

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 chosen 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 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

(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, 3cp
Models	4
Armor	3/3/3/3
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 Unit Base weapon

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

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

Cunning Assault[1 for 2]

Reroll all success in assault while crawling

Unit Special

Take Cover[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(still) + -

Fire orders

(still only) - + Fire

(still only) Fire + -

(still only) - + load

(still only) load + -

(still only) - + aim

1 Dark Elf

(still only) aim + -

Damage Tables

Regular damage

0-6: kill 1 model

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

9+ Kill all 4 models

Psychic Damage

4+ Unit base shaken

1.3 Infantry

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

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

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

Cunning Assault[1 for 2]

Reroll all success in assault while crawling

Unit Special

Take Cover[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(still) + -
 (default slow) - + - + flee
 (default still) - + A + flee
 (default crawl) - + A[slow] + flee

Fire orders

(still only) - + Fire

1 Dark Elf

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

Damage Tables

Regular damage

0-6: kill 1 model

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

9+ Kill all 4 models

Psychic Damage

4+ Unit base shaken

1.4 Elite Infantry

Name	Elite Infantry
Size	Medium
Type	Elite Infantry, Bio, Walks
Cost	1xp
Available Model Items :	2 hands, unlimited independent equipment
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
 Cunning assault[1 for 2]

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	
Available Model Items	
Available Unit Items	

Assault: 6/4/2/1 Die: 5+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: 8/4/-/- Die: 6+
Poison[12][1 for 1], minor acid[1 for 2], Fear[4]

Unit Special

GasMask: immune to poison gas

Movement

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

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

(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 Elite Mechanical Cavalry

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

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

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

z= number of hits this model rolls in assault

Unit Special

Good shot: +1 to hit

Negates to-hit penalty for shooting while moving fast

SMG

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

Always treated as loaded. Fires Two times each time it is fired

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

1 *Dark Elf*

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

Fire(sm)

fire + fire

Fire crossbow

- + fire
- + load
- + aim

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

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

1.7 Nightmare Mechanical Cavalry

Name	Nightmare Mechanical Cavalry
Size	Medium
Type	Bio, Mechanical Mount, Cavalry
Cost	2mp, 8cp, 12xp
Models	2
Armor	
Available Model Items	unlimited independent equipment
Available Unit Items	

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

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

z= number of hits this model rolls in assault

Unit Special

SMG

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

Always treated as loaded. Fires Two times each time it is fired

Nightmare Breath

Angle: */-/-/- Range: 1 Armor Penetration: - Damage d8 crew damage.

Fires at every model within range and angle of fire.

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

Nightmare Breath Orders

- + Breath
- + -

Damage Tables

Psychic damage

6+: unit shaken

Regular Damage

2-3: +1 on future damage

4-6: Kill 1 model

7+ : Kill 1 model, roll d6 on psychic damage

1.8 Assassin

Name	Assassin
Size	Medium
Type	Bio, Elite Infantry, Walks
Cost	2mp, 6xp
Models	1
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	

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

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

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

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

Reroll all success in assault while crawling

Unit Special

Hidden (see DarkElf Abilities)

Take-Cover[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(still) + -

(default slow) - + - + flee

(default still) - + A + flee

(default crawl) - + A[slow] + flee

1 Dark Elf

Fire orders

(still) - + Fire

(still) Fire + -

(still) - + load

(still) load + -

(still) - + aim

(still) aim + -

Damage Tables

Psychic Damage

6+: united shaken.

Regular Damage

1+: killed

1.9 Scout

Name	Scout
Size	Medium
Type	Bio, Infantry, Walks, Scout
Cost	2mp
Models	1
Armor	
Available Model Items	
Available Unit Items	

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]. Reroll all success in assault while crawling

Unit Special

Forward Position[2].

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

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(still) + -

Fire orders

(still) - + Fire

(still) Fire + -

(still) - + load

(still) load + -

(still) - + aim

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(still) aim + -

(still, slow) spot + spot

Damage Tables

Psycic Damage

3+: Shaken

Regular Damage

0+: Unit killed

1.10 Queen XXX

Name	Queen XXX
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	16ip
Models	1
Armor	11/10/8/7
Available Model Items	
Available Unit Items	

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

Assault Deflection: 4/-/-/- 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...

Unit Special

Excelent shot +2 to hit.

Air tight: almost immune to crew damage, see damage table. You fire 2 independent heavy Rifles in addition to an acid cannon on each fire order

If you have the order 'release poison' cloud as an fireing option, you may place the poison cloud in any movment phase in any hex you visit during your movement, including contested hexes.

Acid Cannon

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

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

Heavy Rifle

Angle: */*/-/-/- Range: 4 Armor Penetration: 3 Damage d6-1

Fire Orders

(stand still and slow) - + aim

(stand still and slow) - + load

1 Dark Elf

(all) - + fire

(all) - + Release Poison Cloud[12]

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 + -

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

1-4: +1 on future damage

5-6: Shaken

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 still available
- 5: unit is covered in acid
- 6: unit covered in acid x2

Crew Damage

- 10: Misfire[2-]
- 11-12: as 10, +2 to future crew damage
- 13: Crew Killed, unit destroyed

1 Dark Elf

1.11 Queen XYX

Name	Queen XYX
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	8ip
Models	1
Armor	11/10/8/7
Available Model Items	
Available Unit Items	

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

Assault Deflection: 4/-/-/- 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...

Unit Special

Air tight: almost immune to crew damage, see damage table

If you have the order 'release poison' cloud as an fireing option, you may place the poison cloud in any movment phase in any hex you visit during your movement, including contested hexes.

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 + -
 (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: Light Damage[d6]

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

Light Damage

1-4: +1 on future damage

5-6: Shaken

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 still available

5: unit is covered in acid

6: unit covered in acid x2

Crew Damage

10: Misfire[2-]

11-12: as 10, +2 to future crew damage

13: Crew Killed, unit destroyed

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1.12 Mechanical Iron Dragon

Name	Mechanical Iron Dragon
Size	Huge
Type	Mechanical, Droid, Flying, Walks
Cost	24ip, 24xp
Models	1
Armor	11/8/8/7
Available Model Items	
Available Unit Items	

Assault: 12/8/8/4 Die: 5+ Armor Penetration: 7 Damage: d6+3

Assault Deflection: 12/8/8/4 Die: 6+

Unit Special

After assaulting while flying, consider the dragon to be in slow state, and the rest of the movement orders to be - (nothing)

Fire Resistance 2

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 long range 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 front angle, 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 + - + -

1.12 Mechanical Iron Dragon

(slow) A[fast, flying]+ F + 360⁰
(fast, flying) 360⁰ + F + F
(fast, flying) F + B[slow] + -

Fire Orders

(slow) Breath(acid)+ -
(all) Breath(shrapnell) + -
(slow) - + Breath(acid)
(all) - + Breath(shrapnell)
(all) load+ -

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 Dark Elf

1.13 Mechanical Assault Spider

Name	Mechanical Assault Spider
Size	Medium
Type	Mechanical, Droid, Walks
Cost	4ip
Models	1
Armor	7/7/7/7
Available Model Items	
Available Unit Items	

Assault: 6/4/2/1 Die: 5+ Armor Penetration: 7 Damage: d6+0

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

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

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

Unit Special

Good Shot: +1 to hit

All terrain cost 1 movement point to enter

Head Gun

Angle: */*/-/- Range: 3 Armor Penetration: 6 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

Critical Damage

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

1.13 Mechanical Assault Spider

- 2: Cannot move, loses fear
- 3: Cannot rotate
- 4-5: x3 Light damage[d6]
- 6: set on Fire

Light Damage

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

Regular Damage

- 1-3: Light damaged[d6]
- 4-6: Critical Damage[d6], +1 on future damage
- 7: Destroyed

1 Dark Elf

1.14 Multicultural Officer

Name	Multicultural Officer
Size	medium
Type	Officer, Infantry, Bio, Walks
Cost	12com
Available Model Items :	2hands, unlimited independent equipment
Replaces	Model: Infantry or Dark RoboProsthetic Elf
Armor	

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

You gain 4mp worth of units from the orc list, 4cp worth of equipment from Dwarf or Gnome list, 4xp which must be spend on Elf cavalry (use your own manpower for these units). Multiple multicultural officers stack, doubling the number of points you may spend on units from other teams.

