

# Steampunk Fantasy: Army Rules

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September 11, 2022



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# Chapter 1

## Dark Elf

## 1.1 Mechanical red Dragon

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

### **Mechanical Red Dragon**

Equipment: 1 x Fire breath  
 Equipment Limits: []  
 Type: [flying, mechanical, walks]  
 Replaces: Nothing  
 Cost: 0

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

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

### **Fire breath**

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

### **fire**

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

## Damage Tables

### regular

1-5: +1 on future damage

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

13+: Unit destroyed

### light

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

## 1.2 Mechanical Iron Dragon

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

### **Mechanical Iron Dragon**

Equipment: 1 x Acid breath, 1 x Shrapnell breath  
 Equipment Limits: []  
 Type: [flying, mechanical, walks]  
 Replaces: Nothing  
 Cost: 0

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

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

### **Acid breath**

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

### **Shrapnell breath**

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



**fire**

slow [-, Breath(acid)]

slow [Breath(acid), -]

all [-, Breath(shrapnell)]

all [-, Load]

**Damage Tables**

**regular**

1-5: +1 on future damage

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

13+: Unit destroyed

**light**

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

### 1.3 Queen YY

Name Queen YY  
 Size large  
 Cost 16ip  
 Models 1 x Queen YY  
 Armor [12, 10, 8, 7]

#### Queen YY

Equipment: 1 x Acid Cannon, 2 x Heavy Rifle  
 Equipment Limits: [independent:∞]  
 Type: [bio crew, vehicle, mechanical, track]  
 Replaces: Nothing  
 Cost: 0

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1  
 Assault Deflection: [4, 0, 0, 0] Die: 6+  
 Poison[6][1 for 1], Fear[8]

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

Excelent shot: +2 to hit

You fire 2 independt heavy rifles in addition to acid cannon each fire order  
 Dual ammo: all weapons may be loaded up to 2 times. Each shot still only uses 1 ammo

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

#### Acid Cannon

Range: 4 Angle: [True, True, False, False]: AP: 3: Damage:d6+d8 Psy-  
 chic damage + d6 crew damage  
 On hit: apply Acid to target. In addition, if you hit target, place an Acid  
 Clund[minor] at target hex  
 Bad at long range: double to-hit penalites for long range (-4 to hit instead  
 of -2)

**Heavy Rifle**

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

**movement**

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

**fire**

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

**Damage Tables****regular**

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

**light**

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

**critical**

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

**crew**

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

## 1.4 Queen XY

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

### Queen XY

Equipment:

Equipment Limits: [independent:∞]

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

Replaces: Nothing

Cost: 0

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

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

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

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

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

### fire

still [-, Release Poison]

slow [-, Release Poison]

fast [-, Release Poison]

### Damage Tables

### regular

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

**light**

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

**critical**

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

**crew**

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

## 1.5 Nightmare Mechanical Cavalry

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

### Nightmare Mechanical Cavalry

Equipment: 1 x SMG, 1 x Nightmare Breath  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [bio, elite, cavalry, walks]  
 Replaces: Nothing  
 Cost: 0

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

Good Shot: +1 to hit

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

### SMG

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

### Nightmare Breath

Range: 2 Angle: [True, False, False, False]: AP: 0: Damage:d8 crew damage  
 Fires at all models once within range and within front arc, and always hits on a natural 6  
 No regular damage, but Poison[8] and set on fire applies to anyone hit  
 Always treated as loaded

**movement**

fast [F, F, F]

fast [F, F, 360°]

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, F+B]

fast [F, B, 360°]

slow [360°, F, 360°]

slow [360°, A, F]

slow [360°, F+B, 360°]

still [360°, 360°, 360°]

still [360°, A, F]

default slow

default fast

default still

**fire**

all [-, Breath Fire]

**Damage Tables****regular**

2-3: +1 on future damage

4: +2 on future damage

5-6: kill 1 model

7+: Kill 1 model, roll on psychic damage

**psychic**

6+: unit shaken



## 1.6 Elite Mechanical Cavalry

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

### Elite Mechanical Cavalry

Equipment: 1 x SMG, 1 x Crossbow  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [bio, elite, cavalry, walks]  
 Replaces: Nothing  
 Cost: 0

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

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

### SMG

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

### Crossbow

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

### movement

fast [F, F, F]

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

### **fire**

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

## **Damage Tables**

### **regular**

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

### **psychic**

5+: unit shaken

## 1.7 Mechanical Assault Spider

Name Mechanical Assault Spider  
 Size medium  
 Cost 4ip  
 Models 1 x Mechanical Assault Spider  
 Armor [7, 7, 7, 7]  
 Ignore difficult terrain

### Mechanical Assault Spider

Equipment: 1 x Head Gun  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [mechanical, droid, walks]  
 Replaces: Nothing  
 Cost: 0

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

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

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

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

Good Shot: +1 to hit

### Head Gun

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

### movement

slow [360°, F, 360°]

slow [360°, 360°, 360°]

default slow

**fire**

still [-, Load]

still [-, Fire]

still [-, Aim]

**Damage Tables****regular**

1-3: Light damaged[d6]

4-6: critical damage[d6]

7+: Destroy unit base

**light**

1-2: -1 to all assaults strength and deflection values (cumulative, minimum 0)

3-4: +1 on future damage

5-6: unit shaken

**critical**

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

2: Cannot move, loses fear

3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire

## 1.8 Mechanical Scorpion

Name Mechanical Scorpion  
 Size medium  
 Cost 4ip  
 Models 1 x Mechanical Scorpion  
 Armor [9, 7, 6, 5]

### Mechanical Scorpion

Equipment: 1 x Tail Gattling Gun  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [mechanical, droid, walks]  
 Replaces: Nothing  
 Cost: 0

Assault: [8, 4, 2, 1] Die: 5+ Armor Penetration: 3 Damage: d6  
 Assault Deflection: [6, 2, 0, 0] Die: 6+  
 Poison[12][1 for 2], Fear[8]

