

# Steampunk Fantasy: Army Rules

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September 12, 2024



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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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]

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: $\infty$ ]

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 robotic imps 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]

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: $\infty$ ]

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: $\infty$ ]  
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: $\infty$ ]

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+  
     Cunnint 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: $\infty$ ]

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: $\infty$ ]

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: $\infty$ ]

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: $\infty$ ]

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: $\infty$ , 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: $\infty$ , 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: $\infty$ ]

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: $\infty$ ]

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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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: $\infty$ ]  
 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, 360<sup>0</sup>]  
 fast [360<sup>0</sup>, F, F]  
 fast [F, 360<sup>0</sup>, F]  
 fast [F, B, 360<sup>0</sup>]

slow [360<sup>0</sup>, F, 360<sup>0</sup>]  
slow [360<sup>0</sup>, A, F]  
slow [360<sup>0</sup>, F,B, 360<sup>0</sup>]  
still [360<sup>0</sup>, A, F]  
still [360<sup>0</sup>, -, -]  
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: $\infty$ ]  
 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 [360<sup>0</sup>, 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:  $\infty$ ]

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], 360<sup>0</sup>, -]  
 still ground [A[slow], 360<sup>0</sup>, F]  
 still ground [A[still], 360<sup>0</sup>, -]  
 still flying [360<sup>0</sup>, -, -]  
 still flying [-, -, D]  
 still flying [A[slow], 360<sup>0</sup>, F]  
 still flying [A[fast], 360<sup>0</sup>, 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], 360<sup>0</sup>]  
 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]+360<sup>0</sup>]  
 fast flying [F, F, B[still]+360<sup>0</sup>]  
 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:  $\infty$ ]

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: $\infty$ , independent: $\infty$ ]

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 psychic 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: $\infty$ , independent: $\infty$ ]  
 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