp
Models	2
Armor	

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

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

Any 6 on assult die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maxium of one time (for each wave of rerolls). If you get another 6, repeat the process.

May use crafts (both melee and ranges) which uses 1 hand. Fire orders only available if given ranged weapon

Movement orders

Fast: $360^0 + F + F$

Fast: $F + 360^0 + F$

Fast: $F + F + 360^0$

Fast: $F + B + 360^0$

Slow: $360^0 + 360^0 + 360^0$

Slow: $360^0 + A + F$

Fire Orders

load + -

fire + -

- + fire

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

2-3: Bleeding[6]

4-5: Bleeding[6], +1 to future damage, psychic damage[d6]

6+: kill 1 member, psycic damage[d6]

4.5 Awakened war hero

Name Awakened war hero
 Size Medium
 Type Bio, Infantry, Walks
 Cost N.A. Only comes into play through an Elite ork 'not yet dead' ability
 Models 1
 Armor

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

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

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 6 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

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

Damage Tables

Regular Damage

2-3: Bleeding[4]

4+ : Killed

4 Ork

4.6 Troll

Name	Troll
Size	Huge
Type	Bio, Monster, Walks
Cost	16xp
Models	1
Armor	

Assault: 10/8/6/4 Die: 5+ Armor Penetration: Damage: d6+12

Assault Deflection: Die:

Reduce damage by 2 for each successfull assault deflection rolled by enemy

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

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

Movement orders

- + - + Chase

Damage Tables

Regular Damage

1-3: +1 for future damage

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

7-8: +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], -1 (cumulative) on assault damage

25-27: +5 for future damage, bleed[12], -2 (cumulative) on assault damage

28-29: +10 for future damage, bleed[12], -4 (cumulative) on assault damage

30-99: as 28-29 pluss Troll temporarily killed

100+: Troll permanently killed

4.7 Halftrack

Name Halftrack
 Size large
 Type Mechanical, Bio Crew, Vehicle, Half-Track
 Cost 4ip
 Models 1
 Armor 2/1/1/1

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

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

May unload 1 infantry or grunt as part of assault

Bad Shot (-1 to hit)

May transport up to 2 grunts or 1 infantry.

Heavy MG

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

Area(6+) or with aim, fire 6 times at same enemy unit base.

Fire

Fire (heavy MG) + -

- + Fire (heavy MG)

Load(2) + -

(stand-still or slow) aim + -

(stand-still or slow) - + aim

- + Load(2)

Movement orders

(fast): F + F + F

(fast): F + F + R

(fast): F + F + L

(fast): F + F + Unload

(stand-still): R + - + -

(stand-still): L + - + -

(stand-still): R + R + -

(stand-still): R + R + R

(stand-still): L + L + L

(stand-still) L + L + -

(stand-still): rev + - + -

(stand-still): Unload + - + -

(slow): A + F + R

4 Ork

A + F + L

(slow): A + F + -

(slow): B + - + -

(slow): B + rev + -

(slow): L + L + -

(slow): L + - + -

(slow): R + R + -

(slow): R + - + -

(slow): F + R + Unload

(slow): F + L + Unload

(slow): F + Unload + -

Damage Tables

Light damage

1-2: +1 on future damage

3-4: Unit shaken

5-6: Roll a d6 of regular damage to each transported unit base.

Regular Damage

1-4: roll on lightly damage [d6]

5-8: +1 on future damage, roll for critical damage[d6]

9+: Unit destroyed

Critical damage

1-2: Unit cannot accelerate any more.

3-4: unit cannot brake any more

5-6: unit gains +1 to be hit and -1 to hit.