### Tail Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 3: Damage:d8 + d6  
 Psychic damage  
 Focus Fire[aim]: roll 6 dice at same unit.  
 May only use aim versus targets within normal range  
 If not using aim, fire once at all enemy models within range and within front arc  
 Bullet-Storm: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.  
 Minor acid  
 May load up to 4 ammo  
 Requires 2 ammo to be used

**movement**

still [360°, 360°, 360°]

still [A, 360°, 360°]

slow [360°, F, 360°]

slow [B, 360°, 360°]

slow [A, F, F]

fast [360°, F, B]

default still

default slow

default fast

**fire**

still [-, Load]

still [-, Fire]

still [Load, Aim]

**Damage Tables****regular**

1-3: Light damaged[d6]

4-6: critical damage[d6]

7+: Destroy unit base

**light**

1-4: +1 on future damage

5-6: unit shaken

**critical**

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

2: Cannot move, loses fear

3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire

## 1.9 Dark Elf Infantry

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

### Dark Elf Infantry

Equipment: 1 x Rifle  
 Equipment Limits: [hands:2, training:1, independent:∞]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 slow [360°, B[crawl], -]

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

### **fire**

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

## **Damage Tables**

### **regular**

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

### **psychic**

4+: Unit Shaken



## 1.10 Roboprosthetic DarkElf

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

### Dark Elf Infantry

Equipment: 1 x Rifle  
 Equipment Limits: [hands:2, training:1, independent:∞]  
 Type: [bio, infantry, walks, roboprosthetic]  
 Replaces: Nothing  
 Cost: 0

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

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 slow [360°, B[crawl], -]

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

### **fire**

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

## **Damage Tables**

### **regular**

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

### **psychic**

5+: Unit Shaken

## 1.11 Assassin

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

### Assasin

Equipment: 1 x Rifle, 1 x Hide  
 Equipment Limits: [shared: 1, hands:2, training:1, independent:∞]  
 Type: [bio, elite, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [8, 3, 0, 0] Die: 6+  
 Cunning assault[1 for 1], Poison[12][1 for 2]  
 Flexible deflection die: any deflection result from elites may be choosen to add to assault value instead of deflection  
 Reroll all success in assault while crawling

Good Shot: +1 to hit

### Rifle

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

### Hide

Gains the Hidden and Hide[ruins] special effects  
 Forward positon[1]  
 Camuflage[swamp][-1]

**movement**

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

**fire**

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

**Damage Tables****regular**

1+: unit killed

**psychic**

6+: Unit Shaken

## 1.12 Roboprosthetic Assassin

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

### Roboprosthetic Assassin

Equipment: 1 x Rifle, 1 x Hide  
 Equipment Limits: [hands:2, training:1, independent:∞]  
 Type: [bio, elite, infantry, roboprosthetic, walks]  
 Replaces: Nothing  
 Cost: 0

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

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

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

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

Reroll all success in assault while crawling

Good Shot: +1 to hit

### Rifle

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

### Hide

Gains the Hidden and Hide[ruins] special effects

Forward positon[1]

Camuflage[swamp][-1]

**movement**

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

**fire**

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

**Damage Tables****regular**

1+: unit killed

**psychic**

6+: Unit Shaken

## 1.13 Scout

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

### Scout

Equipment: 1 x Rifle  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, F, B]

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

### **fire**

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

## **Damage Tables**

### **regular**

0+: unit killed

### **psychic**

3+: Unit Shaken



## 1.14 Upgradeable Units

### DarkElf Elite Infantry

Equipment: 1 x Rifle

Equipment Limits: [hands:2, training:1, independent: $\infty$ ]

Type: [bio, elite, infantry, walks]

Replaces: [darkelf infantry]

Cost: 1xp

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

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

Cunning assault[1 for 2]

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

Reroll all success in assault while crawling

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

### Rifle

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

### Elite Roboprosthetic DarkElf

Equipment: 1 x Rifle

Equipment Limits: [hands:2, training:1, independent: $\infty$ ]

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

Replaces: [roboprosthetic darkelf]

Cost: 1cp

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

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

Cunning assault[1 for 2]

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

Reroll all success in assault while crawling

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

### **Rifle**

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

## **1.15 Equipment and training Upgrades**

### **Mechanical Imp**

Requiers: [[independent:1], [type:infantry, type:cavalry]]  
 Cost: Upgrade all models for: 4cp, 2xp  
 Mechanical robotic imps helps all models in unit base to reload it's weapons.  
 Threat any weapons as always loaded.

### **SMG**

Requiers: [[hands:2], [type:infantry, type:cavalry]]  
 Cost: Upgrade all models for: 1cp

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

### **fire**

still [Fire, Fire]  
 slow [Fire, Fire]

**Crossbow**

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

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

**Enhanced Crossbow**

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

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

**Poison Gas Grenade**

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

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

**fire**

all [-, Throw Gas Grenade]

**Mortar 1A**

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

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

### **Mortar 1.1B**

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

Range: 10 Angle: [True, True, True, True]: AP: 0: Damage:N.A  
 Choose a hex within range and roll a die, at 3+ place a Poison Cloud [12] at target hex.  
 If you don't roll a 3+, move the target hex the result of the die, a number of hexes in a random direction from choosen hex.  
 Indirect fire: may use line of sight of any friendly unit on the battle field.

### **Poison Claws**

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

#### **Assault**

append ['Poison[4][1 for 1]']

### **Integrated Pistol**

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

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

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

### **GasMask and assault training in poison clouds**

Requiers: [[independent:1], [type:roboprosthetic, type:infantri, type:cavalery]]  
 Cost: Upgrade all models for: 1xp  
 Unit becomes immune to poison clouds  
 Enemy units in an poison cloud gain -50% (rounded down) in assault and assault deflection  
 In poison clouds you gain Poison[X][1 of 2] where X= the power of the poison gas

### **Poison Fog Grenade**

Requiers: [[independent:1], [type:roboprosthetic, type:infantri, type:cavalery]]  
 Cost: Upgrade all models for: 2cp  
 Use once per game, use an throw fire order to place 2 smoke tokens and 2 poison cloud[6] tokens in either an adjacent hex or the hex you are standing in. Note that this does not make you immune to the effect of your own grenade.  
 If you also have the hidden ability, you may use the hide order regardless of terrain if you are either standing in a hex with smoke, or am outside line of sight of any enemy unit.

