

Steampunk Fantasy: Army rules

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Gnomes

- 4 Helicopters (20vp each)
- 2 Green Hell Riders (11vp each)
- 2 PlasmaShield Riders (11vp each)
- 2 Infantry with Assault Bot Mortar (10vp each)

Dwarf

- 2 Zap (24vp each)
- 1 Balrog (24vp)
- 4 SteampowerArmor (16vp each)
- 2 Dwarf Infantry (4vp each)

Ork

- 2 Battlewagon (24vp each)
- 1 Crushing Hammerhead (24vp)
- 2 Troll (14vp each)
- 2 PowerSpear Infantry (8vp)
- 2 Grenade sling Infantry (10vp each)
- 4 Grunts (2vp each)

Elf

- 2 Pachycephalosours Riders (15vp each)
- 6 Tatto Ink (12vp each)
- 1 Armored Unicron (10vp)
- 2 Pegasus Riders (10vp each)
- 2 Elf infantry (6vp each)

Chapter 1

Gnomes: Helicopter Assault

1.1 Gnome Helicopter

Name	Gnome Helicopter
Size	large
Models	1 x Gnome Helicopter
Armor	[0, 0, 0, 0]
Victory points	20

Fires, loads and aim all weapons simultaneously

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

1.1.1 Models

Gnome Helicopter

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

Type: [bio crew, helicopter, flying]

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

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

Quick fix: Repair[1, self, 1st healing phase]

Acidic Napalm Bomb

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a

Choose a hex within normal range: Area(4+): minor acid and any unit hit at least one is set on fire (note, you inflict one minor acid per hit on the unit, but maximum one fire)

Helicopter Gattling Gun

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

Fire once at all enemy units within range and within angle of fire with which are in line of sight

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

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

regardless of to-hit modifiers

Damage Tables

regular

1-4: d6 light damage

5-8: x3 d6 light damage

9: Destroy unit

light

1-4: +1 to future damage

5-6: shaken

crew

as regular damage

1.2 Green Hell Riders

Name	Quad Bike
Size	medium
Models	1 x QuadBike Tinkerer, 3 x Quad Bike
Armor	[0, 0, 0, 0]
Victory points	11

May move into difficult terrain without problem. However, may not enter buildings

1.2.1 Models

QuadBike Tinkerer

Equipment: 1 x Light SMG, 1 x Green Gas Launcher

Type: [bio, infantry, tinkerer, walks]

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

Once per game in any shooting phase: May Launch Mechanical rat: Place a mechanical rat unit in any of the surrounding hexes which is not overcrowded. May not be put directly into close combat.

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1 Damage:d4-2
 Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
 Always treated as loaded

Green Gas Launcher

Range: 3 Angle: [True, True, True, True]: AP: 0 Damage:d6 psychic damage + d4 crew damage
 Choose one hex (per model firing this weapon) within normal range: Area(5+)

Poison[6]

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

Quad Bike

Equipment: 1 x Light SMG

Type: [bio, quad bike, infantry, wheeled]

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

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1 Damage:d4-2
Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
Always treated as loaded

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit

psychic

6+: Unit Shaken

1.3 PlasmaShield Riders

Name	Quad Bike
Size	medium
Models	1 x QuadBike Tinkerer, 3 x Quad Bike
Armor	[0, 0, 0, 0]
Victory points	11

May move into difficult terrain without problem. However, may not enter buildings

1.3.1 Models

QuadBike Tinkerer

Equipment: 1 x Light SMG, 1 x Plasma Shield Generator

Type: [bio, infantry, tinkerer, walks]

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

Assault Deflection: [4, 0, 0, 0] Die: 5+

Cunning assault[1 for 2]

Any enemy which is hit atleast once in assault is set on fire

Once per game in any shooting phase: May Launch Mechanical rat: Place a mechanical rat unit in any of the surrounding hexes which is not overcrowded. May not be put directly into close combat.