You also gain the firing order (all) rally + rally, which may be taken instead of a regular firing order

Rally: at 4+, remove a shaken token from any bio unit within range = 1.

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.

1.15 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, Indepect equipment
 Mechanical robotic imps helps all memeber in unit base to reload it's weapons.
 Threat any weapons as always loaded.

Orders Gained ["]

Orders Lost ["]

1.18 Mortar 1.1B

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 3+ place a Poison Cloud[12] and a

1 Dark Elf

smoke at target hex.

If you don't roll a 3+, move the target hex the result of the die 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.

Orders Gained ["]

Orders Lost ["]

1.19 Mortar 1A

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] 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 choosen hex.

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

Orders Gained ["]

Orders Lost ["]

1.20 Poison Gas Grenade

Cost 1cp

Required Unit Base: Infantry or Cavalry

Type Infantry or Cavalry, Unit base weapon

Angle: */*/*/* Range: 2 AP: N.A Damage N.A.

Place a Poison Cloud[6] within normal range.

Limited Ammo[2]

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

Orders Lost ["]

1.21 SMG

Cost 2cp

Required Unit Base: Infantry

Type Infantry or Cavalry, 1handed weapon

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

1.21 SMG

Always treated as loaded. Fires Two times each time it is fired

Orders Gained ['(still, slow) fire x2 + fire x2']

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 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 still, an enemy is within point blank range in aftermath phase or if enemy reveal you by an 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): Camuflage[hill][-1]

Orders Gained

(still) Reveal + - + -

Orders Lost

2.2 Dwarf Infantry

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

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

Assault Deflection: Die:

Cunning Assault[1 for 2]

Unit Special

Unit Base abilities: Poison Resistance 2, Fire Resistance 1

Take Cover[still][-2]

Musket

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

Fire

(still) fire + -

(still) - + fire

(still) aim + -

(still) - + aim

(still) load + -

(still) - + load

Movement

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + B + 360⁰

(default slow) - + - + flee

(still) 360⁰ + 360⁰ + 360⁰

(still) 360⁰ + A + F

(default still) - + A + flee

(slow) - + - + chase

2 Dwarf

Damage Tables

Psychic Damage

4+: shaken

Regular Damage (bleeding, fire, poison)

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
Available Model Items :	2 hands, unlimited independent equipment
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	7/6/6/5
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 unit base weapon, 1 unit base equipment

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

Assault Deflection: Die:

Cunning Assault[1 for 2]

Unit Special

Poison resistance 4, Fire resistance 2

Take Cover[still][-1]

Heavy Musket

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

Fire

(still) fire + -

(still) - + fire

(still) aim + -

(still) - + aim

(still) load + -

(still) - + load

Movement

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + B + 360⁰

(default slow) - + - + flee

(still) 360⁰ + 360⁰ + 360⁰

(still) 360⁰ + A + F

(default still) - + A + flee

(slow) - + - + chase

Damage Tables

Psychic damage

5+: unit base shaken

Regular Damage (bleeding, fire, poison)

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
Available Model Items :	2 hands, unlimited independent equipment
Replaces	model: SteamPowerArmor
Armor	7/6/6/5

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: 3 Damage -1

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

2.6 Dwarf AT-gun

Name	Dwarf AT-gun
Size	Large
Type	Bio, Vehicle, Dragged
Cost	8cp, 4xp
Models	1+4
Armor	7/-/-/-
Available Model Items	
Available Unit Items	

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

Assault Deflection: 1/-/-/- Die: 4+

Don't get any armor bonuses in assaults

Takes a d12 regular damage which ignore armor, if forced to retreat from an assault

Unit Special

Whenever fired at, your enemy either choose to hit the main gun or the crew. Area of effect try to damage both. Poison only effects the crew, while fire can effect both. An AT-gun on fire rolls for damage on both damage tables each rounds independent of each other, and all +1 to future damage applies to both damage tables, regardless how the +1 to future damage got applied. Note however that the same armor value and resistances apply.

Poison Resistance 2

Fire resistance 1

BIG AT-gun

Angle: */-/-/- Range: 6 Armor Penetration: 10 Damage d6+1 + 3(if penetrating all armor)

Fire

(still) Fire + -

(still) Aim + -

(still) Load + -

Movement

(slow) - + 360° + B[Rest]

(Rest) - + - + A[still]

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

Damage Tables

Psychic damage

5+: unit base shaken

Regular Damage (versus the crew) (poison)

1-6: kill 1 crew

7-8: kill 1 crew, psychic damage[6]

9+: unit destroyed

Is destroyed if all 4 crew are destroyed

Regular Damage (versus the gun itself) (fire)

1-4: +1 to future damage

5-8: +2 to future damage, AT-gun Jammed

9+: unit destroyed

2.7 Mini Zeppelin

Name	Mini Zeppelin
Size	Medium
Type	Bio, Floating, Vehicle, Floats
Cost	8cp, 6xp
Models	2
Armor	6/-/-/-
Available Model Items	
Available Unit Items	

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

Assault Deflection: 4/3/1/1 Die: 4+

Unit Special

Floats

Poison Resistance 2

AxeThrower-Machine

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

Both fire at same hex. Normal Range: Area(4+), Long Range: Area(6+).
Damage modified by range as per regular shot.

Poison Gas Grenade

Angle: */*/*/ Range: 1 Armor Penetration: N.A Damage N.A.

Place a Poison Cloud[6] within normal range

Fire

Fire + -

Load(2) + -

Throw Grenade + -

Movement

(floating, slow) 360⁰ + F + 360⁰

(floating, slow) 360⁰ + 360⁰ + 360⁰

(Default slow) 360⁰ + flee + 360⁰

2 Dwarf

Damage Tables

Psychic Damage

6+ unit shaken

Regular Damage (poison)

2-3: unit base shaken

4: kill 1 model

2.8 Tamed Balrog

Name	Tamed Balrog
Size	Huge, +1 to be hit
Type	Bio, Monster, Walks
Cost	24xp
Models	1
Armor	8/7/7/6
Available Model Items	
Available Unit Items	

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

Assault Deflection: Die:
set on Fire

Unit Special

Poison Resistance 6, Fire Resistance 12

Terror[8][range=2]

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

Flaming Whip

Angle: */*/-/- Range: 1 Armor Penetration: N.A. Damage -
set on Fire

Fire

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

Movement

(slow) 360⁰ + F + -
(slow) - + - + chase
(slow) chase + - + -
(slow) A,chase + chase + chase,B[rest]
(rest) - + - + A[slow]
(default slow) - + - + flee

Damage Tables

Regular Damage (fire, poison)

1-9: +1 on future damage

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

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

13: Destroyed/killed

2.9 GunBlasterWagon

Name	GunBlasterWagon
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	8/10/10/7
Available Model Items	unlimited independent equipment
Available Unit Items	

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

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

Fear[6]

Unit Special

Fire resistance 2

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

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

Broadside Guns

Angle: -/x2/x2/- Range: 2 Armor Penetration: 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.