#### **fire**

still [-, Throw]  
 still [Throw, -]  
 slow [-, Throw]  
 slow [Throw, -]

#### **Hide**

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

Cost: Upgrade all models for: 4xp  
Gains the Hidden and Hide[ruins] special effects  
Forward positon[1]  
Camouflage[swamp][-1]

**movement**

still [Reveal, -, -]  
still [Hide[ruins], -, -]  
slow [-, Reveal, Chase]  
slow [Hide[ruins], -, -]  
crawl [Hide[ruins], -, -]

**Cloacking Device**

Requiers: [[independent:1], [type:mechanical]]  
Cost: Upgrade all models for: 2ip  
Gains the Hidden and Hide[ruins] special effects  
Forward positon[1]  
Camouflage[swamp][-1]

**movement**

still [Reveal, -, -]  
slow [-, Reveal, Chase]

## Chapter 2

### Dwarf

## 2.1 Dwarf Infantry

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

### Dwarf Infantry

Equipment: 1 x Musket  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [infantry, walks, bio]  
 Replaces: Nothing  
 Cost: 0

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

### Musket

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

### movement

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



default still

**fire**

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

still [Load, -]

still [-, Load]

**Damage Tables****regular**

1-5: kill 1 model

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

10+: Unit killed

**psychic**

4+: Unit shaken

## 2.2 SteamPowerArmor

Name SteamPowerArmor  
 Size medium  
 Cost 2ip, 4mp, 4cp  
 Models 4 x SteamPowerArmor  
 Armor [7, 6, 6, 5]  
 Posion Resistance 4, Fire Resistance 2  
 Stable: +1 to hit while slow  
 Acid resistance[5+]  
 Automatic Repair: in aftermath do one of the following per live model (on self only): neutrilize one minor acid, remove one +1 to future damage token or extinguish one fire token

### SteamPowerArmor

Equipment: 1 x Heavy Musket  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [steampowerarmor, walks, bio]  
 Replaces: Nothing  
 Cost: 0

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

### Heavy Musket

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

### movement

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

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

**fire**

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

**Damage Tables****regular**

1-2: bleed 4  
3-5: kill 1 model  
6-9: Kil 1 model, roll d6 psychic damage  
10+: Unit killed

**psychic**

5+: Unit shaken

## 2.3 Mini Zeppelin

Name Mini Zeppelin  
 Size medium  
 Cost 2mp, 4cp, 4xp  
 Models 2 x Mini Zeppelin  
 Armor [0, 0, 0, 0]  
 Posion Resistance 2

Floats

May use fire orders while shaken

random movement: while fast it scatters one hex in a random direction first movement phase, but keep the unit orientation. If it enters an hex with an enemy unit, enter an assault. In slow mode the unit uses its enignes to neutralize the effect of the wether

### Mini Zeppelin

Equipment: 1 x AxeThrower Machine, 1 x Poison Gas Grenade

Equipment Limits: [independent:∞]

Type: [open vehicle, floats, bio]

Replaces: Nothing

Cost: 0

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

Assault Deflection: [4, 3, 1, 1] Die: 4+

### AxeThrower Machine

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

Fire x2 per fire order

### Poison Gas Grenade

Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:N.A

Place a poison clouad within normal range

Always treated as loaded

Activated by throw order

**movement**

fast [random, L+F, F]

fast [random, R+F, F]

fast [random, F, F]

fast [random, F, B]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, A, F]

default slow

default fast

**fire**

still [Fire, -]

still [Load, -]

still [Throw, -]

**Damage Tables****regular**

2-3: shaken

4+: kill 1 model

**psychic**

6+: Unit shaken

## 2.4 Transport Zeppelin

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

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

### Transport Zeppelin

Equipment:  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [zeppelin, flying]  
 Replaces: Nothing  
 Cost: 0

Assault: [2, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [0, 0, 0, 0] Die: n.a  
 May not assault ground units

### movement

flying fast [360°, F, unload(all)]  
 flying fast [360°, F, F]  
 flying fast [F, F, 360°]  
 flying fast [F, 360°, F]  
 default flying fast

### Damage Tables

**regular**

1-4: +1 on future damage

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

8: as 5-7 plus shaken

9: unit and all transported units killed

**light**

1-3: +1 on future damage

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

## 2.5 Dwarf AT-gun

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

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

Poison Resistance 2, Fire resistance 1

### Dwarf AT-gun

Equipment: 1 x Big AT-Gun  
 Equipment Limits: [training: 1, independent:∞]  
 Type: [bio crew, dragged, open topp, vehicle, at gun]  
 Replaces: Nothing  
 Cost: 0

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

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

Is automaticly destroyed if forced to retreat in an assault

### Big AT-Gun

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



**movement**

slow [-, 360°, B[Rest]]

slow [-, F, B[Rest]]

still [-, -, A[slow]]

rest [-, -, A[slow]]

rest [-, -, A[still]]

default slow

default still

default rest

**fire**

still [Fire, -]

still [Load, -]

still [Aim, -]

**Damage Tables****regular**

1-4: +1 to future damage

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

9: Unit destroyed

**crew**

1-6: kill 1 crew

7-8: kill 1 crew, d6 psychic damage

9+: Unit destroyed

**psychic**

5+: Unit shaken

## 2.6 GunBlasterWagon

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

Fire Resistance 2

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

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

### GunBlasterWagon

Equipment: 1 x Broadside Guns

Equipment Limits: [crew:1, independent: $\infty$ ]

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

Replaces: Nothing

Cost: 0

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

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

Fear[6]

### Broadside Guns

Range: 2 Angle: ['0', 'x2', 'x2', '0']: AP: 7: Damage:d6+2

Must be loaded with 2 ammo before these guns can be fired. Can have 2 ammo stored at any given time. Each time it is loaded it is loaded with 1 ammo, thus you need to spend 2 turns reloading before it can fire again

After firing these weapon, place a Poison Cloud[4] at point blank range from any of the directions that fired.

