

Steampunk Fantasy: Army rules

Hans Sverre Smalø

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Chapter 1

Dwarfs: SteamPowerArmor
with Balrog Assault.tex

1.1 SteamPowerArmor

Name	SteamPowerArmor
Size	medium
Models	4 x SteamPowerArmor
Armor	[7, 6, 6, 5]
Victory points	16
Shaken	Movment set to slow. Movement order: [-,-,flee]. May not fire weapons

Posion Resistance 4, Fire Resistance 2
 Steady[slow]: +1 to hit, +1 to-be hit while slow
 Acid resistance[5+]
 Automatic Repair: Repair[N, self, 2nd healing phase] where N is the number of alive models

Damage Tables

regular

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

psychic

5+: Unit shaken

1.1.1 Models

Model name: **SteamPowerArmor**
Type: [steampowerarmor, walks, bio]

Equipment: 1 x Vest of Life Support, 1 x MultiBarrled Heavy Musket

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

Vest of Life Support

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

MultiBarrled Heavy Musket

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

1.2 Tamed Balrog

Name	Tamed Balrog
Size	Huge
Models	1 x Tamed Balrog
Armor	[8, 7, 7, 6]
Victory points	24
Shaken	Speed set to slow. Movement order [-, -, flee]. May not use whip

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

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

1.2.1 Models

Model name: **Tamed Balrog**
Type: [monster, walks, bio]

Equipment: 1 x Flaming Whip

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

1.3 Zap 1

Name	Zap
Size	large
Models	1 x zap
Armor	[10, 8, 8, 7]
Victory points	24
Shaken	Movement set to still. Movement order: [-,-,-]. May not fire weapons

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

Damage Tables

critical

1-2: -1 to hit, +1 to-be-hit
 3: Cannot Rotate
 4: Cannot Move
 5: +3 to future damage
 6: set on fire

regular

1-4: +1 to future damage
 5: as below, shaken
 6-9: as below, d6 critical damage
 10+: Destroyed

crew

4-5: Crippled Crew, if already shaken double initial crew damage
 6-7: as 4-5, shaken
 8-12: as 6-7, +3 to future crew damage
 13: Unit destroyed

1.3.1 Models

Model name: **zap**

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

Equipment: 1 x Array of Heavy Muskets, 1 x Zap, 1 x Twin Fear Ray

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

Array of Heavy Muskets

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

Zap

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

Twin Fear Ray

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

1.4 Dwarf Infantry

Name	Dwarf Infantry
Size	medium
Models	4 x Dwarf Infantry
Armor	[0, 0, 0, 0]
Victory points	4
Shaken	Movement set to slow. Movement order: [-,-,flee]. May not fire weapons

Posion Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Damage Tables

regular

1-5: kill 1 model
 6-9: Kill 1 model, roll d6 psychic damage
 10+: Unit killed

psychic

4+: Unit shaken

1.4.1 Models

Model name: **Dwarf Infantry**
Type: [infantry, walks, bio]

Equipment: 1 x Musket

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

Chapter 2

Elf Oliphants and main battletank

2.1 Oliphant Riders

Name	Oliphant Rider
Size	Large
Models	1 x Oliphant Rider, 4 x Crew
Armor	[8, 6, 4, 3]
Victory points	14
Shaken	Speed set to slow. Movement order: [-,-,chase]. May not fire wapons Chases closet unit, friend or foe. Assaults friendly units if shaken

Poison Resistance 2

Fire (bow): the crew fires a bow, Throw grenade: Crew throws hand grenades, while Fire(g), aim(g) and load(g) orders are for the gattling guns only. Only the gattling gun needs to be reloaded

Damage Tables

regular

2-6: Bleed[8]

7: As below, d6 psycic damage

8: Unit killed

Note: bleeding does not cause more bleeding

psychic

6+: shaken

2.1.1 Models

Model name: **Oliphant Rider**

Type: [Bio, Cavalry, Walks]

Equipment: 1 x Oliphant GattlingGuns

Assault: [9, 6, 6, 2] Die: 5+ Armor Penetration: 4 Damage: d6
Assault Deflection: [6, 2, 2, 2] Die: 5+

Oliphant GattlingGuns

Range: 2 Angle: [False, True, True, False]: AP: 3 Damage:d6-1
Represent one gattling gun firing to the left and one firing to the right. May fire at both sides with each fire order
Focus Fire[aim]: roll 6 dice at same unit.
If not using aim, fire once at all enemy models within range and within one angle of fire
Covered In bullets: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.

Model name: **Crew**

Type: [Bio, crew, Walks]

Equipment: 1 x Elf Bow, 1 x Grenade

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

Elf Bow

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2
Ignore to-hit penalty (both self and target) moving fast and flying
+1 range if you are flying
enhanced accuracy: +1 to hit
Bad at long range: double to-hit penalties at long range
Always treated as loaded

Grenade

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

All crew target one hex which gives: Area(4+)

Target any hex within normal range

Always loaded

2.2 Main Elf Battletank

Name	E34
Size	large
Models	1 x E24
Armor	[10, 9, 9, 8]
Victory points	36
Shaken	speed set to still. Movement order: [-,-,-]. may not use fire orders

Damage Tables

regular

- 1-2: +1 on future damage
- 3-4: as below, shaken
- 5-8: as below, Critical Damage
- 9+ Destroyed

critical

- 1: Cannot move
- 2: -1 to hit, +1 to be hit(ranged and assault)
- 3: Cannot Rotate
- 4: +3 on future damage
- 5: Stuck turret: firing angle is now only forward
- 6: Unit is set on Fire

crew

- 4-5: Crippled Crew, if already shaken double initial crew damage
- 6-7: as 4-5, shaken
- 8-11: as 6-7, +3 to future crew damage
- 12: Unit destroyed

2.2.1 Models

Model name: **E24**

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

Equipment: 1 x Main Tank-Gun, 1 x Twin Rifle

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

Main Tank-Gun

Range: 4 Angle: [True, True, True, True]: AP: 8 Damage:d6 + (+3 if penetrating all armor)
double barreled: May load up to 2 shots, and fire them one at a time

Twin Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6 -2
Fires two times at same unit per shot.
Twin-Rifle fires in the same direction as the Main Tank Gun, and is always treated as loaded as long as the Main Tank gun is loaded

2.3 Elf Infantry

Name	Elf Infantry
Size	medium
Models	4 x Elf Infantry
Armor	0
Victory points	6
Shaken	Movement set to slow. Movement order: [-,-,flee]. May not fire weapons

Take Cover[still][-2]

Damage Tables

regular

0-6: kill 1 model

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

9+: unit destroyed

Note: if one model is killed by bleeding/poison, remove that instance
bleeding/poison and remove up to half + to future token

psychic

4+: shaken

2.3.1 Models

Model name: **Elf Infantry**

Type: [Bio, infantry, Walks]

Equipment: 1 x Rifle

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

Rifle

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