Light SMG

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

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

Always treated as loaded

Plasma Shield Generator

Unit gain d4 regular resistance (roll d4 every time it is hit with some regular damage)

However, every time this unit takes atleast 1 point of regular damage after resistances, it also takes an additional d4 fire damage (apply fire resistance if any)

Quad Bike

Equipment: 1 x Light SMG, 1 x Plasma Shield Generator

Type: [bio, quad bike, infantry, wheeled]

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

Assault Deflection: [2, 0, 0, 0] Die: 5+

Any enemy which is hit atleast once in assault is set on fire
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Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1 Damage:d4-2
 Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded

Plasma Shield Generator

Unit gain d4 regular resistance (roll d4 every time it is hit with some regular damage)

However, every time this unit takes atleast 1 point of regular damage after resistances, it also takes an additional d4 fire damage (apply fire resistance if any)

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit

psychic

6+: Unit Shaken

1.4 Gnome Infantry 1

Name	Gnome Infantry
Size	medium
Models	4 x Gnome Infantry
Armor	[0, 0, 0, 0]
Victory points	10
Take-Cover	[still][-2]

1.4.1 Models

Gnome Infantry

Equipment: 1 x Light SMG, 1 x Assault Bot Mortar

Type: [bio, infantry, walks]

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

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1 Damage:d4-2
 Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
 Always treated as loaded

Assault Bot Mortar

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 range 6 (note, you do not need line of sight to the hex). Requires to be loaded to be used, just as a normal weapon.

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit

psychic

4+: Unit Shaken

1.5 Assault Bots 1

Name	Assault Bots
Size	medium
Models	4 x Assault Bot
Armor	[0, 0, 0, 0]
Victory points	0

1.5.1 Models

Assault Bot

Equipment:

Type: [drone, walks]

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

Can only enter play through mortars or drop weapons

Damage Tables

regular

0-7: Kill 1 model

8: Destroy Unit

psychic

4+: Unit Shaken

1.6 Mechanical Rat 1

Name	Mechanical Rat
Size	small
Models	1 x Mechanical Rat
Armor	[0, 0, 0, 0]
Victory points	0

1.6.1 Models

Mechanical Rat

Equipment:

Type: [drone, walks]

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

Can only enter play through tinkerer ability

Damage Tables

regular

0+: Destroy Unit

Chapter 2

Dwarfs: SteamPowerArmor
with Balrog Assault.tex

2.1 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Models 4 x SteamPowerArmor
 Armor [7, 6, 6, 5]
 Victory points 16
 Posion Resistance 4, Fire Resistance 2
 Steady[slow]: +1 to hit, +1 to-be hit while slow
 Acid resistance[5+]
 Automatic Repair: Repair[N, self, 2nd healing phase] where N is the number of alive models

2.1.1 Models

SteamPowerArmor

Equipment: 1 x Vest of Life Support, 1 x MultiBarrled Heavy Musket
 Type: [steampowerarmor, walks, bio]

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

Vest of Life Support

Unit gain 1 endurance tokens per regular model and 2 endurance tokens per elite model in the unit. See general rules for effect

MultiBarrled Heavy Musket

Range: 3 Angle: [True, True, True, True]: AP: 3 Damage:d6-1
 Fire three shots per fire order per model

Damage Tables

regular

1-2: bleed[4]

3-5: kill 1 model

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

10+: Unit killed

psychic

5+: Unit shaken

2.2 Tamed Balrog

Name	Tamed Balrog
Size	Huge
Models	1 x Tamed Balrog
Armor	[8, 7, 7, 6]
Victory points	24

Fire Resistance 12, Poison Resistance 6
Terror[8][range=2]
Excelent Whip Handeling (counts as Excelent shot, +2 to hit)

2.2.1 Models

Tamed Balrog

Equipment: 1 x Flaming Whip

Type: [monster, walks, bio]