Fire

(all) load + -

(still) fire + -

Movement

(fast) F+ F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

(fast) B + B + -

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

Damage Tables

Critical damage

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

Light Damage

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

Regular Damage (fire)

2.9 GunBlasterWagon

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

Crew Damage

4: Misfire[1-]
5: Misfire[2-] (replace Misfire[1-] if neccessary)
6-7: as 5, shaken
8-12: as 6-7, +2 to future crew damage (stacks with 5, thus +3 in total)
13: All crew killed, Unit destroyed

2 Dwarf

2.10 Zap

Name	Zap
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	10/8/8/7
Available Model Items	unlimited independent equipment
Available Unit Items	

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

Assault Deflection: 2/1/-/- Die: 4+

Fear[6]

Unit Special

Fire and load all weapons at the same time

Loses aim if moving

Fire resistance 2

Array of Heavy Muskets

Angle: x4/x2/x2/- Range: 3 Armor Penetration: 3 Damage d6-1

Zap

Angle: */-/-/- Range: 2 Armor Penetration: 4 Damage d6+1

Fear Ray

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

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

This weapon is always treated as loaded

Fire

(all) load + -

(all) fire + -
 (still) load + aim

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
 (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 + -
 (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) - + - + -
 (still) A + A + F

Damage Tables

Light Damage

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

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Regular Damage

1-5: d6 light damage

6-9: d6 critical damage, +1 to future damage

10: Destroyed

Critical Damage

1: x2 jammed

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

Crew Damage

4: Misfire[1-]

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

6-7: as 5, shaken

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

13: All crew killed, Unit destroyed

2.11 Dw42

Name	Dw42
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Tracked
Cost	12ip
Models	1
Armor	13/10/10/9
Available Model Items	unlimited independent equipment
Available Unit Items	1 crew

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

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

Fear[6]

Stuborn

Unit Special

Fire Resistance 2

Tank Gun

Angle: */-/-/- Range: 8 Armor Penetration: 9 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

(still) load + -

(all) fire + -

(still) aim + -

(still) load unstable + -

Movement

(fast) F+ F + F

(fast) F+ F + -

(fast) F + R + -

(fast) F + L + -

(fast) F + B + -

(fast) B + B + -

(default fast) - + B + B

(slow) L + - + -

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

Damage Tables

Regular Damage (fire)

1-4: Light damage[d6]

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

9+: Destroyed

Light damage

1-4: +1 on future damage rolls

5-6: Unit Shaken

Critical Damage

1-2: 3x light damage(d6)

3: +1 on future damage (+2 in total)

4: cannot move

5: -1 to-hit, +1 to be hit

6: set Fire

Crew Damage

4: Misfire[1-]

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

6-7: as 5, shaken

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

13: All crew killed, Unit destroyed

2 Dwarf

2.12 Transport Zeppelin

Name	Transport Zeppelin
Size	Medium
Type	Zeppelin, Flying
Cost	4cp
Models	1
Armor	6/-/-/-
Available Model Items	
Available Unit Items	

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

Unit Special

May transport up to 2 unit base of Infantry. When unloading, the infantry uses hanggliders and are placed up two hexes in any direction from this unit. May enter assault as part of this movement.

Movement

(flying, fast): $360^0, F + F + \text{unload}(\text{all})$
(flying, fast): $360^0 + F + F$
(flying, fast): $F + F + 360^0$
(flying, fast): $F + 360^0 + F$

Damage Tables

Regular Damage (fire)

1-4: +1 on future damage
5-8: +1 on future damage, d6 light damage
9: unit and all transported units killed

Light Damage

1-3: +1 on future damage
4-6: d6-2 damage to each unit base transported by this unit.

2.13 Zeppelin

Name	Zeppelin
Size	Huge, +1 to be hit
Type	Zeppelin, Flying
Cost	24ip, 12xp
Models	1
Armor	8/8/8/8
Available Model Items	
Available Unit Items	

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)

Unit Special

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

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

Angle: x4/x2/x2/- Range: 6 Armor Penetration: 3 Damage d6-1

Fear Ray

Angle: */-/-/- Range: 4 Armor Penetration: n.a. Damage d6 Psychic 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: 9 Damage d6+1 (+3 if pene-

2 Dwarf

trating all armor)

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 (fire)

1-4: +1 to future damage

5-8: +1 to future damage, d6 light damage

9-12: +2 to future damage, d6 light damage

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)

Crew Damage

4: Misfire[1-]

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

6-7: as 5 and shaken

8-14: as 6-7 and +3 to future crew damage

15: All crew killed, Unit destroyed

2 Dwarf

2.14 Big Blaster

Cost 8cp
Required Unit Base: Infantry
Type Infantry, Unit Base weapon
Angle: */**/* Range: 2 AP: 8 Damage d6+1
Requir atleast 2 alive models in unit base to be used.

Orders Gained ["]

Orders Lost ["]

2.15 Blast Sticks

Cost 2cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Assault Modification: - Assault AP: 5 Assault Damage: d6 +1
Assault Deflection Modification: +1/-/-/-, Deflection die: 4+
Cunning Assault[1 for 1]

Orders Gained ["]

Orders Lost ["]

2.16 Elite Tank Crew

Cost 6xp
Required Unit Base: Vehicle
Type Vehicle, crew
Unit gain Good shot: +1 to hit

Orders Gained ["]

Orders Lost ["]

2.17 Enhanced Heavy Musket

Cost 6cp
Required Unit Base: Infantry or SteamPowerArmor
Type Infantry or SteamPowerArmor, 2handed weapon
Angle: */-/-/- Range: 6 AP: 3 Damage d6-1

Orders Gained ["]

Orders Lost ["]

2.18 Fear Ray

Cost 2cp

Required Model: Elite SteamPowerArmor

Type SteamPowerArmor, 2handed weapon

Angle: */-/-/- Range: 4 AP: 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

Orders Gained ["]

Orders Lost ["]

2.19 Heavy Musket

Cost 2cp

Required Unit Base: Infantry

Type Infantry, 2handed weapon

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

Orders Gained ["]

Orders Lost ["]

2.20 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.

Orders Gained ['fire + fire']

2 Dwarf

Orders Lost ["]

2.21 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 +
d6 psychic damage

Assault Deflection Modification: -, Deflection die: -

Orders Gained ["]

Orders Lost ["]

2.22 Poison Purification

Cost 1cp
Required Unit Base: Infantry or SteamPowerArmor
Type Infantry, Independent Equipment
Improves poison and fire resistances with 1, and gain immunity from minor acid.
May also use Endurance tokens in new way. See Vest of life support

Orders Gained ["]

Orders Lost ["]

2.23 Rocket JackHammer

Cost 2cp
Required Model: Elite SteamPowerArmor
Type SteamPowerArmor, 2handed
Assault Modification: Assault AP: 8 Assault Damage: d6 (+3 if penetrating all armor)
Assault Deflection Modification: , Deflection die:

Orders Gained ["]

Orders Lost ["]

2.24 Spring Loaded Vehicle Assault Weapons

Cost 2ip, 2xp
Required Unit Base: Vehicle
Type Vehicle, independent equipment
Assault Modification: +4/+2/+2/+0 Assault AP: 2 Assault Damage: d6
Assault Deflection Modification: +2/+1/+1/+0, Deflection die: 4+
Replace Fear[6] with Fear[8]
Orders Gained ["]
Orders Lost ["]

2.25 Steamblower

Cost 4cp
Required Unit Base: SteamPowerArmor
Type SteamPowerArmor, 2handed weapon.
Angle: */*/*/* Range: 2 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(1hex, 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

Orders Gained ["]
Orders Lost ["]

2.26 Super Blaster

Cost 8cp
Required Model: Elite SteamPowerArmor
Type SteamPowerArmor, 2handed weapon
Angle: */*/*/* Range: 3 AP: 9 Damage d6+2

Orders Gained ["]
Orders Lost ["]

2.27 Vest of Life Support

Cost 2cp
Required Unit Base: Infantry
Type Infantry, Independent Equipment

2 Dwarf

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 infantry base gains Stuborn.
3. If you also have the Asbestos trenchcoat equipment you may spend one token to reroll any result of poison damage

Orders Gained ["]

Orders Lost ["]

2.28 Wheeled Shield Wall

Cost 2cp

Required Unit Base: Infantry

Type Infantry, Independent Equipment

Assault Modification: Assault AP: Assault Damage:

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

Deflection bonus only applies if speed=still.

Don't get any armor bonuses in assault

Unit gains armor = 5/-/-/.

Orders Gained ["]

Orders Lost ["]

3 Elf

3 Elf

3.1 Minor Healing

cost -

Required To by

Operational by Any unit with minor healing orders

May heal an ally within same hex. Do one of the following

1. Reduce bleeding one step
2. Reduce poison one step
3. Neutrilize one Minor acid
4. Remove one +1 counter to future damage (bio units only)

Orders Gained

Orders Lost

3.2 Major Healing

cost N.A.

