Steampunk Fantasy: Army Rules

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Contents

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 damge, 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 ront 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 destroied

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 damge, 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 ront 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 destroied

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 independt 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

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 destroied

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, wether it wants to or not...

If you have the order release poison cloud as an fireing option, you may place
a poison cload[12] during any movment 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 destroied

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

critical
1: -1 to-hit, +1 to-be-hit
2: Rotates right in agony 0 step
3: rotates left in agony 1 and in agony 3
4: only still available
5: unit is covered in acid
6: unit covered in acid x2

crew
11-12: +2 to future crew damage
13: Crew Killed, unit destroyed

1.5   Nightmare Mechanical Cavalry

Name   Nightmare Mechanical Cavalry
Size   medium
Cost   2mp, 4cp, 12xp
Models   2 x Nightmare Mechanical Cavalry
Armor   [0, 0, 0, 0]

Nightmare Mechanical Cavalry

Equipment: 1 x SMG, 1 x Nightmare Breath
Equipment Limits: [training:1, independent:∞]
Type: [bio, elite, cavalry, walks]
Replaces: Nothing
Cost: 0

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

Good Shot: +1 to hit
Fires SMG independently of breath weapon, and fires it in all gunnery phases

SMG

Range: 3 Angle: [True, True, True, True]: AP: 1: Damage:d6-3
Always treated as loded. 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 damge
4: +2 on future damge
5-6: kill 1 model
7+: Kill 1 model, roll on psychic damage

psychic
6+: unit shaken

1.6 Elite Mechanical Cavalry

Name   Elite Mechanical Cavalry
Size   medium
Cost   2mp, 4cp, 6xp
Models   2 x Elite Mechanical Cavalry
Armor   [0, 0, 0, 0]

Elite Mechanical Cavalry

Equipment: 1 x SMG, 1 x Crossbow
Equipment Limits: [training:1, independent:∞]
Type: [bio, elite, cavalry, walks]
Replaces: Nothing
Cost: 0

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

Good Shot: +1 to hit
negates to-hit penalty for shooting while moving fast
Fires SMG independently of crossbow, and the SMG fires in all gunnery phases

SMG

Range: 3 Angle: [True, True, True, True]: AP: 1: Damage:d6-3
Always treated as loded. 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 damge
4: +2 on future damge
5-6: kill 1 model
7+: Kill 1 model, roll on psycic damage

psycic
5+: unit shaken

1.7 Mechanical Assault Spider

Name   Mechanical Assault Spider
Size   medium
Cost   4ip
Models   1 x Mechanical Assault Spider
Armor   [7, 7, 7, 7]
All terrain cost 1 movement to enter

Mechanical Assault Spider
Equipment: 1 x Head Gun
Equipment Limits: [training:1, independent:∞]
Type: [mechanical, droid, walks]
Replaces: Nothing
Cost: 0

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 7 Damage: d6
Assault Deflection: [6, 2, 0, 0] Die: 6+
    Any number of supporting hits by this unit may incease 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, looses 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   Assasin

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

Assasin
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]

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]

Damage Tables

regular
1+: unit killed

psychic
6+: Unit Shaken

1.11   Roboprosthetic Assasin

Name   Roboprosthetic Assasin
Size   medium
Cost   2mp, 7cp
Models   1 x Roboprosthetic Assasin
Armor   [3, 3, 3, 3]
Take-Cover[still,crawl][-3]

Roboprosthetic Assasin
Equipment: 1 x Rifle, 1 x Hide
Equipment Limits: [hands:2, training:1, independent:∞]
Type: [bio, elite, infantry, roboprosthetic, walks]
Replaces: Nothing
Cost: 0

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [8, 3, 0, 0] Die: 6+
    Cunning assault[1 for 1], Poison[12][1 for 2]
Flexible deflection die: any deflection result from elites may be 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 to-
ken. Only works in swamp terrain

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

In addition to revealing your self as a movement order, you may reveal your
self any time you share an hex with an enemy. If so, make an assault and
gain the stated reveal bonuses

Forward positon[1]

Camuflage[swamp][-1]

movement
slow [Chase, -, -]
slow [-, -, Chase]
slow [360°, F, 360°]
slow [360°, 360°, 360°]
slow [360°, F, B]
slow [360°, B[crawl], -]
still [360° + - + -]
still [360° + A + F]
still [360°, A[crawl], F]
crawl [360°, F, -]
crawl [360°, B[still], -]
crawl [360°, A[slow], F]
default crawl
default still
default slow

fire

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

Damage Tables

regular
1+: unit killed

psychic
6+: Unit Shaken

1.12   Scout

Name   Scout
Size   medium
Cost   2mp
Models   1 x Scout
Armor   [0, 0, 0, 0]