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

Flaming Whip

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

Damage Tables

regular

1-9: +1 on future damage

10-11: +2 on future damage

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

13: Unit Destroyed

2.3 Zap 1

Name Zap
 Size large
 Models 1 x zap
 Armor [10, 8, 8, 7]
 Victory points 24

Fire and load all weapons at the same time
 Loses aim when moving away from the hex where it aimed
 Fire Resistance 2

2.3.1 Models

zap

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

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

Array of Heavy Muskets

Range: 3 Angle: ['x4', 'x3', 'x2', '0']: AP: 3 Damage:d6-1

Zap

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

Twin Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0 Damage:d6 Psychic
 damage
 Fire two times per shot at same target

Damage Tables critical

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

3: Cannot Rotate

4: Cannot Move, Loses Fear

5: x3 d6 light damage

6: set on fire

light

1-4: +1 on future damage

5-6: unit shaken

regular

1-5: d6 light damage

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

10+: Destroyed

crew

4-5: Weapon Jammed

6-7: as 5, shaken

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

13: All crew killed, Unit destroyed

2.4 Dwarf Infantry

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

2.4.1 Models

Dwarf Infantry

Equipment: 1 x Musket

Type: [infantry, walks, bio]

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

Musket

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

Damage Tables

regular

1-5: kill 1 model

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

10+: Unit killed

psychic

4+: Unit shaken

Chapter 3

Ork: Send the Trolls

3.1 Troll

Name Troll
 Size huge
 Models 1 x Troll
 Armor [0, 0, 0, 0]
 Victory points 14
 Forward Position[1]

Regeneration[3]: Heal[3, self, 1st Healing]

While unconscious, you gain improved regeneration which gives Heal[3, self, 2nd Healing] in addition to the normal regeneration. The Troll does no action while unconscious, but regains conscious in end phase: remove unconscious in Healing 2 phase

Acid resistance[5+]

Poison Resistance[2]

May have a maximum of 1 unconscious token

Always fire: The troll Always fires its Troll Gattling Gun in forward arc at friendly or enemy units, both in the first and second fire phase. Only exception is if it unconscious

Terrible Shot: -2 to hit with ranged weapons

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

3.1.1 Models

Troll

Equipment: 1 x Troll Gattling Gun

Type: [monster, walks]

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

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

Fear[8]

Troll stench: Any unit entering assault with a troll gains one Poison[6] counter and takes d8 crew damage, regardless of the outcome of the assault. Note that poison only applies to biological units and crew damage only to units with a crew damage table

Troll Gattling Gun

Range: 4 Angle: [True, False, False, False]: AP: 3 Damage:d10

Fires once at all models, friends or foe, within long-range and within forward arc within line of sight.

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

Replace any forrest at point blank range with a Rough terrain

Damage Tables

regular

4-9: +1 on future damage

10-14: +1 for future damage, bleed[12]

15-19: as 10-14 plus Troll unconscious

20+: permanent dead

3.2 PowerSpear

Name	Ork Infantry
Size	medium
Models	4 x Ork Infantry
Armor	[0, 0, 0, 0]
Victory points	8

Take Cover[still][-2]

Bad Shot: -1 to hit with range weapons

3.2.1 Models

Ork Infantry

Equipment: 1 x Clockwork Power Spear

Type: [infantry, walks]

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 3 Damage: d12

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

template.ability.reroll assault:3

Cunning assault[1 for 2]

Clockwork Power Spear

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

3.3 GrenadeSling

Name Ork Infantry
 Size medium
 Models 4 x Ork Infantry
 Armor [0, 0, 0, 0]
 Victory points 10
 Take Cover[still][-2]
 Bad Shot: -1 to hit with range weapons

3.3.1 Models

Ork Infantry

Equipment: 1 x Grenade Sling
 Type: [infantry, walks]

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

Grenade Sling

Range: 3 Angle: [True, True, True, True]: 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

Damage Tables

regular

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

psychic

4+: Unit Shaken

3.4 BattleWagon

Name	Battlewagon
Size	Large
Models	1 x Battlewagon
Armor	[8, 7, 7, 6]
Victory points	24

Transport[2]: may transport up to 2 infantry

unload all infantry in any movement phase: place up to 1 infantry in the same hex as the ending hex of the battlewagon, and the rest in an adjacent hex. Enter assault if occupied by an enemy. Put the infantry in either slow or still. Threat all movement order up to this point as - for the unloaded infantry.

