

Steampunk Fantasy: Army Rules

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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: [independent:∞]
 Type: [drone, 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: [independent:∞]
 Type: [drone, 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 [11, 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 inependt heavy rifles in addion to acid cannon each fire order

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: 6 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

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: ∞]
 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: ∞]
 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]
 All terrain cost 1 movement to enter

Mechanical Assault Spider

Equipment: 1 x Head Gun
 Equipment Limits: [training:1, independent: ∞]
 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 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

1.9 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

1.10 Assassin

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

Assassin

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

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.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

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[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

1.11 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 chosen 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

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.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

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]

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

1.12 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: ∞]
 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

1.13 Upgradeable Units

DarkElf Elite Infantry

Equipment: 1 x Rifle

Equipment Limits: [hands:2, training:1, independent: ∞]

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: ∞]

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

1.14 Equipment and training Upgrades

Mechanical Imp

Requiers: [[independent:1], [type:infantry, type:cavalry]]
 Cost: Upgrade all models for: 4cp, 2xp
 Mechanical roboticimps 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 -50In 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. 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. Note that this does not make you immune to the effect of your own grenade

fire

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

Hide

Requiers: [[training:1], [type:infantry]]
 Cost: Upgrade all models for: 4xp
 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.

Hide action: remove your unit from the board, replace it with a hidden token. Only works in swamp terrain

Reveal: Place your infantry within 2 hexes of the hidden token and gain reveal bonuses

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[swamp][-1]

movement

still [Reveal, -, -]

still [Hide[ruins], -, -]

slow [-, Reveal, Chase]

slow [Hide[ruins], -, -]

crawl [Hide[ruins], -, -]

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: ∞]
 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°, 360°, 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 Dwarf Brother in arms

Name Dwarf Brother in arms
 Size medium
 Cost 2mp
 Models 2 x Dwarf Brother in Arms
 Armor [0, 0, 0, 0]
 Posion Resistance 3, Fire Resistance 2
 Take Cover[still][-1]

Dwarf Brother in Arms

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

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

2-6: kill 1 model

7-9: Kill 1 model, roll d6 psychic damage

10+: Unit killed

psychic

5+: Unit shaken

2.3 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Cost 2ip, 4mp, 2cp
 Models 4 x SteamPowerArmor
 Armor [7, 6, 6, 5]
 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

SteamPowerArmor

Equipment: 1 x Heavy Musket
 Equipment Limits: [hands:2, shared:1, independent: ∞]
 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: Kill 1 model, roll d6 psychic damage

10+: Unit killed

psychic

5+: Unit shaken

2.4 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 cloud[6] 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, Throw]

Damage Tables**regular**

2-3: shaken

4+: kill 1 model

psychic

6+: Unit shaken

2.5 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 of Infantry of SteamPowerArmor. Unload in any movement phase. When unloading they use hanggliders and are placed up to two hexes in any direction from the transport zeppelin end hex in that movement phase. They may enter assault as part of unloading. Place all infanteri in slow after unloading and treat any movement order up to this point as -

May not transport any infantri with wheeled shieldwall

Transport Zeppelin

Equipment:

Equipment Limits: [independent:∞]

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, 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 transported by this unit. Ignore any armor if any

2.6 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

Destroyed when 4 crew is killed

psychic

5+: Unit shaken

2.7 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: ∞]
 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: 3 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, -]
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

2.8 Dw42

Name Dw42
 Size large
 Cost 18ip
 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

2.9 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 when moving away from the hex where it aimed

Fire Resistance 2

zap

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

Equipment Limits: [crew:1, independent:∞]

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', '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 Psycic damage

Fire two times per shot at same target

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

2.10 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[2, self, healing 2]
 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', 'x3', '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, d6 light damage
 14+: Unit destroyed

crew

4-7: shaken

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

13: All crew killed, Unit destroyed

2.11 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

2.12 Upgradeable Units

Dwarf Elite Infantry

Equipment: 1 x Musket

Equipment Limits: [hands:2, shared:1, independent: ∞]

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: ∞]

Type: [elite, steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 3xp

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]

good shot: +1 to hit

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

Unit gains 1 endurance token per elite in unit. See general rules for effect

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:∞]

Type: [elite, steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 2xp

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]

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

Unit gains: Heal[1, any, Healing 1]

Heavy Musket

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

Dwarf Steampowerarmor Engineer

Equipment: 1 x Heavy Musket

Equipment Limits: [hands:2, shared:1, independent:∞]