Required To by N.A.

Operational by Any unit with Major Healing order available

May heal an ally within same hex. Do one of the following

1. Remove one bleeding token
2. Neutrilize one poison marker
3. Neutrilize one Minor or regular acid
4. Remove up to three +1 counter to future damage(bio units only)

Orders Gained

Orders Lost

3.3 Minor Healing, self

cost N.A.

Required To by N.A.

Operational by Any unit with Minor Healing self

As minor healing, but on self only.

Orders Gained

Orders Lost

3.4 Elf Infantry

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

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

Assault Deflection: Die:

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

Unit Special

Take Cover[still][-2]

Rifle

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

Movement Orders

(slow) 360⁰ + F + 360⁰
 (slow) 360⁰ + 360⁰ + 360⁰
 (slow) 360⁰ + B + -
 (still) 360⁰ + - + -
 (still) 360⁰ + A + F
 (slow) 360⁰,A + F + F
 (fast) 360⁰ + F + B[rest]
 (rest) - + - + A(slow)
 (rest) - + - + A(still)
 (still) 360⁰,A,A + F + F
 (default slow) - + - +flee
 (default fast) - +flee + B[rest]
 (default rest) - + - + -
 (default still) - + A + flee

Fire Orders

(still only) - + Fire

3 *Elf*

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

Damage Tables

Regular (fire, poison) damage

0-6: kill 1 model

half + to future damage rounded down.

If killed by poison/bleeding, remove that instance

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

half + to future damage rounded down.

If killed by poison/bleeding, remove that instance

9: kill all 4

Psychic damage

4+ shaken

3.5 Illusion

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

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

Unit Special

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

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

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

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

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

Movement Orders

- + chase + chase

Damage Tables

Regular (fire) Damage

0-3: Eliminate 1 model

half + to future damage rounded down.

If killed by poison/bleeding, remove that instance

3 *Elf*

4+: unit base destroyed

3.6 VelociRaptor Riders

Name	VelociRaptor Riders
Size	Medium
Type	Bio, Cavalry, Walks
Cost	4mp, 8cp, 3xp
Models	3
Armor	3
Available Model Items	unlimited independent equipment
Available Unit Items	

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

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

Unit Special

Poison Resistance[2]

SMG

Angle: */*/*/ Range: 3 Armor Penetration: 1 Damage d6-3
Always treated as loaded, and may fire 2 shots per fire order (per model)

Twin Guns

Angle: */-/-/- Range: 3 Armor Penetration: 4 Damage d6
x2 shots per fire order (per model)

Movement

(fast) 360⁰ + F + F
(fast) F + B + 360⁰
(fast) F + F + 360⁰
(slow) 360⁰ + A + F
(slow) B + 360⁰ + -
(still) - + - + -
(still) A + F + -
(still) 360⁰ + - + -
(still) A + A + F
(fast) F + B + B, 360⁰
(fast) F + F + F

3 Elf

(fast) F + F,360⁰ + B,
(default slow) - + - +flee
(default fast) - + flee + flee

Fire Actions

(all) Fire(smg) + Fire(smg)
(still) Fire(twin-gun) + -
Load(twin-gun) + -
- + Load(twin gun)
- + aim (twin gun)
(still) - + Fire(twin gun)

Damage Tables

Regular (fire, bleeding, poison) Damage

2-3: Bleed[4]

4+: kill 1 model, pcysic damage[1d6]

half + to future damage rounded down.

If killed by poison/bleeding, remove that instance

Psychic damage

4+: shaken

3.7 Elite VelociRaptor Riders

Name	Elite VelociRaptor Riders
Size	Medium
Type	Bio, Cavalery, Walks
Cost	1xp
Available Model Items :	unlimited independent equipment
Replaces	Model: VelociRaptor Rider
Armor	

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

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

SMG

Angle: */*/*/ Range: 3 Armor Penetration: 1 Damage d6-3
 Always treated as loaded, and may fire 2 shots per fire order (per model)

Twin Guns

Angle: */-/-/- Range: 3 Armor Penetration: 4 Damage d6
 x2 shots per fire order (per model)

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

3 Elf

3.8 Elk Cavalry

Name	Elk Cavalry
Size	Medium
Type	Bio, Cavalry, Walks
Cost	4mp, 2xp
Models	2
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	

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+

Unit Special

Grenade

Angle: */*/*/ Range: 1 Armor Penetration: 7 Damage d6

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

Fire orders

- + Throw Grenade

Movement

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

(fast) F+F+B

(fast) F + F + F,B

(default slow) - + - +flee

(default fast) - + flee +flee

Damage Tables

Regular (fire, bleeding, poison) damage

1-3: Bleed[4]

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

3.8 *Elk Cavalry*

half + to future damage rounded down.
9: kill unit base

psychic damage

4+ shaken

3 Elf

3.9 Pegasus Rider

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

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, at 5+ set one enemy unit on fire, and if successful, you retreat from the assault

Unit Special

Good Shot: +1 to hit

Shriek SMG

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

(still) $360^0 + 360^0 + 360^0$
(still) $360^0 + A[\text{slow, flying}] + F$
(still) $360^0 + A[\text{slow}] + F$
(default 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[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 (fire, poison, bleed) Damage

2-3: Bleed[4]
 4+: kill 1 model
 half + to future damage rounded down.
 If killed by poison/bleeding, remove that instance

Psycic Damage

5+: Unit shaken

3 Elf

3.10 Armored Unicorn Rider

Name	Armored Unicorn Rider
Size	Medium
Type	Bio, Cavalry, Walks
Cost	2mp, 8xp
Models	1
Armor	6/6/6/5
Available Model Items	unlimited independent equipment
Available Unit Items	

Assault: 9/6/3/2 Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: 4/2/-/- Die: 5+

Pre-Assault retreat[4+]

Unit Special

Autoloader: any time the unicorn does not fire it's gun in any gunnery phase, load the gun with 1 ammo.

Superb Shot: +3 to hit

Shriek SMG

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

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

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

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

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

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

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

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

Fire or Healing

(fast) - + Minor Healing

(slow or still) Minor Healing + Minor Healing

(still) - + Major Healing

(still) Major Healing + -

(still) Minor Healing, self + Fire Burst(5)

(all) Fire Burst(5) + -

3.10 Armored Unicorn Rider

(all) - + Fire Burst(5)

Damage Tables

Regular Damage

2-3: Bleeding[4]

4+: unit Killed

3 Elf

3.11 Bear Rider

Name	Bear Rider
Size	Medium
Type	Bio, Cavalry, Walks
Cost	2mp, 6xp
Models	1
Armor	7/6/6/6
Available Model Items	
Available Unit Items	

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

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

Cunning Assault[1 for 3]

Unit Special

Poison Resistance 2

GattlingGun

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

Focus Fire[aim]: roll 6 dice at same unit base.

If not using aim, fire once at all enemy units within range and within one angle of fire

Covered In bullets: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.