**movement**

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

**fire**

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

### Damage Tables

#### critical

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

#### light

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

#### regular

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

#### crew

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

## 2.7 Dw42

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

### dw42

Equipment: 1 x Tank-Gun  
 Equipment Limits: [crew:1, independent:∞]  
 Type: [mechanical, bio crew, track, vehicle]  
 Replaces: Nothing  
 Cost: 0

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

### Tank-Gun

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

Load unstable: If it hits the target, it in addition to normal damage it gets Area(5+) effect, with AP=3, and damage=d6-2. But if loading an unstable round, it must be fired in next round. May fire at an empty hex.

### movement

fast [F, F, -]  
 fast [F, R, -]  
 fast [F, L, -]

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

### **fire**

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

## **Damage Tables**

**critical**

- 1-2: 3x d6 light damage
- 3: +1 on future damage (+2 in total)
- 4: Cannot Move
- 6: set on Fire

**light**

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

**regular**

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

**crew**

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

## 2.8 Zap

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

### zap

Equipment: 1 x Array of Heavy Muskets, 1 x Zap, 1 x Fear Ray  
 Equipment Limits: [crew:1, independent: $\infty$ ]  
 Type: [mechanical, bio crew, track, vehicle]  
 Replaces: Nothing  
 Cost: 0

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', 'x2', 'x2', '0']: AP: 3: Damage:d6-1

### Zap

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

### Fear Ray

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



**movement**

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

**fire**

fast [Fire, -]

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

### Damage Tables

#### critical

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

#### light

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

#### regular

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

#### crew

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

## 2.9 Zeppelin

Name Zeppelin  
 Size huge  
 Cost 24ip, 2cp, 12xp  
 Models 1 x Zeppelin  
 Armor [8, 8, 8, 8]

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

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

Fire, aim and load all weapon systems simultaniusly

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

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

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

### Zeppelin

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

Equipment Limits: [independent:∞]

Type: [flying, zeppelin]

Replaces: Nothing

Cost: 0

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

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

Fear[8]

Can only assault flying enemies

### Array of Enhanced Heavy Muskets

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

### Fear Ray

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

### **Zeppelin Gun**

Range: 5 Angle: [True, True, True, True]: AP: 9: Damage:d6 +1 +(3 if penetrating all armor)

#### **movement**

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

#### **fire**

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

### **Damage Tables**

#### **light**

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

#### **regular**

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

14+: Unit destroyed

**crew**

4-7: shaken

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

13: All crew killed, Unit destroyed

## 2.10 Tamed Balrog

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

### Tamed Balrog

Equipment: 1 x Flaming Whip  
 Equipment Limits: []  
 Type: [monster, walks, bio]  
 Replaces: Nothing  
 Cost: 0

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

### Flaming Whip

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

### movement

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

slow [360°, F, -]

rest [-, -, A]

default slow

default rest

### **fire**

still [Fire, -]

still [-, Fire]

## **Damage Tables**

### **regular**

1-9: +1 on future damage

10-11: +2 on future damage

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

13: Unit Destroyed

## 2.11 Upgradeable Units

### Dwarf Elite Infantry

Equipment: 1 x Musket

Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]

Type: [elite, infantry, walks, bio]

Replaces: [dwarf infantry]

Cost: 1xp

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

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

cunning assault[1 for 2]

good shot: +1 to hit

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

### Musket

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

### Dwarf Elite SteamPowerArmor

Equipment: 1 x Heavy Musket

Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]

Type: [elite, steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 4xp

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

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

cunning assault[1 for 2]

good shot: +1 to hit

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



**Heavy Musket**

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

**Dwarf Battle Medic**

Equipment: 1 x Heavy Musket

Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]

Type: [elite, steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 2xp

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

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

cunning assault[1 for 2]

unit gains psychic resistance 2 as long as 1 battle medic is alive

Instead of firing a weapon, or in addition to aim/loading, the battle medic model may use Heal[1] on any ally: downgrade one poison marker 1 step, downgrade 1 bleeding token 1 step, remove one +1 to future damage token, neutralize one minor acid token

**Heavy Musket**

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

## 2.12 Equipment and training Upgrades

### Musket With Springloaded Axe

Requiers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 2cp  
 Gun automaticly loaded after an assault

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

#### Assault

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

### Blast Sticks

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

#### Assault

Assault Damage set to: replace d6-2 + d6 psycic damage  
 Assault deflection: +add [1, 1, 1, 1], Deflection die: replace 4+

append ['Cunning Assault[1 for 1]']

### Springloaded Vehicle Assault Weapons

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

#### Assault

Assault strength: +add [4, 2, 2, 0]  
 Assault Damage set to: replace d6-2 + d6 psycic damage  
 Assault deflection: +add [2, 1, 1, 0], Deflection die: replace 4+

**Wheeled ShieldWall**

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

**Assault**

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 4+

append -1 in assault strength if speed is not still. Don't get any armor bonus in assault

**Elite Crew**

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

**Super Blaster**

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

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

**Big Blaster**

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

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

**Vest of Life Support**

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

Cost: Upgrade all models for: 2cp

Unit gain 1 endurance tokens per regular model and 2 endurance tokens per elite model in the unit base. Endurance tokens may be spend in the following way:

1. Spend one endurance token to replace 'kill 1 model' with 'bleed[4]'. (note that you may spend another token if the result of the bleed damage is 'kill 1 model')
2. After loosing an assault, you may spend one endurance token AND take a d6 psychic damage. If you are not shaken afterward infantry base gains Stuborn.
3. If you also have the trenchcoat of resistance equipment you may spend one token to reroll any result of poison damage

### **Trench Coat of Resistance**

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

Cost: Upgrade all models for: 1cp

Unit improves poison resistance and fire reistance with 1

Unit gains imunity to minor acid

### **Steamblower**

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

Cost: Upgrade all models for: 4cp

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2+d4 crew damage

Choose one hex which all models in this unit fire at. If fired from a unit with 1-2 alive models: Area(4+) at point blank, Area(5+) at range=2, Area(6+) at range=3 or 4. If fired from a unit with 3-4 alive models: Area(2+) at point blank, Area(4+) at range=2, Area(5+) at range=3 or 4

