

# Steampunk Fantasy: Army rules

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# Chapter 1

## Dark Elf

## 1.1 Mechanical Assault Spider

Name	Mechanical Assault Spider
Size	medium
Models	1 x Mechanical Assault Spider
Armor	[7, 7, 7, 7]
Victory points	12
All terrain cost 1 movement to enter	

### Mechanical Assault Spider

Equipment: 1 x Head Gun

Type: [mechanical, droid, walks]

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

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

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

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

Good Shot: +1 to hit

### Head Gun

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

Poison[6]

### 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)

*1.1. MECHANICAL ASSAULT SPIDER*

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2: Cannot move, loses fear

3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire

## 1.2 Queen YY

Name	Queen YY
Size	large
Models	1 x Queen YY
Armor	[11, 10, 8, 7]
Victory points	48

### Queen YY

Equipment: 1 x Acid Cannon, 2 x Heavy Rifle

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

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

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

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

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

Excellent shot: +2 to hit

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

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

### Acid Cannon

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

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

### Heavy Rifle

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

### 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

Name	████████
Size	██████████
Models	████████████████████
Armor	██████████████████
Victory points	██

[illegible]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Name	
Size	
Models	
Armor	
Victory points	

[illegible]

## 1.5 Scout

Name	Scout
Size	medium
Models	1 x Scout
Armor	[0, 0, 0, 0]
Victory points	2

Forward Position[2], Take-Cover[still,crawl][-3]  
spot: detect enemy hidden units. See general rules

### Scout

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

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

### Rifle

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

### Damage Tables

#### regular

0+: unit killed

#### psychic

3+: Unit Shaken



## Chapter 2

### Dwarf

## 2.1 Zeppelin

Name Zeppelin  
 Size huge  
 Models 1 x Zeppelin  
 Armor [8, 8, 8, 8]  
 Victory points 86

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

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

Fire, aim and load all weapon systems simultaniusly

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

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

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

### Zeppelin

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

Type: [flying, zeppelin]

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

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

Fear[8]

Can only assault flying enemies

### Array of Heavy Muskets

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

### Fear Ray

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

### Zeppelin Gun

Range: 6 Angle: [True, True, True, True]: AP: 9: Damage:d6 +1 +(3



if penetrating all armor)

### 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

## 2.2 Dwarf AT-gun

Name	Dwarf AT-gun
Size	large
Models	1 x Dwarf AT-gun
Armor	[7, 0, 0, 0]
Victory points	12

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

Poison Resistance 2, Fire resistance 1

### Dwarf AT-gun

Equipment: 1 x Big AT-Gun

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

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

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

Is automatically 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)

### 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

Unit is destroyed when 4 crew is killed

**psychic**

5+: Unit shaken

## 2.3 Elite Dwarf with Enhanced Heavy Muskets

Name Dwarf Infantry  
 Size medium  
 Models 2 x Dwarf Elite Infantry, 2 x Dwarf Infantry  
 Armor [0, 0, 0, 0]  
 Victory points 12  
 Posion Resistance 2, Fire Resistance 1  
 Take Cover[still][-2]

### Dwarf Elite Infantry

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

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 psycic resistance 2 as long as 1 elite model is alive

### Enhanced Heavy Musket

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

### Dwarf Infantry

Equipment: 1 x Enhanced Heavy 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]

### Enhanced Heavy Musket

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

### **Damage Tables**

#### **regular**

1-5: kill 1 model

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

10+: Unit killed

#### **psychic**

4+: Unit shaken

## 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]

### 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: Kil 1 model, roll d6 psychic damage  
 10+: Unit killed

#### psychic

4+: Unit shaken

## Chapter 3

### Ork

## 3.1 HammerHead

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

### 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:3  
 Any success in assault counts as two successes  
 Assault deflection die may not be used to deflect attacks against you, but  
 negate the enemies assault deflection dice instead

All 4 harpoon gun must fire at same ange-sector

### Harpoon Gun

Range: 5 Angle: [True, False, False, False]: AP: 2: Damage:d6-2  
 If one single-model unit of size large or smaller is hit by this weapon but not  
 killed, move the target one hex towards you in agony 0. Keep the orientation  
 of the unit. If there are multiple hexes which you can move the target to move  
 it towards you, you may choose where to move the enemy. If this movement  
 forces the target to move into a hex occupied by you, carry out an assault.  
 If this movement turns the hex into an overcrowded hex, or an impassable  
 hex, do not move target unit but turn it into a shaken unit instead. If the  
 enemy is flying, move the target to the ground”

### 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

## 3.2 BioEngineered Ork with pistols

Name BioEngineered Ork  
 Size medium  
 Models 4 x BioEngineered Ork  
 Armor [0, 0, 0, 0]  
 Victory points 11

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

Poison Resistance 1, Fire Resistance 1, Immunity to Acid

### BioEngineered Ork

Equipment: 4 x Ork Pistol

Type: [bio, infantry, walks]

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

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

templates.ability.reroll assault:3

Any success in assault counts as two successes

Cunning assault[1 for 2]