Fire orders

+ - Load

+ - Fire

+ - aim

Movement

(slow) 360⁰ + F + 360⁰

(default slow) - + Flee + 360⁰

(slow) 360⁰ + B + 360⁰

(still) 360⁰ + A + F

(still) 360⁰ + - + -

Damage Tables

Regular (fire, poison, bleeding) damage

3.11 *Bear Rider*

2-6: +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

3.12 Eagle Rider

Name	Eagle Rider
Size	Medium
Type	Bio, Flying, Cavalery, Walks
Cost	2mp, 8xp
Models	1
Armor	6/6/6/6
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	

Assault: 6/6/6/4 Die: 3+ Armor Penetration: 3 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]

Unit Special

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

Poison Resistance 2

AT-rifle

Angle: */-/-/- Range: 5 Armor Penetration: 6 Damage d6

Grenade

Angle: */*/*/ Range: 1 Armor Penetration: 7 Damage d6

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

Fire Orders

(all) - + Fire

(all) - + Load

(all)- + Throw Grenade

(slow)- + aim

Movement

(fast flying) $360^0 + F + F$
(fast flying) $360^0, F + F + F, 360^0$
(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) Flee + Flee + Flee

Damage Tables

Regular (fire, bleeding, poison) 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

3.13 Elf Scout

Name	Elf Scout
Size	Medium
Type	Infantry, Bio, Walks, Scout
Cost	2mp
Models	1
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	

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

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

Unit Special

Take Cover[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

(still) 360⁰ + - + -

(still) 360⁰ + A + F

(slow) 360⁰,A + F + F

(fast) 360⁰ + F + B[rest]

(rest) - + - + A(slow)

(rest) - + - + A(still)

(still) 360⁰,A,A + F + F

(default slow) - + - +flee

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

(default rest) - + - + -

(default still) - + A + flee

Fire Orders

(still only) - + Fire

3.13 *Elf Scout*

(still only) Fire + -
(still only) - + Load
(still only) Load + -
(still only) - + aim
(still only) aim + -
(all) spot + spot

Damage Tables

Regular (fire) Damage

0+ : unit killed

Psycic Damage

3+: unit shaken

3 Elf

3.14 Elite Elf Scout

Name	Elite Elf Scout
Size	Medium
Type	Bio, Elite Infantry, Walks, Scout
Cost	2mp, 4xp
Models	1
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	

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

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

Pre-Assault Retreat[3+]

Unit Special

Take Cover[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

(still) 360⁰ + - + -

(still) 360⁰ + A + F

(slow) 360⁰,A + F + F

(fast) 360⁰ + F + B

(fast) 360⁰ + F + B,B

(still) 360⁰,A,A + F + F

(default slow) - + - +flee

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

(default rest) - + - + -

(default still) - + A + flee

Fire Orders

3.14 *Elite Elf Scout*

(still only) - + Fire
(still only) Fire + -
(still only) - + Load
(still only) Load + -
(still only) - + aim
(still only) aim + -
(still, slow, fast) spot+ spot

Damage Tables

Regular (fire, bleeding, poison) Damage

0+ : unit killed

Psycic Damage

3+: unit shaken

3 Elf

3.15 Tattoo Ink

Name	Tattoo Ink
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Half-track
Cost	4ip
Models	1
Armor	8/6/6/6
Available Model Items	
Available Unit Items	

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

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

Unit Special

Gun Blazing: Ignore to-hit penalties for moving fast

May fire two SMG (and each SMG fire twice) in addition to Gattle Gun any time a fire order is given.

One SMG must fire in same angle as Gattle Gun, the other SMG must fire in the forward direction. However, SMG never gains benefit of aim, only Gattle gun do.

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

Gattle Gun

Angle: */*/*/* Range: 4 Armor Penetration: 5 Damage d6

May load up to 5 shots.

SMG

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

Always treated as loaded, and may fire 2 shots per fire order (per model)

Fire

(still) Fire + aim

(still) aim + Fire

(all) Fire + Fire

(still) Load + aim

(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 + -
 (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) - + - + -
 (fast) R+ F + -
 (fast) L+ F + -
 (fast) road + road + road

Damage Tables

Critical Damage

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

Light Damage

- 1-4: +1 on future damage

3 Elf

5-6: shaken

Regular (fire) Damage

1-4: Light Damage[d6]

5-7: d6 Critical Damage, +1 on future damage

8+ Destroyed

Crew Damage

3: Misfire[1-]

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

6-7: as 4-5, shaken

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

10: Crew Killed, Unit Destroyed

3.16 E34

Name	E34
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	12ip
Models	1
Armor	10/9/9/8
Available Model Items	unlimited independent equipment
Available Unit Items	

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

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

Fear(6)

Unit Special

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

Main Tank Gun

Angle: */*/*/* Range: 6 Armor Penetration: 8 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

(still, slow)- + Aim

(still, slow) - + Load

Movement

(fast) F+ F + -

(fast) F + R + -

(fast) R + F + -

(fast) L + F + -

3 Elf

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

Damage Tables

Regular (fire) Damage

1-4: Light Damaged[d6]
4-8: Crittical Damage, +1 on future damage
9+ Destroyed

Critical Damage

1: Cannot move, loses Fear
2: -1 to hit, +1 to be hit(ranged and assault)
3: Cannot Rotate
4: x3 Light damage[d6]
5: Stuck turret: firing angle is now */-/-/
6: Unit is set on Fire

Light Damage

1-4: +1 on future damage

5-6: shaken

Crew Damage

3: Misfire[1-]

4-5: replace any effect of Misfire[1-] with Misfire[2-]

6-7: as 4-5, shaken

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

12: Crew Killed, Unit Destroyed

3 Elf

3.17 Elf Elite Infantry

Name	Elf Elite Infantry
Size	Medium
Type	Bio, Elite Infantry, Walks
Cost	1xp
Available Model Items :	2 hands, unlimited independent equipment
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.

3.18 Elf SuperElite Infantry

Name	Elf SuperElite Infantry
Size	Medium
Type	Bio, Elite Infantry, Walks
Cost	2xp
Available Model Items :	2 hands, unlimited independent equipment
Replaces	Model: Infantry
Armor	

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

Superb shot +3
 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 Elf

3.19 Elf officer

Name	Elf officer
Size	Medium
Type	Bio, Officer, Infantry, Walks
Cost	6co
Available Model Items :	2 hands, unlimited independent equipment
Replaces	Model: Infantry
Armor	

Assault 2/1/1/1 Die: 5+ Armor Penetration: 2, Damage: d6-2
Assault Deflection -/-/-/- Die: 5+
Cunning Assault[1 for 2], Unit gain Pre-Assault retreat[5+]

Unit gain eluisve[fast, -1]
Gain a once per game movement order: (slow) A,F + 360⁰,F,360⁰ + F
Gain fire order (which may be used instead of regular fire orders): (all) rally + rally
Rally: at 4+, remove a shaken token from any bio unit within range = 1.
Gain fire order (which may be used instead of regular fire orders): (all) rally + minor healing
Gain fire order (which may be used instead of regular fire orders): (still) major healing + rally
Gain fire order (which may be used instead of regular fire orders) (all) - + create fog
Create fog: place two smoke tokens in current hex

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.

3.20 AT-rifle

Cost 12cp
 Required Unit Base: Infantry
 Type Infantry, 2handed weapon
 Angle: */-/-/- Range: 5 AP: 6 Damage d6

Orders Gained ["]
Orders Lost ["]

3.21 Camuflouflage

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

Orders Gained ["]
Orders Lost ["]

3.22 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 ["]

3.23 Elk Bazooka

Cost 8cp
 Required model: Elk Cavalry
 Type Cavalry, 2handed weapon.
 Angle: */-/-/- Range: 2 AP: 8 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 ["]

3.24 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 ["]

3.25 SMG

Cost 2cp

Required Unit Base: Infantry or Elk Cavalery or Eagle Rider

Type Infantry, 1handed weapon

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

Always treated as loaded, and may fire 2 shots per fire order (per model)

Orders Gained ['(all) Fire(sm) + Fire(sm)']

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

3.26 Small grenade

Cost 2cp

Required Unit Base: Infantry

Type Infantry, Independent Equipment

Angle: */*/*/ Range: 1 AP: 5 Damage d8

Area(5+) if used by a unit with 1-2 alive models, Area(4+) if used by a unit with 3-4 alive models. May only target units within normal range. limited ammo(3)

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

Orders Lost ["]

3.27 Sniper rifle

Cost 6cp

Required Model: Elite Infantry

Type Infantry, 2handed weapon

Angle: */-/-/- Range: 8 AP: 3 Damage d6-1

Replace aim bonus with improved aim bonus.

Improved aim: the following: +4 to hit, +2 to damage, +d6 Psychic damage and +d6 crew damage

After eliminating one model with the use of aim you may choose which model in a unit base to kill.