### **Fear Ray**

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

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

### **Heavy Musket**

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

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

### **Enhanced Heavy Musket**

Requiers: [[hands:2], [type:infantry]]  
Cost: Upgrade all models for: 6cp

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

### **Ultra Heavy Musket**

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

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

### **Double Barrled Empowered Heavy Musket**

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

Range: 4 Angle: [True, True, True, True]: AP: 3: Damage:d6-1  
Fire two shots per fire order per model

**MultiBarrled Heavy Musket**

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

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

**Rocket Jackhammer**

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

**Assault**

Assault Damage set to: replace d6 (+3 if penetrating all armor)  
 Assault Armor penetration: replace 8

**Hide**

Requiers: [[training:1], [type:at gun]]  
 Cost: Upgrade all models for: 8xp  
 While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror  
 While hidden replace the unit base with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)  
 You stay hidden until you reveal your self, have a speed slow in a clear hex with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location  
 If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.  
 In addition to revealing your self as a movement order, you may reveal your

self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camouflage[hill][-1]

**orders**

movement still

movement slow





## Chapter 3

### Ork

## 3.1 Troll

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

Forward Positon[1]

Regeneration[3]: At each aftermath phase, remove/downgrade up to three of the following: one +1 for future damage marker, downgrade one bleeding one step. If there you have no +1 for future damage tokens, you may also remove unconcious marker.

While unconcious, you gain regeneration[6] instead of regeneration[3]. But troll does no action while unconcious (and do not fire its weapon). Count as crippled for victory purposes while unconcious

Acid resistance[5+]

May have a maximum of 1 unconcious token

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

Terrible Shot: -2 to hit with ranged weapons

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

### Troll

Equipment: 1 x Troll Gattling Gun

Equipment Limits: [hands:2, independent: $\infty$ ]

Type: [monster, walks]

Replaces: Nothing

Cost: 0

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: 3 Angle: [True, False, False, False]: AP: 3: Damage:d8  
Fires once at all models, friends or foe, within long-range and within forward arc.  
Bullet storm: A natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

### **movement**

slow [Chase, -, -]  
slow [-, -, Chase]  
default slow

## **Damage Tables**

### **regular**

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 Champion

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

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

### Champion

Equipment:

Equipment Limits: [hands:2, independent: $\infty$ ]

Type: [elite, infantry, walks]

Replaces: Nothing

Cost: 0

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

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

template.ability.reroll assault:6

Cunning assault[1 for 2]

### movement

all As unit it came from

### fire

all As unit it came from

### Damage Tables

### regular

2-3: Bleeding[4]

4+ : Killed

### 3.3 Warg Rider

Name Warg Rider  
 Size medium  
 Cost 2mp, 4xp  
 Models 2 x Warg Rider  
 Armor 0

Fire orders only available if given ranged weapons

#### Warg Rider

Equipment:

Equipment Limits: [hands:1, independent: $\infty$ ]

Type: [bio, cavalry, elite, Walks]

Replaces: Nothing

Cost: 0

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

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

template.ability.reroll assault:6

Cunning assault[1 for 4]

#### movement

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, 360°]

fast [F, B, 360°]

fast [-, -, chase]

slow [360°, 360°, 360°]

slow [360°, F, 360°]

slow [-, -, chase]

slow [360°, A, F]

**fire**

all [Load, -]

all [fire, -]

all [-, fire]

**Damage Tables****psycic**

5+: unit shaken

**regular**

2-3: Bleeding[6]

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

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

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

If killed by poison or bleeding, remove that instance

## 3.4 Speedhead

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

### Speedhead

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

Equipment Limits:

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

Replaces: Nothing

Cost: 0

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

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

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

template.ability.reroll assault:6

When moving fast, unit gains Fear[6]

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

Range: 1 Angle: [True, False, False, False]: AP: 3: Damage:d8 fire damage + d4 crew damage

Fire at all hexes possible simultaneously: Area(3+) at point blank range, Area(4+) in the hex at long range directly ahead, and Area(5+) for the two hexes which is on long range and on edge of firing arc.



Any target unit effected 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**

#### **Shriek**

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

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

#### **movement**

slow [L, F, L]

slow [R, F, R]

slow [F, -, -]

slow [A, F, F]

default slow

default fast

default still

fast [F, F, F]

fast [L, F, F]

fast [R, F, F]

fast [F, F, L]

fast [F, F, R]

fast [B, L, F]

fast [B, R, F]

fast [B, F, -]

#### **fire**

all [Load, Load]

all [Load, Fire Burst(5)]

all [Fire Burst(5), Load]

### Damage Tables

#### **regular**

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

#### **light**

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

#### **critical**

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

#### **crew**

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

## 3.5 HammerHead

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

### Hammerhead

Equipment: 4 x Harpoon Gun

Equipment Limits:

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

Replaces: Nothing

Cost: 0

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

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

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

templates.ability.reroll assault:6

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

All 4 harpoon gun must fire at same ange-sector

Destroy buildings: this tank may enter buildings. If so replace the building with a ruin and enter the hex. Carry out an assault if neccessary

### 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.

**fire**

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

**movement**

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

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

### Damage Tables

#### **regular**

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

#### **light**

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

#### **critical**

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

#### **crew**

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

## 3.6 Grunt

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

### Grunt

Equipment:  
 Equipment Limits: [hands:2, independent: $\infty$ ]  
 Type: [bio, grunt, walks]  
 Replaces: Nothing  
 Cost: 0

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 default slow

### Damage Tables

#### regular

1-5: Kill 1 model

### 3.6. *GRUNT*

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6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

#### **psychic**

4+: Unit Shaken

### 3.7 Ork Infantry

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

#### Ork Infantry

Equipment: 1 x Ork Musket  
 Equipment Limits: [hands:2, independent: $\infty$ , shared:1]  
 Type: [infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

#### Ork Musket

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

#### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, ]