Type: [steampowerarmor, walks, bio]

Replaces: [steampowerarmor]

Cost: 6xp

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

Unit gains: Repair[3, any, Healing 1]

Heavy Musket

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

Dwarf Engineer

Equipment: 1 x Musket
Equipment Limits: [hands:2, shared:1, independent:∞]
Type: [infantry, walks, bio]
Replaces: [dwarf infantry]
Cost: 4xp

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

Unit gains: Repair[3, any, Healing 1]

Musket

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

Mini Zeppelin

Equipment: 1 x AxeThrower Machine, 1 x Poison Gas Grenade
Equipment Limits: [independent:∞]

Type: [open vehicle, floats, bio]

Replaces: [mini zeppelin]

Cost: 2cp, 4xp

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

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

Unit gains: Repair[3, any, Healing 1]

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 cloud[6] within normal range
Always treated as loaded
Activated by throw order

2.13 Equipment and training Upgrades

Industrial Muskets

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

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

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

Doubled Barrled Musket With Springloaded Axe

Requiers: [[hands:2], [type:infantry]]
 Cost: Upgrade all models for: 4cp
 Gun automaticly loaded after an assault

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2
 Fire two shots (per model) for each shot

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+1
 Assault Armor penetration: replace 5
 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 psychic 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 (per model) 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

Jet Pack

Requiers: [[independent:1], [type:steampowerarmor]]
Cost: Upgrade all models for: 2cp, 2xp
Once per game in any single movement phase, jump your unit up to 3 hexes from your current hex. Ignore any hex between your current and target hex. This may initialize an assault if the hex is occupied by enemy forces.

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 to be used

Vest of Life Support

Requiers: [[type: infantry, type:steampowerarmor], [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. See general rules for effect

Trench Coat of Resistance

Requiers: [[type: infantry, type:steampowerarmor], [independent:1]]
Cost: Upgrade all models for: 1cp
Unit improves poison resistance and fire reistance with 1
Unit gains imunity to minor acid

Brother in Arms Armor

Requiers: [[type: brotherinarms], [independent:1]]
Cost: Upgrade all models for: 1ip

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

Stacks with vest of life support

In addition to the normal rules for endurance tokens, the unit may use one endurance token in healing phase 1, to replace any bleeding with poison[6]

Unit gain [3,3,3,3] in armor

unit gain good shot[+1]

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: 4 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 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]

Camuflage[hill][-1]

orders

movement still

movement slow

Chapter 3

Elf

3.1 Elf Infantry

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

Elf Infantry

Equipment: 1 x Rifle
 Equipment Limits:
 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: 5+
 Cunnint Assault[1 for 2]

Rifle

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

fire

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

movement

slow [360°, F, 360°]

slow [360°, F, B]

slow [360°+A, F, F]

still [360°, 360°, 360°]

still [360°, A , F]

still [360°+A+A , F , F]

fast [360°, F, B]

fast [360°, F, B+B]

default fast

default slow

default still

Damage Tables

regular

0-6: kill 1 model

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

9+: unit destroyed

psychic

4+: shaken

3.2 Illusion

Name	Illusion
Size	medium
Cost	2cp
Models	4 x Illusion
Armor	0

When fired at, you may pretend to look at normal infantry damage table unless the damage is 4 or above, for which the illusion is given away and is removed from play.

Further, if the illusion is matched with one real infantry base, it may mimic the orders of that infantry, and may follow it wherever the infantry goes.

The illusion have the exact same modifiers and abilities with regard to being hit as the infantry it is mimicing. Thus, the illusion has Take Cover[still][-2], Take Cover[still][-3], and camouflouage[forrest][-1] as appropirate

Thus the enemy do not know which are illusions and which are real. However if, for any reason, the enemy gets information which gives the illusion away, the illusion is not removed from play, but must be identified by an illusion marker. For example if the illusion was fired at by something which does psycic damage, it would require you to tell the enemy that this unit does not have a psycic damage table, which would give the illusion away.