4.8 Cannonhead

Name	Cannonhead
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	12ip
Models	1
Armor	4/3/3/2

Assault: 8/6/4/2 Die: 6+ Armor Penetration: -2 Damage: d8

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

Any 6 on assault die roll (not assault deflection) you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

Fear(6)

Big Cannon

Angle: */-/-/- Range: 8 Armor Penetration: d8-3 Damage d12

Before firing this gun, roll a die, at 1: the gun damage itself: this unit +1 to future damage, at 2-3: nothing special, at 4: the orks uses poisonous ammo: gain Poison[6], at 5: the ork use acidic ammo: gain Minor Acid, at 6: uses incendiary ammo: gain Fire.

If the rolled AP is less than 0, the projectile used shatters on impact (if hitting enemy): target hex and all surrounding hex is effected by area of effect: Area(5+) AP: -2, damage: d6-2. The area of effect retains the special effect of the main gun (poison, minor acid or fire).

In addition, after firing this weapon, the unit gains Terror[range=2][d6], which is removed in this aftermath

Fire

(stand still) load + -

(stand still) aim + -

(all) fire + -

Movement

(fast) F+ F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

4 Ork

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

Damage Tables

Regular Damage

1-5: Lightly damaged, roll d6 on light damage table
6-8: +1 on future damage, roll d6 on critical damage table
9+: unit destroyed

Light Damage

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

Critical Damage

1: Reduce armor by 1.
2: +1 on future damage
3: Cannot brake
4: Cannot rotate left
5: Cannot rotate right
6: Unit set on fire

4.8 Cannonhead

4.9 HammerHead

Name HammerHead
 Size Large
 Type Mechanical, Bio Crew, Vehicle, Track
 Cost 8ip
 Models 1
 Armor 8/3/2/2

Assault: 12/8/8/8 Die: 6+ Armor Penetration: 5/-2/-2/-2 Damage: d8+3/d8/d8/d8
 Assault Deflection: 12/2/2/2 Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). If you get another 6, repeat the process.

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

Has 4 Harpoon Guns which are all fired within same angle-sector when firing

Harpoon Gun

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

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

Fire

(stand still) load + -

(all) fire + -

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

Damage Tables

Regular Damage

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

Light Damage

1-3: unit shaken
 4-5: +1 on all future damage
 6: -2/-2/-2/-2 (cumulative) on assault values

Critical damage

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

4 Ork

4.10 Speedhead

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

Assault: 8/6/4/4 Die: 6+ Armor Penetration: -2 Damage: d8

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

For each 6 you roll in regular assault, reroll up too 1 dice from initial assault die pool (assault or assault deflection), rerolling each die a maximum of 1 times (for each wave of rerolls).

Flamethrower: may allways be fired in any shooting step as long as you still have ammo left.

Fire and load both Speed Cannon and Shriek simultatniously. All targets of both weapons must be within the same angle.

Flamethrower

Angle: */-/-/- Range: 1 Armor Penetration: -1 Damage d8

Fire at all hexes possible simultaniously: Area(4+) at point blank range, Area(5+) in the hex at long range directly ahead, and Area(6+) for the two hexes which is on long range and on edge of firing arc.

Any target unit effected atleast once is set FIRE.

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

Allways treated as loaded

Speed Cannon

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

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

Shriek

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

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

Movement

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

Fire Orders

(all) load + load
(all) load + Fire Burst(5)
Fire Burst(5) + load

Damage Tables

Regular Damage

1-5: Lightly damaged, roll d6 on light damage table
6-8: +1 on future damage, roll d6 on critical damage table
9+: unit destroyed

Light Damage

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

Critical Damage

1-3: roll on lightly damage 3 times
4: Cannot rotate left
5: Cannot rotate right
6: Unit set on fire

4 Ork

4.11 Clockwork Power Spear

Cost 4cp
Required Unit Base: Infantry or Grunt
Type Infantry, 2handed Weapon
Assault Modification: unmodified Assault AP: -1 Assault Damage: d12
Assault Deflection Modification: -, Deflection die: n.a
Cunning[1 for 2].
Orders Gained ["]
Orders Lost ["]

4.12 Clockwork Shield

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

Unit base gains damage resistance 1

Orders Gained ["]
Orders Lost ["]