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

**fire**

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

**Damage Tables****regular**

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

**psychic**

4+: Unit Shaken

### 3.8 BioEngineered Ork

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

#### BioEngineered Ork

Equipment: 2 x Ork Musket  
 Equipment Limits: [hands:4, independent: $\infty$ , shared:1]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

#### Ork Musket

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

#### fire

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

all [-, Aim]

**movement**

still [360°, -, -]

still [360°, A, F]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, B, -]

slow [-, -, Chase]

default still

default slow

**Damage Tables****regular**

1: Bleed[4]

2-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

**psychic**

5+: Unit Shaken

### 3.9 Ork Char B1

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

#### Ork Char B1

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

Equipment Limits:

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

Replaces: Nothing

Cost: 0

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

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

template.ability.reroll assault:6

Fear[6]

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

#### Rotating Pop Gun

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

Poison[6]

#### Heavy Forward Gun

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

**fire**

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

**movement**

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

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

## Damage Tables

### Regular

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

### Light

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

### Critical

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

### crew

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

## 3.10 Upgradeable Units

### Ork Elite Infantry

Equipment:

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

Type: [elite, infantry, walks]

Replaces: [ork infantry]

Cost: 4xp

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

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

template.ability.reroll assault:6

Cunning assault[1 for 3]

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

### Elite BioEngineered Ork

Equipment: 2 x Ork Musket

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

Type: [bio, infantry, walks, elite]

Replaces: [bioengineered ork]

Cost: 1xp

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

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

Good shot, +1 to hit

### Ork Musket

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

## 3.11 Equipment and training Upgrades

### Clockwork Shield

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

#### Assault

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 6+

### Clockwork Wings

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

#### Assault

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



**movement**

slow [A(fast, fly), Chase, Chase]

fast fly [Chase, B(slow, land), -]

**Flame-covered-axe**

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

Cost: Upgrade one model for: 2cp

**Assault**

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

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

**Poison Spikes**

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

Cost: Upgrade all models for: 1cp

**Assault**

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

**Clockwork Monocular**

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

Cost: Upgrade all models for: 1cp

Reroll 2 dice in ranged combat per natural 6 rolled for to-hit (regardless of whether 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 rerolled dice.

**Clockwork Spear**

Requiers: [[type:infantry, type:grunt, type:cavalry], [hands:1]]  
 Cost: Upgrade all models for: 2cp

### **Assault**

Assault Damage set to: replace d8

append Cunning[1 for 2]

### **Clockwork Power Spear**

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

### **Assault**

Assault Damage set to: replace d12  
 Assault Armor penetration: replace 3

append Cunning[1 for 2]

### **Ork Pistol**

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

Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1  
 1-handed weapon. Infantry may combine pistol with another 1-handed weapon.  
 If combined with another pistol, you may load and fire both pistol simultaneously  
 Can be loaded with up too 2 ammo

### **fire**

still [Load(2), -]  
 still [-, Load(2)]  
 still slow [fire, -]  
 still slow [-, fire]

**Pyro**

Requiers: [[type:infantry, type: cavalry], [independent:1]]  
 Cost: Upgrade all models for: 4cp, 4xp

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

Don't need to be loaded to be used.

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

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

In addition, the unit base gains Fire Resistance 2

**fire**

all [-, Throw]

**Hand Held Cannon**

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

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

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

**War Drum**

Requiers: [[type:infantry], [type:elite], [independent:1]]  
 Cost: Upgrade all models for: 2xp

Allows any grunt be given (- + - follow) instead of chase. Move each unit

with follow orders one step closer to this model.

Unit Base gains Terror[6][range 1]

### **Harpoon Gun**

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

Cost: Upgrade all models for: 4cp

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

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

If one unit 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.

### **Tankscalper**

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

Cost: Upgrade all models for: 2cp

### **Assault**

append 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 should be converted to crew damage.

### **Healing Syringe**

Requiers: [[type:infantry, type: cavalry, type: grunt], [hands: 1]]  
 Cost: Upgrade all models for: 1cp  
 In 2nd gunnery phase you may replace any ONE bleeding token on any unit in this hex with a Poison[4] token.

### Hand Catapult

Requiers: [[type:infantry], [hands:3]]  
 Cost: Upgrade all models for: 9cp

Range: 6 Angle: [True, True, True, True]: 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+)

### Assault Musket

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

Range: 2 Angle: [True, True, True, True]: 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

### fire

still [Load(2), -]  
 still [-, Load(2)]

all [fire, fire]

## Chapter 4

### Gnome

## 4.1 Gnome Infantry

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

### Gnome Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG  
 Equipment Limits: [hands:2, reserve:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

### Gnome Gun

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

### Light SMG

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



**movement**

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

**fire**

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

**Damage Tables****regular**

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

**psychic**

4+: Unit Shaken

## 4.2 Quad Bike

Name Quad Bike  
 Size medium  
 Cost 4mp, 4cp  
 Models 4 x Quad Bike  
 Armor [0, 0, 0, 0]

### Quad Bike

Equipment: 1 x Light SMG  
 Equipment Limits: [hands: 2, reserve:1, independent:∞]  
 Type: [bio, quad bike, infantry, walks]  
 Replaces: Nothing  
 Cost: 0

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

### movement

fast [F, F, -]  
 fast [F, F, R]  
 fast [F, F, L]  
 fast [F, R, F]  
 fast [F, L, F]  
 fast [L, F, F]  
 fast [R, F, F]

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

**fire**

still [Fire (reserve), Fire (reserve)]  
 slow [Fire (reserve), Fire (reserve)]  
 fast [Fire (reserve), Fire (reserve)]

**Damage Tables****regular**

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

**psychic**

6+: Unit Shaken

### 4.3 Assault Bots

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

#### Assault Bot

Equipment:  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [drone, walks]  
 Replaces: Nothing  
 Cost: 0

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

#### movement

slow [-, -, Chase]  
 default slow [-, -, -]

#### Damage Tables

##### regular

0-7: Kill 1 model  
 8: Destroy Unit

##### psychic

4+: Unit Shaken

## 4.4 Mechanical Badger

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

### Mechanical Badger

Equipment:  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [drone, walks]  
 Replaces: Nothing  
 Cost: 0

