

# Chapter 1

## Units

## 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*

3

2: Cannot move, loses fear

3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire

## 1.2 Elite Mechanical Cavalry

Name Elite Mechanical Cavalry  
 Size medium  
 Models 2 x Elite Mechanical Cavalry  
 Armor [0, 0, 0, 0]  
 Victory points 18

### Elite Mechanical Cavalry

Equipment: 1 x SMG, 1 x Crossbow, 1 x Mechanical Imp

Type: [bio, elite, cavalry, walks]

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

### Mechanical Imp

Mechanical robotic imps helps all models in unit base to reload it's weapons. Threat any weapons as always loaded.

### 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

## 1.3 Dark Elf Infantry

|                |                       |
|----------------|-----------------------|
| Name           | Dark Elf Infantry     |
| Size           | medium                |
| Models         | 4 x Dark Elf Infantry |
| Armor          | [0, 0, 0, 0]          |
| Victory points | 6                     |

Take-Cover[still,crawl][-2]

### Dark Elf Infantry

Equipment: 1 x Rifle

Type: [bio, infantry, walks]

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

Assault Deflection: [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

### Damage Tables

#### regular

0-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

#### psychic

4+: Unit Shaken