Orders Gained ["]

Orders Lost ["]

4 Ork

4 Ork

4.1 Grunt

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

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

Assault Deflection: Die:

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

Cunning assault[1 for 3]

Unit Special

Forward Position[2], Cannot use ranged weapons

Movement orders

(slow) - + - + Chase

(slow) Chase + - + -

Damage Tables

Regular damage

1-5: kill 1 model

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

9+: destroy unit base

Psychic damage

4+: unit base shaken

4.2 BioEngineered Ork

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

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

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

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

Unit Special

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

Poison Resistance 1, Fire Resistance 1, Immunity to Acid

Ork Musket

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

Ork Musket

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

Fire Orders

(still) - + Fire

(still) Fire + -

(still) - + Load

(still) Load + -

(all) - + Aim

(still) Aim + -

4 Ork

Movement Orders

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

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

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

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

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

(slow) $- + - +$ chase

Damage Tables

Regular Damage

1: Bleed[4]

2-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

Psychic Damage

5+: Unit Shaken

4.3 Ork Infantry

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

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.

Cunning Assault[1 for 3]

Unit Special

Generic Abilities (see general rules)

Bad shot: -1 to hit with ranged weapons.

Take Cover[still][-2]

Ork Musket

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

Fire Orders

(still) - + Fire

(still) Fire + -

(still) - + Load

(still) Load + -

(still) - + Aim

(still) Aim + -

Movement Orders

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + 360⁰ + 360⁰

(slow) 360⁰ + B + -

4 Ork

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

Damage Tables

Psychic Damage

4+: unit base shaken

Regular Damage

1-5: kill 1 model

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

9+ Destroy Unit Base

4.4 Warg Rider

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

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

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

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

cunning assault[1 for 4]

Unit Special

Fire orders only available if given ranged weapons

Movement orders

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

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

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

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

(fast): - + - + chase

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

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

(slow): - + - + chase

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

Fire Orders

Load + -

fire + -

- + fire

Damage Tables

Psychic Damage

4 *Ork*

5+: unit shaken

Regular Damage

2-3: Bleeding[6]

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

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

4.5 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	
Available Model Items	
Available Unit Items	

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). A new wave of rerolls starts when you get atleast one 6 in the rerolled assault dice.

Cunning Assault[1 for 3]

Unit Special

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	
Available Model Items	
Available Unit Items	

Assault: 10/8/6/4 Die: 5+ Armor Penetration: 3 Damage: d6+12

Assault Deflection: Die:

Fear[8]

Troll stench: Any unit entering assault with a troll gains one Poison[d6] 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

Unit Special

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

(slow): - + - + 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

4.6 *Troll*

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 Ork

4.7 Char pour les Orques

Name	Char pour les Orques
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	12ip
Models	1
Armor	11/9/8/7
Available Model Items	
Available Unit Items	

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

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

For each 6 you roll in regular assault, reroll up to 3 dice from initial assault die pool (assault or assault deflection), rerolling each die a maximum of 1 times (for each wave of rerolls). A new wave of rerolls starts when you get at least one 6 in the rerolled assault dice.

Fear[6]

Unit Special

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

Rotating Pop Gun

Angle: */*/*/* Range: 4 Armor Penetration: 6 Damage d6 + (d6 crew damage when penetrating all armor)

Poison 6

Heavy Forward Gun

Angle: */-/-/- Range: 5 Armor Penetration: 7 Damage d6 + 3 if penetrating all armor

Fire Orders

(still, slow) Fire (pop) + Load (heavy)

(still, slow) Load (heavy) + Fire (pop)

(still, slow) Fire (heavy) + Load (pop)

(still, slow) Load (pop) + Fire (heavy)

(still) Aim (heavy) + Fire (pop)
 (still) Aim (heavy) + Load (pop)
 (still) Fire (pop) + Aim (heavy)
 (still) Load (pop) + Aim (heavy)
 (still, slow) Aim(pop) + Load (heavy)
 (still, slow) Aim(pop) + Fire (heavy)
 (still, slow) Load (heavy) + Aim (pop)
 (still, slow) Fire (heavy) + Aim (pop)

Movement

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

Regular Damage

1-4: Light Damage[d6]

4-8: +1 to future damage, Critical Damage[d6]

9+: Unit Destroyed

Light Damage

1-4: +1 to future damage

5-6: Unit shaken

Critical Damage

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 Damage

4-5: Misfire[2-]

6-7: as 4-5, shaken

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

12: Unit destroyed

4.8 Halftrack

Name	Halftrack
Size	large
Type	Mechanical, Bio Crew, Vehicle, Half-Track
Cost	4ip
Models	1
Armor	7/6/6/6
Available Model Items	
Available Unit Items	

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 in pre-assault phase. The unloaded unit joins the assault.

Unit Special

Bad Shot (-1 to hit)

May transport up to 2 grunts or 1 infantry.

Heavy MG

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

Area(5+) or with aim, fire 6 times at same enemy unit base.

Fire

Fire (heavy MG) + -

- + Fire (heavy MG)

Load(2) + -

(still or slow) Aim + -

(still or slow) - + Aim

- + Load(2)

Movement orders

(fast): F + F + F

(fast): F + F + R

(fast): F + F + L

(fast): F + F + Unload

(still): R + - + -

(still): L + - + -

(still): R + R + -

(still): R + R + R

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(still): L + L + L
(still) L + L + -
(still): rev + - + -
(still): Unload + - + -
(slow): A + F + R
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: light damage [d6]
5-8: +1 on future damage, +1 on future crew damage, 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.

Crew Damage

4-5: Misfire[2-]
6-7: as 4-5, shaken
8-9: as 6-7, +3 to future crew damage
10: Unit destroyed

4.9 HammerHead

Name	HammerHead
Size	Large
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	8ip
Models	1
Armor	13/8/7/7
Available Model Items	
Available Unit Items	

Assault: 12/8/8/8 Die: 6+ Armor Penetration: 10/2/2/2 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). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

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

Unit Special

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 + -

4 Ork

(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) - + - + -
(still) Aim + - + -

Damage Tables

Regular Damage

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

Light Damage

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

Critical damage

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

Crew Damage

4-5: Misfire[2-]

6-7: as 5, shaken

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

12: Unit destroyed

4.10 Speedhead

Name	Speedhead
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	8/7/7/7
Available Model Items	
Available Unit Items	

Assault: 8/6/4/4 Die: 6+ Armor Penetration: 3 Damage: d8

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

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

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

When moving fast, unit gains Fear[6]

Unit Special

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

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

Flamethrower

Angle: */-/-/- Range: 1 Armor Penetration: 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 atleast once is set on FIRE. Fireresistance reduces base damage and crew damage from this weapon.

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

Starts the game with all 3 ammo loaded

Speed Cannon

Angle: -/-/*/* Range: 2 Armor Penetration: 6 Damage d6+1

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

Shriek

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

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

Movement

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

Fire Orders

(all) Load + Load
(all) Load + Fire Burst(5)
(all) Fire Burst(5) + Load

Damage Tables

Regular Damage

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

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Light Damage

1-4: +1 on future damage

5-6: Unit Shaken

Critical Damage

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 Damage

4-5: Misfire[2-]

6-7: as -45, shaken

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

12: Unit destroyed

4.11 Ork Elite Infantry

Name	Ork Elite Infantry
Size	medium
Type	Bio, Elite Infantry, Walks
Cost	4xp
Available Model Items :	2 hands, unlimited independent equipment
Replaces	Model: Ork 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). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

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 *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 seperate 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

4.12 Assault Musket

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

May have up to 4 ammo stored. Enhanced Accurazy: unit gain +1 to hit (but only when firing this weapon)

If you have 4 ammo stored, you may spend all 4 ammo to use the 'heavy shot' seting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1

ps! It is nor recommended combining this with other ranged weapons as a ork pistol. However if you do, track ammo and loading actions etc. for the other gun and this weapon seperately

Orders Gained ['(still) - + load(2)', '(still) load(2) + - ', '(all) fire + fire']
Orders Lost ["]

4.13 Clockwork Monocular

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

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

Orders Gained ["]
Orders Lost ["]

4.14 Clockwork Power Spear

Cost 4cp
Required Unit Base: Infantry or Grunt
Type Infantry, 2handed Weapon

Assault Modification: unmodified Assault AP: 3 Assault Damage: d12

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

Cunning[1 for 2].