### Ork Pistol

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

### 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

### 3.3 BioEngineered Ork with assault Muskets

Name BioEngineered Ork  
 Size medium  
 Models 4 x Elite BioEngineered Ork  
 Armor [0, 0, 0, 0]  
 Victory points 15  
 Take Cover[still][-2], May use multiple ranged weapons without any penalties  
 Poison Resistance 1, Fire Resistance 1, Immunity to Acid

#### Elite BioEngineered Ork

Equipment: 2 x Assault Musket  
 Type: [bio, infantry, walks, elite]

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:4  
 Any success in assault counts as two successes  
 Cunning assault[1 for 2]

Good shot, +1 to hit

#### Assault Musket

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

#### 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

## 3.4 Super Daffy

Name Ork Infantry  
 Size medium  
 Models 4 x Ork Elite Infantry  
 Armor [0, 0, 0, 0]  
 Victory points 34  
 Take Cover[still][-2]  
 Bad Shot: -1 to hit with range weapons

ps! To gain victory points for killing Super Daffy, you have to kill this unit, AND all units it spawns.

### Ork Elite Infantry

Equipment: 1 x Clockwork Wings, 1 x Clockwork Shield, 1 x Flame-covered-axe

Type: [elite, infantry, walks]

Assault: [4, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:6  
 Any success in assault counts as two successes  
 Cunning assault[1 for 3]  
 Fire, Minor Acid[1 for 2], Poison[4][1 for 2]

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

### Clockwork Wings

Flies for a short period of time.

### **Clockwork Shield**

Unit base gains damage resistance 1

### **Flame-covered-axe**

#### **Damage Tables**

##### **regular**

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

##### **psychic**

4+: Unit Shaken

## 3.5 Ork Infantry

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

Take Cover[still][-2]  
 Bad Shot: -1 to hit with range weapons

### Ork Infantry

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

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [0, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:3  
 Any success in assault counts as two successes  
 Cunning assault[1 for 3]

### Ork Musket

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

### Damage Tables

#### regular

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

#### psychic

4+: Unit Shaken

## 3.6 Champion

Name	Champion
Size	medium
Models	1 x Champion
Armor	[0, 0, 0, 0]
Victory points	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: 1 x Flame-covered-axe, 1 x Clockwork Wings, 1 x Clockwork Shield

Type: [elite, infantry, walks]

Assault: [7, 3, 3, 3] Die: 6+ Armor Penetration: - Damage: d6

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

template.ability.reroll assault:6

Any success in assault counts as two successes

Cunning assault[1 for 2]

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

### Flame-covered-axe

### Clockwork Wings

Flies for a short period of time.

### Clockwork Shield

Unit base gains damage resistance 1

### Damage Tables

**regular**

2-3: Bleeding[4]

4+ : Killed



## Chapter 4

### Gnome

## 4.1 Ballista Tractor, Mark I

Name	Ballista Tractor, Mark I
Size	large
Models	1 x Ballista Tractor Mark I
Armor	[12, 8, 8, 7]
Victory points	24
	Fires and loads both weapons at fire and load actions

### Ballista Tractor Mark I

Equipment: 1 x Ballista, 1 x Assault Bot Mortar

Type: [mechanical, bio crew, vehicles, wheeled]

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.

### 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<sup>0</sup>

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

## 4.2 Quad Bike

Name	Quad Bike
Size	medium
Models	4 x Quad Bike
Armor	[0, 0, 0, 0]
Victory points	10

### Quad Bike

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

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

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

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

### Gnome Gun

Range: 5 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

### 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

#### 4.2. *QUAD BIKE*

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1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

**psychic**

6+: Unit Shaken

### 4.3 Gnome Infantry

Name	Gnome Infantry
Size	medium
Models	2 x Gnome Tinkerer, 2 x Gnome Infantry
Armor	[0, 0, 0, 0]
Victory points	14
Take-Cover	[still][-2]

#### Gnome Tinkerer

Equipment: 1 x Gnome Gun, 1 x Light SMG, 2 x Green Gas Launcher, 1 x Plasma Shield Generator, 1 x Medical Armor

Type: [bio, infantry, tinkerer, walks]

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

Assault Deflection: [1, 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 firing phase: 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

#### 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 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

### **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)

### **Medical Armor**

Unit gain Fire resistance 3, Poison Resistance 2, and Psychic resistance 1 (improve by 1 if unit has psychic resistance from another source)

### **Gnome Infantry**

Equipment: 1 x Gnome Gun, 1 x Light SMG, 1 x Plasma Shield Generator, 1 x Medical Armor

Type: [bio, infantry, walks]

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

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

Cunning assault[1 for 2]

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

### **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

### **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)

### **Medical Armor**

Unit gain Fire resistance 3, Poison Resistance 2, and Psycic resistance 1 (improve by 1 if unit has psycic resistance from another source)

### **Damage Tables**

#### **regular**

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

#### **psychic**

4+: Unit Shaken



## 4.4 Assault Bots

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

### 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

## 4.5 Mechanical Badger

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

### Mechanical Badger

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 1]

Can only enter play through tinkerer ability

### Damage Tables

**regular**

0+: Destroy Unit