If the illusion is not in a hex with a friendly infantry, it has only chase order available

Illusion

Equipment:

Equipment Limits:

Type: [illusion]

Replaces: Nothing

Cost: 0

Assault: [1, 0, 0, 0] Die: 5+ Armor Penetration: n.a Damage: d6 psycic damge

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

movement

slow [-, -, chase°]

default slow

Damage Tables

regular

0-4: kill 1 model

4+: destroy unit

3.3 Elf Scout

Name Elf Scout
 Size medium
 Cost 2mp
 Models 1 x Elite Elf scout
 Armor 0
 Take Cover[still][-3]

Elite Elf scout

Equipment: 1 x Rifle
 Equipment Limits:
 Type: [Bio, infantry, Walks]
 Replaces: Nothing
 Cost: 0

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]

Rifle

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

fire

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

movement

slow [360°, F, 360°]

slow [360°, F, B]

slow [360°+A, F, F]

still [360°, 360°, 360°]

still [360°, A , F]

still [360°+A+A , F , F]

fast [360°, F, B]

fast [360°, F, B+B]

default fast

default slow

default still

Damage Tables**regular**

0+: unit killed

psychic

3+: shaken

3.4 Elite Elf Scout

Name Elite Elf Scout
 Size medium
 Cost 2mp, 2xp
 Models 1 x Elite Elf scout
 Armor 0
 Take Cover[still][-3]
 Camouflage[forrest]
 Good shot +1
 Pre-Assault Retreat[3+]

Elite Elf scout

Equipment: 1 x Rifle
 Equipment Limits:
 Type: [Bio, Cavalry, Walks, Elite]
 Replaces: Nothing
 Cost: 0

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

Rifle

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

fire

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

still [Load, -]
still [Aim, -]
still [spot, spot]

movement

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

Damage Tables**regular**

0+: unit killed

psychic

3+: shaken

3.5 E34

Name E34
 Size large
 Cost 12ip
 Models 1 x E24
 Armor [10, 9, 9, 8]
 Forrester: forrest not difficult terrain

E24

Equipment: 1 x Main Tank-Gun, 1 x Twin Rifle
 Equipment Limits:
 Type: [Mechanical, Bio Crew, Vehicle, Track]
 Replaces: Nothing
 Cost: 0

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

Main Tank-Gun

Range: 4 Angle: [True, True, True, True]: AP: 8 Damage:d6 + (+3 if penetrating all armor)
 double barraled: 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 base 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

fire

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

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 fast
 default slow
 default still

Damage Tables

regular

1-4: Light Damaged[d6]
 4-8: Crittical Damage, +1 on future damage
 9+ Destroyed

critical

1: Cannot move, loses Fear
 2: -1 to hit, +1 to be hit(ranged and assault)
 3: Cannot Rotate
 4: x3 Light damage[d6]
 5: Stuck turret: firing angle is now */-/-/
 6: Unit is set on Fire

light

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

crew

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

3.6 Tattoo Ink

Name Tattoo Ink
 Size medium
 Cost 4ip
 Models 1 x Tattoo Ink
 Armor [8, 6, 6, 6]
 Forrester: ignore difficult terrain

Tattoo Ink

Equipment: 1 x Gattle gun, 1 x SMG
 Equipment Limits:
 Type: [Mechanical, Bio Crew, Vehicle, Half-Track]
 Replaces: Nothing
 Cost: 0

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

Gun Blazing: Ignore to-hit penalties for moving fast
 May fire two SMG (and each SMG fire twice) in addition to Gattle Gun any time a fire order is given. One SMG must fire in same angle as Gattle Gun, the other SMG must fire in the forward direction. However, SMG never gains benefit of aim, only Gattle gun do.

Gattle gun

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

SMG

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

fire

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

movement

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

critical

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

light

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

regular

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

crew

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

3.7 Bear Rider

Name Bear Rider
 Size medium
 Cost 2mp, 6xp
 Models 1 x Bear Rider
 Armor [7, 6, 6, 6]
 Poison Resistance 3

Bear Rider

Equipment: 1 x GattlingGun
 Equipment Limits:
 Type: [Bio, Cavalry, Walks]
 Replaces: Nothing
 Cost: 0

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

GattlingGun

Range: 2 Angle: [True, True, True, True]: AP: 3 Damage:d6-1
 Focus Fire[aim]: roll 6 dice at same unit base.
 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.

fire

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

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

movement

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

Damage Tables**regular**

2-7: +1 to future damage, bleed[4]
8:10: +2 to future damage, bleed[6], psychic damage[d6]
11+: killed

psychic

6+: shaken

3.8 Eagle Rider

Name Eagle Rider
 Size medium
 Cost 2mp, 12cp, 8xp
 Models 1 x Eagle Rider
 Armor [6, 6, 6, 6]
 Poison Resistance 2

If in the air, it may choose to assault a ground enemy. If so, it flies up after assault

In fast it is considered flying, in slow it considered on the ground.