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

Can only enter play through tinkerer ability

### movement

slow [-, -, Chase]  
 default slow [-, -, -]

### Damage Tables

#### regular

0+: Destroy Unit

## 4.5 Gnome Motorcycle

Name Gnome Motorcycle  
 Size medium  
 Cost 2mp, 4cp, 4xp  
 Models 3 x Gnome Motorcycle  
 Armor [4, 3, 0, 0]  
 Elusive[fast]: additional -1 to be hit while fast

### Gnome Motorcycle

Equipment: 1 x splintbombgrenade launcher  
 Equipment Limits: [motorcycle weapon:1, independent: $\infty$ ]  
 Type: [bio, motorcycle, wheel]  
 Replaces: Nothing  
 Cost: 0

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

### splintbombgrenade launcher

Range: 2 Angle: [True, True, True, True]: AP: 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+)

### movement

fast [F, F, F,B]  
 fast [F, F, 360<sup>0</sup>]  
 fast [360<sup>0</sup>, F, F]  
 fast [F, 360<sup>0</sup>, F]  
 fast [F, B, 360<sup>0</sup>]

slow [360<sup>0</sup>, F, 360<sup>0</sup>]  
slow [360<sup>0</sup>, A, F]  
slow [360<sup>0</sup>, F,B, 360<sup>0</sup>]  
still [360<sup>0</sup>, A, F]  
still [360<sup>0</sup>, -, -]  
default still [-, -, A+Flee]  
default slow [-, -, Flee]  
default fast [-, Flee, Flee]

**fire**

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

**Damage Tables****regular**

2-3: +1 on future damge  
4+: Kill 1 model

**psychic**

6+: Unit Shaken



## 4.6 Ballista Drone

Name Ballista Drone  
 Size lagre  
 Cost 6cp  
 Models 1 x Ballista  
 Armor [0, 0, 0, 0]

### Ballista

Equipment: 1 x Ballista  
 Equipment Limits: [ballista:1, independent: $\infty$ ]  
 Type: [construct, towed]  
 Replaces: Nothing  
 Cost: 0

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

### Ballista

Range: 4 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if penetrating all armor)

### movement

slow [360<sup>0</sup>, F, -]  
 slow [-, -, B]  
 still [L, -, -]  
 still [R, -, -]  
 still [-, -, -]  
 still [A, -, -]  
 default still [, , -]  
 default slow [, , B]

**fire**

still [Load, -]

still [-, Load]

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

**Damage Tables****regular**

2-3: +1 on future damage

4-5: +1 on future damage, d6 light damage

6-7: +1 on future damage, annot move or rotate, speed set to still

8: Unit destoried

**light**

1-4+: +1 on future damage

5-6: Unit shaken

## 4.7 Ballista Tractor, Mark I

Name Ballista Tractor, Mark I  
 Size lagre  
 Cost 8ip  
 Models 1 x Ballista Tractor Mark I  
 Armor [12, 8, 8, 7]  
 Fires and loads both weapons at fire and load actions

### Ballista Tractor Mark I

Equipment: 1 x Ballista, 1 x Assault Bot Mortar  
 Equipment Limits: [ballista:1, vehicle mortar:1, independent:∞]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0

Assault: [3, 2, 2, 1] Die: 3+ Armor Penetration: 2 Damage: d6-1  
 Assault Deflection: [2, 0, 0, 0] Die: 5+  
 Fear(6)

### Ballista

Range: 4 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if penetrating all armor)

### Assault Bot Mortar

No regular damage  
 When firing, place an assault bot with 4 models in an empty hex within range 4. Requires to be loaded to be used, just as a normal weapon.

### movement

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

### **fire**

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

## **Damage Tables**

### **regular**

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

**light**

1-4: +1 to future damage

5-6: Shaken

**critical**

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**

4-5: Weapon Jammed

6-7: as 4-5, shaken

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

12: Unit destroyed

## 4.8 Ballista Tractor, Mark II

Name     Ballista Tractor, Mark II  
 Size     lagre  
 Cost     8ip  
 Models   1 x Ballista Tractor Mark II  
 Armor    [12, 8, 8, 7]  
 Fires and loads both weapons at fire and load actions

### Ballista Tractor Mark II

Equipment: 1 x Enhanced Ballista  
 Equipment Limits: [ballista:1, independent:∞]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0

Assault: [3, 2, 2, 1] Die: 3+ Armor Penetration: 2 Damage: d6-1  
 Assault Deflection: [4, 0, 0, 0] Die: 5+  
 Fear(6)

### Enhanced Ballista

Range: 5 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if penetrating all armor)  
 Enhanced Accurazy: +1 to hit

### movement

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

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

**fire**

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

**Damage Tables****regular**

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

**light**

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

**critical**

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**

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



## 4.9 Ballista Tractor, Mark III

Name Ballista Tractor, Mark III  
 Size lagre  
 Cost 8ip  
 Models 1 x Ballista Tractor Mark III  
 Armor [12, 8, 8, 7]  
 Fires and loads both weapons at fire and load actions

### Ballista Tractor Mark III

Equipment: 1 x Ballista, 1 x Array of Heavy Muskets  
 Equipment Limits: [ballista:1, array:1, independent:∞]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0

Assault: [3, 2, 2, 1] Die: 3+ Armor Penetration: 2 Damage: d6-1  
 Assault Deflection: [2, 0, 0, 0] Die: 5+  
 Fear(6)

### Ballista

Range: 4 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if penetrating all armor)

### Array of Heavy Muskets

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

### movement

slow [L, -, -]  
 slow [L, L, -]

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

### **fire**

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

## **Damage Tables**

### **regular**

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

### **light**

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

### **critical**

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**

4-5: Weapon Jammed

6-7: as 4-5, shaken

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

12: Unit destroyed

## 4.10 Gnome Helicopter

Name Gnome Helicopter

Size large

Cost 6ip, 2xp

Models 1 x Gnome Helicopter

Armor [0, 0, 0, 0]

Fires, loads and aim all weapons simultaneously

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

### Gnome Helicopter

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

Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent:  $\infty$ ]