3.4.1 Models

Battlewagon

Equipment: 1 x Spear Shooter, 1 x Big Gun, 1 x Grenade Launcher

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

Assault: [10, 8, 8, 8] Die: 6+ Armor Penetration: 2 Damage: d6

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

templates.ability.reroll assault:3

Fire all weapons simultaneously

Spear Shooter

Range: 3 Angle: ['x2', 'x2', 'x2', 'x2']: AP: 2 Damage:d6-2

Big Gun

Range: 2 Angle: [True, False, False, False]: AP: 5 Damage:d12

Place two smoke tokens in the hex directly ahead of this unit

Grenade Launcher

Range: 4 Angle: [True, True, True, True]: AP: 3 Damage:d6
Choose a hex within normal range, roll a die. At 5+ target the choosen hex,
otherwise target a random adjacent hex
Area[2+]

Damage Tables

regular

1-4: Light damage[d6]

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

9+: unit destroyed, any transported units takes d6 regular damage and exit the vehicle

light

1-4: +1 on all future damage

5-6: unit shaken

critical

1-3: Light damage[d6], 3 times

4-5: Unit shaken

6: Unit set on fire

crew

4-5: Jammed

6-7: as 5, shaken

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

12: Unit destroyed

3.5 Crushing HammerHead

Name	HammerHead
Size	Large
Models	1 x Hammerhead
Armor	[13, 8, 7, 7]
Victory points	24

3.5.1 Models

Hammerhead

Equipment: 4 x Harpoon Gun

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

Assault: [12, 8, 8, 8] Die: 6+ Armor Penetration: 10 (from front), else 2
Damage: d8+3 (from front), else d8

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

templates.ability.reroll assault:6

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

All 4 harpoon gun must fire at same sector

Destroy buildings: If entering a hex with a building, replace the building with a ruin and enter the hex. Carry out an assault if necessary

Harpoon Gun

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

If one unit of size large or smaller is hit by this weapon but not killed, ignore the first step of the units next movement order (movement phase 1) and replace it with a special movement instead. Carry out the second and third part of the movement order as normal. Move the target one hex towards you while keeping the orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot choose to move the unit into an impassable hex, or overcrowded hex. If this is not possible, the unit is shaken instead of moved. If this movement forces the target to move into a hex occupied by you, carry out an assault.

Damage Tables**regular**

1-4: Light damage[d6]

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

9+: unit destroyed

light

1-4: +1 on all future damage

5-6: unit shaken

critical

1-3: Light damage[d6], 3 times

4: Unit cannot rotate

5: Unit Cannot Move

6: -5 to assault strength.

crew

4-5: Jammed

6-7: as 5, shaken

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

12: Unit destroyed

3.6 Grunt

Name	Grunt
Size	medium
Models	4 x Grunt
Armor	[0, 0, 0, 0]
Victory points	2

Forward Position[2]
 Cannot use ranged weapons

3.6.1 Models

Grunt

Equipment:

Type: [bio, grunt, walks]

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

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken

Chapter 4

Elf Super Cavalry

4.1 Tattoo Ink

Name	Tattoo Ink
Size	medium
Models	1 x Tattoo Ink
Armor	[8, 6, 6, 6]
Victory points	12
Forrester:	ignore difficult terrain

4.1.1 Models

Tattoo Ink

Equipment: 1 x Gattle gun, 1 x SMG

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

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

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.