Good shot: +1 to hit

Pre-assault retreat: 3+

Eagle Rider

Equipment: 1 x AT Rifle, 1 x Grenade

Equipment Limits:

Type: [Bio, Cavalry, Flying, Walks]

Replaces: Nothing

Cost: 0

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

Assault Deflection: [2, 2, 2, 1] Die: 3+

Always attacks weakest point of armor

Cunning Assault[1 for 3]

AT Rifle

Range: 5 Angle: [True, False, False, False]: AP: 6 Damage:d6

Grenade

Range: 1 Angle: [True, True, True, True]: AP: 7 Damage:d6

Area(5+)

Target any hex within normal range

Always loaded

fire

fast [-, Fire]
 fast [-, Load]
 fast [-, Throw Grenade]
 slow [-, Fire]
 slow [-, Load]
 slow [-, Aim]

movement

fast [360°,F, 360°,F,360°, F,360°]
 fast [360°,F , F, B]
 slow [360° , F , 360°]
 slow [360°, 360°, 360°]
 slow [360°, A, F]
 default slow -
 default slow -
 default slow flee
 default fast -
 default fast flee
 default fast flee

Damage Tables

regular

2-3: +1 to future damage, Bleed[4]
 4-6: +2 to future damage, bleed[6], psycic damage[d6]
 7+: killed

psychic

6+: shaken

3.9 Armored Unicorn Rider

Name Armored Unicorn Rider
 Size medium
 Cost 2mp, 2cp, 6xp
 Models 1 x Armored Unicorn Rider
 Armor [6, 6, 6, 5]
 Poison Resistance 12
 Fire Resistance 3
 Minor Acid resistance[4+]
 Autoloader: any time unit does not fire it's shriek SMG in any gunnery phase, load the gun with 1 ammo.
 Pre-assault retreat: 3+
 Grants psychic resistance 1 to all units in hex
 Healing: Either: heal[2, self, 2nd healing] or heal[1, any, 2nd healing] at any speed, heal[2, any, 2nd healing] at slow or heal[3, any, 1st healing] at still
 Officer: remove one shaken token on any biological unit in the same hex in 2nd healing phase

Armored Unicorn Rider

Equipment: 1 x Shriek SMG
 Equipment Limits:
 Type: [Bio, Cavalry, Walks]
 Replaces: Nothing
 Cost: 0

Assault: [9, 6, 3, 2] Die: 5+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [4, 2, 0, 0] Die: 5+
 Cunning Assault[1 for 3]

Superb shot: +3 to hit

Shriek SMG

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

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

fire

still [-, -]
 still [-, Fire Burst(5)]
 still [Fire Burst(5), -]
 slow [-, -]
 slow [-, Fire Burst(5)]
 slow [Fire Burst(5), -]
 fast [-, -]
 fast [-, Fire Burst(5)]
 fast [Fire Burst(5), -]

movement

slow [360°, F, 360°]
 slow [360°, B, 360°]
 slow [360°, A, F]
 slow [-, -, Help]
 still [360°, A, F]
 still [360°, -, -]
 fast [360°, F, F]
 fast [F, 360°, F]
 fast [F, F, 360°]
 fast [360°, F, B]
 fast [Help, Help, Help]
 default slow -
 default slow -
 default slow flee
 default still -
 default still -
 default still A,flee
 default fast -
 default fast flee
 default fast flee

Damage Tables

regular

2-5: bleed[6]

6+: killed

psychic

6+: shaken

3.10 Pachycephalosaurus Riders

Name Pachycephalosaurus Riders
 Size medium
 Cost 4mp, 8cp, 3xp
 Models 3 x Pachycephalosaurus Rider
 Armor [3, 0, 0, 0]
 Poison Resistance 2
 Fire SMG in both gunnery phases regardless of orders. Fire orders are for twin-gun only.
 Pre-assault retreat: 5+

Pachycephalosaurus Rider

Equipment: 1 x SMG, 1 x Twin Guns
 Equipment Limits:
 Type: [Bio, Cavalry, Walks]
 Replaces: Nothing
 Cost: 0

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

SMG

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

Twin Guns

Range: 3 Angle: [True, False, False, False]: AP: 4 Damage:d6
 x2 shots per model

fire

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

movement

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

Damage Tables

regular

2-3: bleed[4]