Orders Gained ["]
Orders Lost ["]

4.15 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
 Multiple shields: Damage resistance is NOT cumulative, but the assault deflection is. Thus, you may have two shield on same model if you wish. However the model is equipped with nothing but shields it gains -1/-1/-1/-1 penalty on assault values. (thus 2 shields is only sensible you have 4 arms)

Orders Gained ["]

Orders Lost ["]

4.16 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 ["]

4.17 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: -

Flies for a short period of time.

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

Orders Lost ["]

4 Ork

4.18 Flame-covered-axe

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

4.19 Grenade Sling

Cost 6cp
Required Unit Base: Infantry
Type Infantry, 1handed weapon
Angle: */*/*/ Range: 3 AP: 6 Damage d6
Choose one hex within normal range, if fired from a unit with 3-4 models: Area(4+), if fired from a unit with 1-2 models: Area(5+)
If combined with the pyro, the pyro gains standard range of 3 instead of 1.
It is a 1 handed weapon but may not be combined with another sling

Orders Gained ["]
Orders Lost ["]

4.20 Hand Catapult

Cost 9cp
Required Unit Base: BioEngineered Ork
Type Infantry, 3handed weapon
Angle: */*/*/ Range: 6 AP: 6 Damage d6
Choose one hex within normal range or one hex within long range. If fired from a unit with 3-4 models within normal range: Area(4+), if fired from a unit with 1-2 models at normal range: Area(5+), if fired from a unit with 3-4 models within long range: Area(5+), if fired from a unit with 1-2 models within long range: Area(6+)

Orders Gained ["]
Orders Lost ["]

4.21 Hand Held Cannon

Cost 8cp
 Required Unit Base: Infantry
 Type Infantry, Unit Base weapon
 Angle: */-/-/- Range: 4 AP: 9 Damage d6 +3 if penetrating armor
 Unit base gets the option to fire this weapon instead of regular weapons.

Orders Gained ["]

Orders Lost ["]

4.22 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 ["]

4.23 Healing Syringe

Cost 1cp
 Required Unit Base: Infantry or Grunt or Cavalry
 Type Infantry or Cavalry weapon, 1handed weapon
 Angle: Range: AP: Damage

In 2nd gunnery phase you may replace any ONE bleeding token on any unit in this hex with a Poison[4] token.

Orders Gained ["]

Orders Lost ["]

4 Ork

4.24 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[still]', '(setup): Load MG + - ', '(setup): fire + -']

Orders Lost ['(still) Load', '(still) fire']

4.25 Ork Pistol

Cost 1cp

Required Unit Base: Infantry or Cavalry

Type Infantry, 1handed weapon

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

1 handed weapon. Infantry may combine pistol with another 1-handed weapon.

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

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

Orders Lost ["]

4.26 Pistol with Spear

Cost 1cp

Required Model: Ork Elite Infantry or Elite Cavalry

Type Infantry, 1handed 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: d10

Assault Deflection Modification: -, Deflection die: unmodified

Cunning[1 for 2]

Orders Gained ['Load(2)']

Orders Lost ["]

4.27 Poison Spikes

Cost 1cp
 Required Unit Base: Infantry or Grunt
 Type Infantry, independent equipment
 Assault Modification: unmodified Assault AP: Assault Damage: unmodified
 Assault Deflection Modification: unmodified, Deflection die: unmodified

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

Orders Gained ["]

Orders Lost ["]

4.28 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, 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

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

Orders Lost ["]

4.29 Tankscalper

Cost 2cp
 Required Unit Base: Grunt or Infantry
 Type Infantry, 1handed weapon
 Assault Modification: Assault AP: Assault Damage: n.a.
 Assault Deflection Modification: , Deflection die:
 May replace regular damage with d4-2 crew damage. If so, any supporting damage to this damage die adds +1 to crew damage instead of +1 to regular damage. It should be noted that other models within the same unit MAY choose different damage types. Thus only the hit and corresponding supporting hits versus a tank

4 Ork

should be converted to crew damage.

You loose Cunning Assault if any

Orders Gained ["]

Orders Lost ["]

4.30 War Drum

Cost 2xp

Required Model: Ork Elite Infantry

Type Infantry, Independent Equipment

Assault Modification: Assault AP: Assault Damage:

Assault Deflection Modification: , Deflection die:

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]

Orders Gained ["]

Orders Lost ["]

5 Gnome

5 Gnome

5.1 Gnome Infantry

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

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

Assault Deflection: Die:

Unit Special

Take-Cover[still][-2]

Gnome Gun

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

Light SMG

Angle: */*/*/ Range: 2 Armor Penetration: 1 Damage d4-2

Reserve weapon: may use this weapon when fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Always treated as loaded

Fire

(still) fire (main) + -

(still) - + fire (main)

(still) aim + -

(still) - + aim

(still) load + -

(still) - + load

(all) fire (reserve) + fire (reserve)

Movement

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

5.1 Gnome Infantry

(slow) $360^0 + B + 360^0$
(default slow) - + - + flee
(still) $360^0 + 360^0 + 360^0$
(still) $360^0 + A + F$
(default still) - + A + flee
(slow) - + - + chase

Damage Tables

Psychic Damage

4+: shaken

Regular Damage (fire, poison)

0-5: kill 1 model

Half + to future damage rounded down

If killed by poison, remove that instance

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

9: Unit Base destroyed

5 Gnome

5.2 Assault Bots

Name	Assault Bots
Size	medium
Type	Robot, walks
Cost	Can only enter play through Assault Bot Mortar
Models	1,2,3 or 4
Armor	-
Available Model Items	
Available Unit Items	

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

Unit Special

Movement

(slow) chase + - + -

Damage Tables

Regular Damage (fire)

0-7: Kill 1 model, half + to future damage rounded down

8: Destroy Unit

5.3 Gnome Motorcycle

Name	Gnome Motorcycle
Size	medium
Type	Bio, Motorcycle, Wheel
Cost	2mp, 4cp, 4xp
Models	3
Armor	4/3/-/-
Available Model Items	
Available Unit Items	

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

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

Pre-Assault Retreat[4+]

Unit Special

Elusive[fast]: additional -1 to be hit while fast

SplintBombGrenade Launcher

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

Choose one hex within range. If fired from 3 models it has Area(4+), if fired from 2 models it has Area(5+), if fired by 1 model it has Area(6+)

Fire Orders

(still, slow) - + load

(still, slow, fast) - + fire

Movement

(fast) F + F + F,B

(fast) F + F + 360⁰

(fast) 360⁰ + F + F

(fast) F + 360⁰ + F

(fast) F + B + 360⁰

(slow) 360⁰ + F + 360⁰

(slow) 360⁰ + A + F

(slow) 360⁰ + F,B + 360⁰

(still) 360⁰ + A + F

(still) 360⁰ + - + -

(default slow) - + - + flee

(default fast) - + flee + flee

5 *Gnome*

(default stand-still) - + A + flee

Damage Tables

Regular Damage

2-3: +1 on future damage

4: Kill 1 model

Psycic Damage

6+: unit shaken

5.4 Gnome Helicopter

Name	Gnome Helicopter
Size	Large
Type	Helicopter, bio, flying
Cost	6ip, 2xp
Models	1
Armor	
Available Model Items	
Available Unit Items	

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

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

Unit Special

At start of game you get two smoke grenades which may be used in any gunnery 2 phase. Place 2 smoke markers in this hex and all surrounding hexes. Note, all smoke block line of sight, but not until after the 2nd gunnery phase. Also note that one smoke marker is removed in every aftermath.

Quick fix: In aftermath it may either remove one shaken token, +1 to future damage token or a poison token.