Type: [bio crew, helicopter, flying]

Replaces: Nothing

Cost: 0

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

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

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

### Acidic Napalm Bomb

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

Choose a hex within range 2: Area(4+): minor acid and set target unit on fire

### Helicopter Gattling Gun

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

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

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

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

**movement**

still ground [A[still], 360<sup>0</sup>, -]  
 still ground [A[slow], 360<sup>0</sup>, F]  
 still ground [A[still], 360<sup>0</sup>, -]  
 still flying [360<sup>0</sup>, -, -]  
 still flying [-, -, D]  
 still flying [A[slow], 360<sup>0</sup>, F]  
 still flying [A[fast], 360<sup>0</sup>, F]  
 slow flying [L, F, -]  
 slow flying [L, F, L]  
 slow flying [R, F, -]  
 slow flying [R, F, R]  
 slow flying [-, -, D]  
 slow flying [-, R, D]  
 slow flying [-, L, D]  
 slow flying [A[fast], F, F]  
 slow flying [F, B[still], 360<sup>0</sup>]  
 fast flying [F, F, -]  
 fast flying [F, F, R]  
 fast flying [F, F, L]  
 fast flying [F, R, F]  
 fast flying [F, L, F]  
 fast flying [L, F, F]  
 fast flying [R, F, F]  
 fast flying [F, F, B[slow]+360<sup>0</sup>]  
 fast flying [F, F, B[still]+360<sup>0</sup>]  
 default still flying [-, -, B[ground]]  
 default slow flying [-, -, B[ground]]  
 default fast flying [-, -, B[ground]]

**fire**

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

still flying [Fire, Aim]

### Damage Tables

#### **regular**

1-4: d6 light damage

5-8: x3 d6 light damage

9: Destroy unit base

#### **light**

1-4: +1 to future damage

5-6: shaken

#### **crew**

as regular damage

## 4.11 Upgradeable Units

### Tinkerer Helicopter

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

Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent:  $\infty$ ]

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

Replaces: [gnome helicopter]

Cost: -4cp, 8xp

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

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

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

### Acidic Napalm Bomb

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

Choose a hex within range 2: Area(4+): minor acid and set target unit on fire

### Helicopter Gattling Gun

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

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

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

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

### Gnome Elite Infantry

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

Equipment Limits: [hands:2, reserve: $\infty$ , independent: $\infty$ ]

Type: [bio, elite, infantry, walks]

Replaces: [gnome infantry]

Cost: 1xp

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

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

Cunning assault[1 for 2]

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

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

### **Gnome Gun**

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

### **Light SMG**

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

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

Always treated as loaded

### **Poison Dart**

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

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

Always treated as loaded

Poison[4]

### **Acid Ballon**

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

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



time.

Always treated as loaded

Minor Acid

### **Grinder**

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

Reserve weapon: may use this weapon instead of main gun 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.

### **Gnome Tinkerer**

Equipment: 1 x Gnome Gun, 1 x Light SMG

Equipment Limits: [hands:2, reserve: $\infty$ , independent: $\infty$ ]

Type: [bio, infantry, tinkerer, walks]

Replaces: [gnome infantry]

Cost: -3cp, 4xp

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

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

Cunning assault[1 for 2]

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

### **Gnome Gun**

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

### **Light SMG**

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

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

time.

Always treated as loaded

## 4.12 Equipment and training Upgrades

### Acid Splash

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

Cost: Upgrade all models for: 2cp

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

### Mechanical Owl

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

Cost: Upgrade all models for: 2cp

Gives all weapons the enhanced accurazy (+1 to hit) trait

### Frost Ray

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

Cost: Upgrade all models for: 6cp

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

**fire**

still [-, amplified fire]

**Green Gas Launcher**

Requiers: [[type:tinkerer, type:elite], [type:infantry], [reserve:1]]  
 Cost: Upgrade one model for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 0: Damage:d6 psychic damage + d4 crew damage  
 Choose one hex (per model firing this weapon) within range: Area(5+)  
 Poison[4]  
 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

**Helicopter mounted Green Gas Launcher**

Requiers: [[type: tinkerer], [type:helicopter], [helicopter side:1]]  
 Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, True, True]: AP: 0: Damage:d6 psychic damage + d4 crew damage  
 Choose one hex within range: Area(5+)  
 Poison[4]

**Experimental Plasma Gun**

Requiers: [[type:tinkerer], [type:infantry], [hands:2]]  
 Cost: Upgrade one model for: 6cp

Range: 4 Angle: [True, True, True, True]: AP: 6: Damage:d12-3  
 If the natural to-hit die is a 1 or 2 (regardless whether you hit or not), the gun explodes causing 1d6 fire damage to the wielder. If this damage causes

atleast one model to die, remove the model carrying the plasma gun first.

### **Helicopter Mounted Experimental Plasma Gun**

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]  
 Cost: Upgrade all models for: 6cp

Range: 6 Angle: [False, True, True, False]: AP: 6: Damage:d12-3  
 If the natural to-hit die is a 1 or 2 (regardless wether you hit or not), the gun explodes causing 1d6 fire damage to the helicopter

### **Assault Bot Mortar**

Requiers: [[type:infantry], [hands:2]]  
 Cost: Upgrade all models for: 6cp  
 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 4. Requires to be loaded to be used, just as a normal weapon.

### **Assault Bot Dropper**

Requiers: [[type:helicopter], [helicopter drop:1]]  
 Cost: Upgrade all models for: 2cp  
 No regular damage  
 When firing, place three assault bot units with 4 models in an empty hex within range 1 (max 2 in same hex). Requires to be loaded to be used, just as a normal weapon.

### **Medical Armor**

Requiers: [[type:infantry], [independent:1]]  
 Cost: Upgrade all models for: 2cp  
 Unit gain Fire resistance 3, Poison Resistance 2, and Psycic resistance 1 (im-

prove by 1 if unit has psychic resistance from another source)

### **Plasma Shield Generator**

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

Cost: Upgrade all models for: 2cp

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 resistanes, it also takes an additional d4 fire damage (apply fire resistance if any)

### **Assault**

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 5+

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