4+: kill 1 model, d4 psychic damage

psychic

4+: shaken

3.11 Elk Cavalry

Name Elk Cavalry
 Size medium
 Cost 6mp, 2xp
 Models 4 x Elk Cavalry
 Armor 0

Elk Cavalry

Equipment: 1 x Elf Bow
 Equipment Limits:
 Type: [Bio, Cavalry, Walks]
 Replaces: Nothing
 Cost: 0

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

Elf Bow

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

fire

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

movement

slow [360°, F, 360°]

slow [360°, B, 360°]

slow [360°, A, F]

still [360°, A, F]

still [360°, -, -]

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, 360°]

fast [360°, F, B]

default slow -

default slow -

default slow flee

default still -

default still -

default still A,flee

default fast -

default fast flee

default fast flee

Damage Tables**regular**

2-3: Bleed[4]

4+: kill 1 model, d4 psychic damage

psychic

4+: shaken

3.12 Pegasus Rider

Name Pegasus Rider
 Size medium
 Cost 4mp, 6xp
 Models 2 x Pegasus rider
 Armor 0

Pre-Assault: throw fire (from lance): roll a die, at 5+ set one enemy unit on fire, and if successful, you retreat from the assault

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

poison resistance 2

Pegasus rider

Equipment: 1 x Elf Bow, 1 x Shriek SMG

Equipment Limits:

Type: [Bio, Cavalry, Walks, Fly]

Replaces: Nothing

Cost: 0

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

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

Cunning Assault[1 for 3]

good shot: +1 to hit

Elf Bow

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

Ignore to-hit penalty (both self and 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

Shriek SMG

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

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

fire

still [Fire(bow), Fire(bow)]
still [Fire Burst(5), Fire (bow)]
still [Fire (bow), Fire Burst(5)]
slow [Fire(bow), Fire(bow)]
slow [Fire Burst(5), Fire (bow)]
slow [Fire (bow), Fire Burst(5)]
fast [Fire(bow), Fire(bow)]
fast [Fire Burst(5), Fire (bow)]
fast [Fire (bow), Fire Burst(5)]

movement

still [360°, 360°, 360°]
still [360°, A[slow], [flying], F]
still [360°, A[slow], F]
slow [360°, F, 360°]
slow [360°, B, 360°]
slow [360°, A[slow,flying], F]
slow [360°, A[fast,flying], F]
slow [360°, A[fast], F]
slow flying [L, F, -]
slow flying [R, F, -]
slow flying [F, R, -]
slow flying [F, L, -]
slow flying [F, -, -]
slow flying [F, B[still], -]
slow flying [F, A[fast,flying], F]
slow flying [L, L, F]
slow flying [R, R, F]

fast [360°, F, F]
 fast [360°, F, B]
 fast [360°, A[flyfast], F, F]
 fast [360°, F, B[slow]]
 fast flying [F, F, F]
 fast flying [F, R, F]
 fast flying [F, L, F]
 fast flying [F, F, B[slow]]
 fast flying [F, F, B[slow flying]]
 fast flying [F, F, B[fast]]
 fast flying [L, L, F, F]
 fast flying [R, R, F, F]
 fast flying [F, F, B[still]]
 default still -
 default still A[slow]
 default still flee
 default slow -
 default slow A[fast, flying]
 default slow flee
 default fast -
 default fast A[fly, fast], flee
 default fast flee
 default slow flying -
 default slow flying A, flee
 default slow flying flee
 default fast flying flee
 default fast flying flee
 default fast flying flee

Damage Tables

regular

2-3: Bleed[4]

4+: kill 1 model

psychic

5+: shaken

3.13 Upgradeable Units

SuperElite Elf Infantry

Equipment: 1 x Rifle

Equipment Limits:

Type: [Bio, infantry, Walks, Elite, SuperElite]

Replaces: [elf infantry]

Cost: 2xp

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

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

Cunning Assault[1 for 2]

Superb Shot: +3 to hit

Unit base gains psychic resistance 2 as long as at least one superelite model is alive

unit gains Pre-assault retreat[4+] as long as at least 1 superelite is alive

Rifle

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

Elite Elf Infantry

Equipment: 1 x Rifle

Equipment Limits:

Type: [Bio, infantry, Walks, Elite]

Replaces: [elf infantry]