Gattle gun

Range: 3 Angle: [True, True, True, True]: AP: 5 Damage:d6-1
May load up to 5 shots

SMG

Range: 4 Angle: [True, True, True, True]: AP: 1 Damage:d6-3
Fire two shot per fire order (per smg in the unit)

Damage Tables

critical

1: Shaken

- 2: -1 to hit, +1 to be hit
- 3: Cannot rotate
- 4: Roll 3 times on light damage table
- 5: unit cannot change speed.
- 6: Set unit on Fire!

light

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

regular

- 1-4: Light Damage[d6]
- 5-7: d6 Critical Damage, +1 on future damage
- 8+ Destroyed

crew

- 3-5: weapon jammed
- 6-7: as 4-5, shaken
- 8-9: as 6-7, +3 to future crew damage
- 10: Crew Killed, Unit Destroyed

4.2 Armored Unicorn Rider

Name	Armored Unicorn Rider
Size	medium
Models	1 x Armored Unicorn Rider
Armor	[6, 6, 6, 5]
Victory points	10
Poison Resistance	12

Fire Resistance 3

Minor Acid resistance[4+]

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

Pre-assault retreat: 3+

Grants psychic resistance 1 to all units in hex

Healing: Either: heal[2, self, 2nd healing] or heal[1, any, 2nd healing] at any speed, heal[2, any, 2nd healing] at slow or heal[3, any, 1st healing] at still

Officer: remove one shaken token on any biological unit in the same hex in 2nd healing phase

4.2.1 Models

Armored Unicorn Rider

Equipment: 1 x Shriek SMG

Type: [Bio, Cavalry, Walks]

Assault: [9, 6, 3, 2] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [4, 2, 0, 0] Die: 5+

Cunnint Assault[1 for 3]

Superb shot: +3 to hit

Shriek SMG

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6 psychic damage

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

Damage Tables

regular

2-5: bleed[6]

6+: killed

psychic

6+: shaken

4.3 Pegasus Riders

Name	Pegasus Rider
Size	medium
Models	2 x Pegasus rider
Armor	0
Victory points	10

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

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

poison resistance 2

4.3.1 Models

Pegasus rider

Equipment: 1 x Elf Bow, 1 x Shriek SMG

Type: [Bio, Cavalry, Walks, Fly]

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

Assault Deflection: [2, 1, 1, 0] Die: 5+

Cunning Assault[1 for 3]

good shot: +1 to hit

Elf Bow

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2

Ignore to-hit penalty (both self and taget) moving fast and flying

+1 range if you are flying

enhanced accurazy: +1 to hit

Bad at long range: double to-hit penalties at long range

Always treated as loaded

Shriek SMG

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6
psychic damage

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

Damage Tables

regular

2-3: Bleed[4]

4+: kill 1 model

psychic

5+: shaken

4.4 Pachycephalosaurs Riders

Name	Pachycephalosaur Riders
Size	medium
Models	3 x Pachycephalosaur Rider
Armor	[3, 0, 0, 0]
Victory points	15
Poison Resistance	2

Fire SMG in both gunnery phases regardless of orders. Fire orders are for twin-gun only.

Pre-assault retreat: 5+

4.4.1 Models

Pachycephalosaur Rider

Equipment: 1 x SMG, 1 x Twin Guns

Type: [Bio, Cavalry, Walks]

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

Assault Deflection: [1, 0, 0, 0] Die: 5+

poison[4][1 for 2]

Cunning Assault[1 for 3]

SMG

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

Fire two shot per fire order (per smg in the unit)

Twin Guns

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

x2 shots per model

Damage Tables

regular

2-3: bleed[4]

4+: kill 1 model, d4 psychic damage

psychic

4+: shaken

4.5 Elf Infantry

Name	Elf Infantry
Size	medium
Models	4 x Elf Infantry
Armor	0
Victory points	6
Take Cover	[still][-2]

4.5.1 Models

Elf Infantry

Equipment: 1 x Rifle

Type: [Bio, infantry, Walks]

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

Assault Deflection: [0, 0, 0, 0] Die: 5+

Cunnint Assault[1 for 2]

Rifle

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

Damage Tables

regular

0-6: kill 1 model

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

9+: unit destroyed

psychic

4+: shaken