4.13 Clockwork Spear

Cost 2cp
Required Unit Base: Infantry or Grunt or Cavalry
Type Infantry, 1handed Weapon
Assault Modification: unmodified Assault AP: -2 Assault Damage: d8
Assault Deflection Modification: -, Deflection die: -
Cunning[1 for 2]
Orders Gained ["]
Orders Lost ["]

4.14 Clockwork Wings

Cost 4cp
Required Unit Base: Infantry or Grunt
Type Infantry, Independent Equipment
Assault Modification: +1/-/-/- Assault AP: Assault Damage: unmodified
Assault Deflection Modification: unmodified, Deflection die: -

4.15 Flame-covered-axe

Flies for a short period of time.

Orders Gained ['(slow) A(fast, flying) + Chase + Chase', '(fast, flying) Chase + B(slow, land) + -']

Orders Lost ['']

4.15 Flame-covered-axe

Cost 4cp

Required Model: Elite Infantry

Type Infantry, 1handed weapon

Assault Modification: unmodified Assault AP: Assault Damage: d6+1

Assault Deflection Modification: -, Deflection die: n.a

Fire

Orders Gained ['']

Orders Lost ['']

4.16 Grenade Sling

Cost 6cp

Required Unit Base: Infantry

Type Infantry, 1handed weapon.

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

Choose one hex within normal range, area(6+)

AP not reduced by distance

If combined with the pyro, the pyro gains standard range of 3 instead of 1

Orders Gained ['']

Orders Lost ['']

4.17 Hand Held Cannon

Cost 8cp

Required Unit Base: Infantry

Type Infantry, Unit base weapon

Angle: */-/-/- Range: 4 AP: 4 Damage d6 +3 if penetrating armor

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

Orders Gained ['']

Orders Lost ['']

4 Ork

4.18 Harpoon Gun

Cost 4cp
Required Unit Base: Infantry
Type Infantry vehicle/tank weapon: Unit Base Weapon
Angle: */**/* Range: 5 AP: -2 Damage d6-2

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

Orders Gained ["]

Orders Lost ["]

4.19 MG

Cost 12cp
Required Unit Base: Infantry
Type Infantry, Unit base weapon.
Angle: */-/-/- Range: 5 AP: -2 Damage d6-2

Fire at ALL units (friend or foe) within firing angle and range.

Unit base gains Take Cover[setup][-2] (see general rules)

Orders Gained ['(stand still) B[Setup] + - + -', '(setup): - + - + A[stand-still]', '(setup): load MG + - ', '(setup): fire + -']

Orders Lost ['(stand-still) load', '(stand-still) fire']

4.20 Ork Pistol

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

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

4.21 Pistol with Spear

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

Orders Lost ["]

4.21 Pistol with Spear

Cost 1cp

Required Model: Elite Infantry or Elite Cavalry

Type Elite Infantry Weapon

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

1 handed weapon. Pistol with a clockwork Spear.

Assault Modification: unmodified Assault AP: -2 Assault Damage: d8

Assault Deflection Modification: -, Deflection die: unmodified

Cunning[1 for 2]

Orders Gained ['Load(2)']

Orders Lost ["]

4.22 Pyro

Cost 4cp, 4xp

Required Unit Base: Infantry or Cavalry

Type Infantry, Independent Equipment

Angle: */*/*/* Range: 1 AP: N.A. Damage special

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.

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

In addition, the unit base gains Fire Resistance 2

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

Orders Lost ["]

4.23 War Drum

Cost 2xp

Required Model: Infantry

Type Misc infantry equipment

Assault Modification: Assault AP: Assault Damage:

4 *Ork*

Assault Deflection Modification: , Deflection die:

Allows any unit with 'chase' orders to follow this unit instead of chasing the enemy. If you choose to follow, move one hex towards any unit with war drums instead of the closest enemy unit. The choice can be made after orders are revealed.

Orders Gained ["]

Orders Lost ["]