Cost: 1xp

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

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

Cunning Assault[1 for 2]

Good Shot: +1 to hit

Unit base gains psychic resistance 1 as long as at least one elite model is alive

unit gains Pre-assault retreat[5+] as long as at least 1 elite is alive

Rifle

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

Elite Pachycephalosaurus Rider

Equipment: 1 x SMG, 1 x Twin Guns

Equipment Limits:

Type: [Bio, Cavalry, Walks]

Replaces: [pachycephalosaurus rider]

Cost: 1xp

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

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

poison[4][1 for 2]

Cunnint Assault[1 for 3]

+1 to pre-assault retreat (per elite)

Good shot: +1

Unit gain psychic resistance 1 while at least one elite is alive

SMG

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

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

Twin Guns

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

x2 shots per model

3.14 Equipment and training Upgrades

SMG

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

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

Shriek SMG

Requiers: []
 Cost: Upgrade all models for: 2cp

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6
 psychic damage
 Burst(5): Must have loaded 5 ammo to be fired, but each time it is fired, its
 fired 5 times (per model)

fire

slow [-, Fire]
 slow [Fire, -]
 fast [-, Fire]
 fast [Fire, -]

AT Rifle

Requiers: [[hands:2], [type:infantry]]
 Cost: Upgrade all models for: 12cp

Range: 5 Angle: [True, False, False, False]: AP: 6 Damage:d6

Elf Bow

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

Range: 5 Angle: [True, True, True, True]: AP: 0 Damage:d6-2
 Ignore to-hit penalty (both self and taget) for moving fast and flying
 +1 range if you are flying
 enhanced accurazy: +1 to hit
 Bad at long range: double to-hit penalties at long range.
 Always treated as loaded

Enhanced Rifle

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

Range: 6 Angle: [True, True, True, True]: AP: 2 Damage:d6-2
 enhanced accurazy: +1 to hit

Snipe Rifle

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

Range: 8 Angle: [True, False, False, True]: AP: 3 Damage:d6-1
 improved aim: +4 to hit instead of +2. Gain additional +d6 psycic damage
 and +d6 crew damage when aiming
 After eliminating one model with the use of aim, you get to choose which
 model to destroy

Grenade

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

Range: 1 Angle: [True, True, True, True]: AP: 5 Damage:d8
Area(5+) if used by a unit with 1-2 alive models. Area(4+) if used by a unit with 3-4 models
Target any hex within normal range
Always loaded

fire

still [-, Throw grenade]
slow [-, Throw grenade]
fast [-, Throw grenade]

Deflection field

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

Assault

Assault deflection: +add [6, 6, 6, 6], Deflection die: replace 5+

Elite Crew

Requiers: [[independent:1], [type: vehicle]]
Cost: Upgrade all models for: 4xp
unit gain good shoot: +1 to hit

Camouflage

Requiers: [[independent:1], [type: infantry]]
Cost: Upgrade all models for: 2cp
unit gain gaings camouflage[forrest][-1]

Chapter 4

Ork

4.1 Troll

Name Troll
 Size huge
 Cost 2cp, 12xp
 Models 1 x Troll
 Armor [0, 0, 0, 0]

Forward Position[1]

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

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

Acid resistance[5+]

Poison Resistance[2]

May have a maximum of 1 unconscious token

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

Terrible Shot: -2 to hit with ranged weapons

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

Troll

Equipment: 1 x Troll Gattling Gun

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

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: 4 Angle: [True, False, False, False]: AP: 3 Damage:d10
Fires once at all models, friends or foe, within long-range and within forward arc.
Bullet storm: A natural 6 on to-hit die is considered a hit regardless of to-hit modifiers
Replace any forrest at point blank range with a Rough terrain

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

4.2 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: ∞]

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

4.3 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: ∞]

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:3

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

4.4 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

Range: 2 Angle: [False, False, True, True]: AP: 6 Damage:d6+1

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

Shriek

Range: 3 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

4.5 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 sector

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

Harpoon Gun

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

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

If this movement forces the target to move into a hex occupied by you, carry out an assault.

