

Steampunk Fantasy: Army rules

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Chapter 1

Dwarf with Balrog

1.1 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Models 4 x SteamPowerArmor
 Armor [7, 6, 6, 5]
 Victory points 16

Posion Resistance 4, Fire Resistance 2

Steady[slow]: +1 to hit, +1 to-be hit while slow

Acid resistance[5+]

Automatic Repair: in aftermath do one of the following per live model (on self only): neutrilize one minor acid, remove one +1 to future damage token or extinguish one fire token

SteamPowerArmor

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

Type: [steampowerarmor, walks, bio]

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

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

cunning assault[1 for 2]

Vest of Life Support

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

MultiBarrled Heavy Musket

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

Fire three shots per fire order per model

Damage Tables

regular

1-2: bleed 4

3-5: kill 1 model

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

10+: Unit killed

psychic

5+: Unit shaken

1.2 Tamed Balrog

Name	Tamed Balrog
Size	Huge
Models	1 x Tamed Balrog
Armor	[8, 7, 7, 6]
Victory points	24

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
 Type: [monster, walks, bio]

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

Damage Tables

regular

1-9: +1 on future damage
 10-11: +2 on future damage
 12: +3 on future damage, assault -1, Looses Terror, Shaken
 13: Unit Destroyed

1.3 Zap

Name Zap
 Size large
 Models 1 x zap
 Armor [10, 8, 8, 7]
 Victory points 24
 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
 Type: [mechanical, bio crew, track, vehicle]

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 Psychic
 damage
 Fire two times per shot at same target

Damage Tables

critical

1-2: -1 to hit, +1 to-be-hit (randed and assault)
 3: Cannot Rotate
 4: Cannot Move, Loses 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

Chapter 2

Dwarf with SuperSteamPowerArmor

2.1 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Models 4 x SteamPowerArmor
 Armor [7, 6, 6, 5]
 Victory points 14

Posion Resistance 4, Fire Resistance 2

Steady[slow]: +1 to hit, +1 to-be hit while slow

Acid resistance[5+]

Automatic Repair: in aftermath do one of the following per live model (on self only): neutrilize one minor acid, remove one +1 to future damage token or extinguish one fire token

SteamPowerArmor

Equipment: 1 x MultiBarrled Heavy Musket

Type: [steampowerarmor, walks, bio]

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]

MultiBarrled Heavy Musket

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

Fire three shots per fire order per model

Damage Tables

regular

1-2: bleed 4

3-5: kill 1 model

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

10+: Unit killed

psychic

5+: Unit shaken

2.2 SteamPowerArmor

Name SteamPowerArmor
 Size medium
 Models 3 x Dwarf Elite SteamPowerArmor, 1 x Dwarf Battle Medic
 Armor [7, 6, 6, 5]
 Victory points 27

Posion Resistance 4, Fire Resistance 2

Steady[slow]: +1 to hit, +1 to-be hit while slow

Acid resistance[5+]

Automatic Repair: in aftermath do one of the following per live model (on self only): neutrilize one minor acid, remove one +1 to future damage token or extinguish one fire token

Dwarf Elite SteamPowerArmor

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

Type: [elite, steampowerarmor, walks, bio]

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 psycic resistance 1 as long as 1 elite model is alive

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

Vest of Life Support

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

MultiBarrled Heavy Musket

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

Fire three shots per fire order per model

Dwarf Battle Medic

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

Type: [elite, steampowerarmor, walks, bio]

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]

Vest of Life Support

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

MultiBarrled Heavy Musket

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

Damage Tables

regular

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

psychic

5+: Unit shaken

2.3 Dwarf AT-gun

Name	Dwarf AT-gun
Size	large
Models	1 x Dwarf AT-gun
Armor	[7, 0, 0, 0]
Victory points	20

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, 1 x Hide

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

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

Is automatically destroyed if forced to retreat in an assault

Big AT-Gun

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

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.

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]

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

2.4 Zap

Name Zap
 Size large
 Models 1 x zap
 Armor [10, 8, 8, 7]
 Victory points 24

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

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 Psychic
 damage
 Fire two times per shot at same target

Damage Tables

critical

1-2: -1 to hit, +1 to-be-hit (randed and assault)
 3: Cannot Rotate
 4: Cannot Move, Loses 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

2.5 Dwarf Infantry

Name Dwarf Infantry
 Size medium
 Models 1 x Dwarf Elite Infantry, 3 x Dwarf Infantry
 Armor [0, 0, 0, 0]
 Victory points 5
 Poison Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Dwarf Elite Infantry

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

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

good shot: +1 to hit
 unit gains 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 Infantry

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

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

Musket

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

Damage Tables

regular

1-5: kill 1 model

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

10+: Unit killed

psychic

4+: Unit shaken