Fires, loads and aim both weapons simultaneously

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

BombCannon

Angle: */*/*/ Range: 3 Armor Penetration: 8 Damage d6 + 1

Helicopter GattlingGun

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

Covered in bullets: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Fire Orders

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(all) Load + -
(all, flying) Fire + -
(still, flying) Aim + -

Movement Orders

(still, ground) A[still flying] + 360⁰ + -
(still, ground) A[slow flying] + 360⁰ + F
(still, flying) 360⁰ + - + -
(slow flying) L + F + -
(slow flying) L + F + L
(slow flying) R + F -
(slow flying) R + F + R
(slow flying) - + - + D
(slow flying) A[fast flying] + F + F
(slow flying) B[still flying] + - + -
(fast flying) F + F -
(fast flying) F + F + R
(fast flying) F + F + L
(fast flying) F + F + B[slow flying]
(still, flying) A[still flying] + 360⁰ + -
(default all Flying) - + - + B[still ground]

Damage Tables

Regular Damage (fire, poison)

1-4: Light Damage[d6]
5-8: x3 Light Damage[d6]
9+: unit Destroyed

Light Damage

1-4: +1 to future damage
5-6: Shaken

5.5 Ballista Tractor, Mark I

Name	Ballista Tractor, Mark I
Size	Large
Type	Mechanical, Vehicles, Wheeled
Cost	8ip
Models	1
Armor	12/8/8/7
Available Model Items	
Available Unit Items	

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

Assault Deflection: 1/-/-/- Die: 3+

Fear(6)

Unit Special

Fires and loads both weapons at fire and load actions. 1 tracktor counts as 4 models for purpose of firing the assault Bot Mortar

Ballista

Angle: */-/-/- Range: 4 Armor Penetration: 8 Damage d6 (+2 if penetrating all armor)

Assault Bot Mortar

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

No regular damage

When firing, place an assault bot with number of models equal to the number of models firing this weapon (from this unit) in an empty hex within normal firing range of this weapon. Requires to be loaded to be used, just as a normal weapon.

Fire

(all) - + Fire

(still)- + Aim

(still, slow) - + Load

Movement

(slow) L + - + -

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

Damage Tables

Regular Damage (fire)

1-4: d6 Light Damage
5-8: +1 to future damage, d6 critical damage
9: Unit destroyed

Light Damage

1-4: +1 to future damage
5-6: Shaken

Critical Damage

1-2: Shaken
3: +1 to be hit, -1 to hit
4: Rotate unit 180⁰
5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.

Crew Damage

4-5: Misfire[2-]
6-7: as 4-5, shaken
8-11: as 6-7, +3 to future crew damage

12: Unit destroyed

5 Gnome

5.6 Ballista Tractor, Mark II

Name	Ballista Tractor, Mark II
Size	Large
Type	Mechanical, Vehicles, Wheeled
Cost	8ip
Models	1
Armor	12/9/8/7
Available Model Items	
Available Unit Items	

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

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

Fear(6)

Unit Special

Enhanced Ballista

Angle: */-/-/- Range: 5 Armor Penetration: 8 Damage d6 (+2 if penetrating all armor)

Enhanced Accuracy: +1 to hit

Fire

(all) - + Fire

(still)- + Aim

(still, slow) - + Load

Movement

(slow) L + - + -

(slow) L + L + -

(slow) R + - + -

(slow) R + R + -

(slow) F + L + -

(slow) F + R

(slow) B + - + -

(default slow) - + - + B

(slow) F + - + -

(slow) B + rev + -

5.6 Ballista Tractor, Mark II

(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) - + - + -

Damage Tables

Regular Damage (fire)

1-4: d6 Light Damage
5-8: +1 to future damage, d6 critical damage
9: Unit destroyed

Light Damage

1-4: +1 to future damage
5-6: Shaken

Critical Damage

1-2: Shaken
3: +1 to be hit, -1 to hit
4: Rotate unit 180°
5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.
6: Set on fire

Crew Damage

4-5: Misfire[2-]
6-7: as 4-5, shaken
8-11: as 6-7, +3 to future crew damage
12: Unit destroyed

5 Gnome

5.7 Ballista Tractor, Mark III

Name	Ballista Tractor, Mark III
Size	Large
Type	Mechanical, Vehicles, Wheeled
Cost	8ip
Models	1
Armor	12/8/8/7
Available Model Items	
Available Unit Items	

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

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

Fear(6)

Unit Special

Fire and load all weapons with fire and load actions

Ballista

Angle: */-/-/- Range: 4 Armor Penetration: 8 Damage d6 (+2 if penetrating all armor)

Array of Heavy Muskets

Angle: -/4/4/2 Range: 3 Armor Penetration: 3 Damage d6-1

Fire

(all) - + Fire

(still)- + Aim

(still, slow) - + Load

Movement

(slow) L + - + -

(slow) L + L + -

(slow) R + - + -

(slow) R + R + -

(slow) F + L + -

5.7 Ballista Tractor, Mark III

(slow) F + R
(slow) B + - + -
(default 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) - + - + -

Damage Tables

Regular Damage (fire)

1-4: d6 Light Damage
5-8: +1 to future damage, d6 critical damage
9: Unit destroyed

Light Damage

1-4: +1 to future damage
5-6: Shaken

Critical Damage

1-2: Shaken
3: +1 to be hit, -1 to hit
4: Rotate unit 180°
5: Unit covered in 3 minor acid
6: set unit on fire

Crew Damage

4-5: Misfire[2-]
6-7: as 4-5, shaken
8-11: as 6-7, +3 to future crew damage
12: Unit destroyed

5 Gnome

5.8 Gnome Elite Infantry

Name	Gnome Elite Infantry
Size	medium
Type	Bio, Elite Infantry, Walks
Cost	1xp
Available Model Items :	2 hands, unlimited reserve weapons, unlimited independent equipment
Replaces	Model: Infantry
Armor	
Assault 1/1/1/1 Die: 3+ Armor Penetration: 2, Damage: d6-2	
Assault Deflection Die:	

Elite gnome infantry may also threat any gunnery phase without any other ordre as fire(reserve) order instead.

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

Gnome Gun

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

Poison Dart

Angle: */*/*/* Range: 1 Armor Penetration: 0 Damage -
Poison[4]

Reserve weapon: may use this weapon when fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Always treated as loaded

Acid Balloon

Angle: */*/*/* Range: 1 Armor Penetration: 0 Damage -
Minor Acid

Reserve weapon: may use this weapon when fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Always treated as loaded

Light SMG

Angle: */*/*/* Range: 2 Armor Penetration: 1 Damage d4-2

5.8 Gnome Elite Infantry

Reserve weapon: may use this weapon when fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Always treated as loaded

Grinder

Angle: */-/-/- Range: 1 Armor Penetration: 1 Damage d8-2

Reserve weapon: may use this weapon when 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.

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

5 Gnome

5.9 Acid Splash

Cost 2cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Angle: */*/*/* Range: 4 AP: - Damage -
No regular damage
Minor Acid

Orders Gained ["]

Orders Lost ["]

5.10 Array of Heavy Muskets

Cost 2cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Angle: -/4/4/2 Range: 3 AP: 3 Damage d6-1

Orders Gained ["]

Orders Lost ["]

5.11 Assault Bot Mortar

Cost 6cp
Required Unit Base: Infantry
Type Infantry, 2handed weapon
Angle: */*/*/* Range: 4 AP: - Damage -
No regular damage

When firing, place an assault bot with number of models equal to the number of models firing this weapon (from this unit) in an empty hex within normal firing range of this weapon. Requires to be loaded to be used, just as a normal weapon.

Orders Gained ["]

Orders Lost ["]

5.12 GattlingGun

Cost 2cp

Required Unit Base: Infantry

Type Infantry, Unit Base Weapon

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

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

Covered in bullets: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Orders Gained ["]

Orders Lost ["]

5.13 Master Crafted Frost Ray

Cost 2cp, 4xp

Required Unit Base, Infantry

Type Infantry, 2handed-weapon

Angle: */*/*/ Range: 4 AP: 0 Damage d4-2 + d6 psycic damage + d4 crew damage

If you use the 'amplified fire' order, fire the weapon as normal. But if you hit, the target must break if possible (if it has a lower speed available). Reduce the speed emidetely

Orders Gained ['- + Amplified Fire']

Orders Lost ["]

5.14 Mechanical Owl

Cost 2cp

Required Unit Base, Infantry

Type Infantry, independent equipment

Gives all weapons the enhanced accurazy trait

Orders Gained ["]

Orders Lost ["]