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

4.6 Battlewagon

Name Battlewagon
 Size Large
 Cost 8ip
 Models 1 x Battlewagon
 Armor [8, 7, 7, 6]

Transport[2]: may transport up to 2 infantry

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

Battlewagon

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

Equipment Limits:

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

Replaces: Nothing

Cost: 0

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

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

templates.ability.reroll assault:3

Fire all weapons simultaneously

Spear Shooter

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

Big Gun

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

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

Grenade Launcher

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

fire

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

movement

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

4-5: Unit shaken

6: Unit set on fire

crew

4-5: Jammed

6-7: as 5, shaken

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

12: Unit destroyed

4.7 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:∞]

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:3

Cunning assault[1 for 3]

movement

slow [Chase, -, -]

slow [-, -, Chase]

default slow

Damage Tables

regular

1-5: Kill 1 model

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

psychic

4+: Unit Shaken

4.8 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: ∞ , 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:3
 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

4.9 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: ∞ , 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

4.10 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:3

Fear[6]

Pop gun uses orders with (p) and heavy ordes with (h). 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: 4 Angle: [True, False, False, False]: AP: 7 Damage:d6 + 3 if penetrating all armor

fire

slow [Fire (p), Load (h)]
 slow [Load (h), Fire (p)]
 slow [Fire (h) , Load (p)]
 slow [Load (p), Fire (h)]
 slow [Aim(p) , Load (h)]
 slow [Aim(p) , Fire (h)]
 slow [Load (h) , Aim (p)]
 slow [Fire (h) , Aim (p)]
 still [Fire (p), Load (h)]
 still [Load (h), Fire (p)]
 still [Fire (h), Load (p)]
 still [Load (p), Fire (h)]
 still [Aim(p), Load (h)]
 still [Aim(p), Fire (h)]
 still [Load (h), Aim (p)]
 still [Fire (h), Aim (p)]
 still [Aim (h), Fire (p)]
 still [Aim (h), Load (p)]
 still [Fire (p), Aim (h)]
 still [Load (p), Aim (h)]

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

4.11 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:3

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

Unit gain Psycic resistance 1

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

4.12 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 assault[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

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

append Cunning assault[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: 2cp, 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.

Expert throw: +2 to hit while throwing pyro grenade

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

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.

Grenade Sling

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

Cost: Upgrade all models for: 6cp

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

Choose one hex within normal range, if fired from a unit with 3-4 models: Area(4+), if fired from a unit with 1-2 models: Area(5+)

If combined with the pyro, the pyro gains standard range of 3 instead of 1.

It is a 1 handed weapon but may not be combined with another sling

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 1st Healing 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 withh 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 Accuracy: 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'
 setting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1
 ps! It is not 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 separately

fire

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

Chapter 5

Gnome

5.1 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: ∞]
 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]
still [fire (res), fire (res)]
slow [fire (res), fire (res)]

Damage Tables**regular**

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

psychic

4+: Unit Shaken

5.2 Quad Bike

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

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

Quad Bike

Equipment: 1 x Light SMG
 Equipment Limits: [hands: 2, reserve:1, independent:∞]
 Type: [bio, quad bike, infantry, wheeled]
 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 (res), Fire (res)]
 slow [Fire (res), Fire (res)]
 fast [Fire (res), Fire (res)]

Damage Tables**regular**

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

psychic

6+: Unit Shaken

5.3 Assault Bots

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

Assault Bot

Equipment:
 Equipment Limits: [independent: ∞]
 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

5.4 Mechanical Rat

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

Mechanical Rat

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

Can only enter play through tinkerer ability

movement

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

Damage Tables

regular

0+: Destroy Unit

5.5 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: ∞]
 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, 360⁰]
 fast [360⁰, F, F]
 fast [F, 360⁰, F]
 fast [F, B, 360⁰]

slow [360⁰, F, 360⁰]
slow [360⁰, A, F]
slow [360⁰, F,B, 360⁰]
still [360⁰, A, F]
still [360⁰, -, -]
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

5.6 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: ∞]
 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 [360⁰, 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

5.7 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

5.8 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 (+3 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

5.9 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', 'x3', 'x3', '-']: 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

5.10 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: ∞]

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

Acidic Napalm Bomb

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

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

Helicopter Gattling Gun

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

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

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

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

regardless of to-hit modifiers

movement

still ground [A[still], 360⁰, -]
 still ground [A[slow], 360⁰, F]
 still ground [A[still], 360⁰, -]
 still flying [360⁰, -, -]
 still flying [-, -, D]
 still flying [A[slow], 360⁰, F]
 still flying [A[fast], 360⁰, 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], 360⁰]
 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]+360⁰]
 fast flying [F, F, B[still]+360⁰]
 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

light

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

crew

as regular damage

5.11 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:2, independent: ∞]

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

Replaces: [gnome helicopter]

Cost: -2cp, 6xp

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 do two of the following: remove one +1 to future damage token, remove one shaken token, neutralize one minor acid, extinguish one fire on self.

Acidic Napalm Bomb

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

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

Helicopter Gattling Gun

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

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

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

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

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: ∞ , independent: ∞]

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 gains psycic 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: ∞ , independent: ∞]
 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 in any shooting phase: May Launch Mechanical rat: Place a mechanical rat unit in any of the surrounding hexes which is not overcrowded. May not be put directly into close combat.

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

QuadBike Tinkerer

Equipment: 1 x Light SMG
 Equipment Limits: [hands:2, reserve:∞, independent:∞]
 Type: [bio, infantry, tinkerer, walks]
 Replaces: [quad bike]
 Cost: -3cp, 4xp

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

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

Light SMG

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

5.12 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 psycic
 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 normal range: Area(5+) Poison[6]
 Reserve weapon: may use this weapon instead of main gun if fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
 Always treated as loaded

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: 4cp

Range: 4 Angle: [True, True, True, True]: 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 1d4 fire damage to the wielder. If this damage causes atleast one model to die, remove the model carring the plasma gun first.
 If you roll a natural 6 on to hit (and hit the target) you set the enemy on fire

Helicopter Mounted Experimental Plasma Gun

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]
Cost: Upgrade all models for: 4cp

Range: 6 Angle: [True, 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 1d4 fire damage to the helicopter
If you roll a natural 6 on to hit (and hit the target) you set the enemy on fire
Difficutly firing forward: Get -1 to hit in forward direction

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 (note, you do not need line of sight to the hex). 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.

Improved Medical Armor

Requiers: [[type:infantry], [independent:1]]
Cost: Upgrade all models for: 2cp
Unit gain Fire resistance 6, Poison Resistance 6, minor acid resitance and Psycic resistance 1 (improve by 1 if unit has psycic resistance from another

source)

Medical Armor

Requiers: [[type:infantry], [independent:1]]
 Cost: Upgrade all models for: 1cp
 Unit gain Fire resistance 2, Poison Resistance 2, and Psycic resistance 1 (improve by 1 if unit has psycic 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

Improved Plasma Shield Generator

Requiers: [[type:infantry], [independent:1]]
 Cost: Upgrade all models for: 4cp
 Unit gain d8 regular resistance (roll d8 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 [2, 0, 0, 0], Deflection die: replace 5+

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

Experimental guided missile

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

Range: d4+d12 Angle: [True, True, True, True]: AP: 5 Damage:d6 + d6
 psycic
 Minor Acid
 Guided: +4 to hit
 Do not need line of sight to target
 If you try to hit something longer than normal range, the missile hit the
 closed friendly unit instead (ie the range to the target is longer than d4+d12
 you rolled)
 If you roll a 1 on to hit, (regardeless of wether you hit or not), you are covered
 in minor acid

Helicopter Mounted Experimental Nail Gun

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

Range: 4 Angle: [True, True, True, False]: AP: 3 Damage:d6-2
 Fire d12 shots each time it is fired at the same unit
 If you rolled atleast one 1 for to-hit, add +1 to future damage to self
 If you roll only a 1 for the number of shots you fire, the gun is destroyed
 Difficult to fire forward: -1 to hit fireing forward

Experimental Nail Gun

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

Range: 4 Angle: [True, True, True, False]: AP: 3 Damage:d6-2

Fire d12 shots each time it is fired at the same unit

If you rolled atleast one 1 for to-hit, add +1 to future damage

If you roll only a 1 for the number of shots you fire, the gun is destroyed.

Replace it with a regular gnome gun

Experimental Death Ray

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]

Cost: Upgrade all models for: 2cp

Range: 5 Angle: [True, True, True, False]: AP: 2 Damage:d6-6

Wait for it: Multiple Aim Bonuses stack (+2 to to hit for each turn spent aiming). Add +4 to damage for each aim token

May keep aiming instead of firing or loading. Keep track of death-ray aims seperately from other aim tokens

In agony phase 0, roll a die per aim-token for death ray. If you roll atleast one 1, add +1 to future damage to self, if you rolled atleast two 1, add 3 minor acid to selv, if you rolled atleast three 1, the helicopter explodes and is destroyed

Difficult to fire forward: -1 to hit fireing forward