Forward Position[2], Take-Cover[still,crawl][-3]

spot: detect enemy hidden darkelf.units. See general rules

Scout

Equipment: 1 x Rifle

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

Type: [bio, infantry, walks]

Replaces: Nothing

Cost: 0

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

Assault Deflection: [2, 1, 0, 0] Die: 6+
    Cunning assault[1 for 1]

Reroll all success in assault while crawling

Rifle

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

movement

slow [Chase, -, -]

slow [-, -, Chase]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, F, B]

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

fire
still [Load, -]
still [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]
still [Spot, Spot]
slow Spot
slow spot

Damage Tables

regular
0+: unit killed

psychic
3+: Unit Shaken

1.13   Upgradeable Units

DarkElf Elite Infantry
Equipment: 1 x Rifle
Equipment Limits: [hands:2, training:1, independent:∞]
Type: [bio, elite, infantry, walks]
Replaces: [darkelf infantry]
Cost: 1xp

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [4, 2, 1, 1] Die:
    Cunning assault[1 for 2]
Flexible deflection die: any deflection result from elites may be choosen to add to assault value instead of deflection
Reroll all success in assault while crawling

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

Rifle

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

Elite Roboprosthetic DarkElf
Equipment: 1 x Rifle
Equipment Limits: [hands:2, training:1, independent:∞]
Type: [bio, elite, infantry, walks, roboprosthetic]
Replaces: [roboprosthetic darkelf]
Cost: 1cp

Assault: [2, 1, 1, 1] Die: 3+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [4, 2, 1, 1] Die:
    Cunning assault[1 for 2]
Flexible deflection die: any deflection result from elites may be choosen 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 surronding 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

Threated as loaded when main gun is loaded. May fire this weapon in addition to your normal weapon

Integrated GasMask

Requiers: [[independent:1], [type:roboprosthetic]]
Cost: Upgrade all models for: 1cp
Unit becomes immune to poison clouds

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]
Camuflage[swamp][-1]

movement
still [Reveal, -, -]
still [Hide[swamp], -, -]
slow [-, Reveal, Chase]
slow [Hide[swamp], -, -]
crawl [Hide[swamp], -, -]

Chapter 2

Dwarf

2.1   Dwarf Infantry

  Name   Dwarf Infantry
  Size   medium
  Cost   4mp
  Models   4 x Dwarf Infantry
  Armor   [0, 0, 0, 0]
Posion Resistance 2, Fire Resistance 1
Take Cover[still][-2]

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

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

Musket

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

movement
slow [360°, F, 360°]
slow [360°, B, 360°]
slow [360°, 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
1-5: kill 1 model
6-9: Kil 1 model, roll d6 psychic damage
10+: Unit killed

psychic
4+: Unit shaken

2.2   SteamPowerArmor

Name   SteamPowerArmor
Size   medium
Cost   2ip, 4mp, 4cp
Models   4 x SteamPowerArmor
Armor   [7, 6, 6, 5]
Posion Resistance 4, Fire Resistance 2
Take Cover[still][-1]
Stable: +1 to hit while slow
Internal healing: in aftermath do one of the following per live model (on self only): neutrilize one minor acid, downgrade one poison marker one step or extinguish on fire token

SteamPowerArmor
Equipment: 1 x Heavy Musket
Equipment Limits: [hands:2, shared:1, independent:∞]
Type: [steampowerarmor, walks, bio]
Replaces: Nothing
Cost: 0

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

Heavy Musket

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

movement
slow [360°, F, 360°]
slow [360°, B, 360°]

slow [360°, A, F]
still [360°, 360°, 360°]
still [360°, A, F]
default slow
default still

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

Damage Tables

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

psychic
5+: Unit shaken

2.3   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 neutrilize 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 clouad 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, -]

Damage Tables

regular
2-3: shaken
4+: kill 1 model

psychic
6+: Unit shaken

2.4   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 base of Infantry of SteamPowerArmor. When unloading they use hanggliders and are placed up to two hexes in any direction from the transport zeppelin. They may enter assault as part of unloading
May not transport any infantry 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, unload(all)]
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 pluss shaken

9: unit and all transported units killed

light

1-3: +1 on future damage

4-6: d6-2 damage to each unit base transported by this unit. Ignore any armor if any

2.5   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 wether 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, regadless 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 destroied 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 destroied

crew
1-6: kill 1 crew
7-8: kill 1 crew, d6 psychic damage
9+: Unit destroied

psychic
5+: Unit shaken

2.6   GunBlasterWagon

Name   GunBlasterWagon
Size   large
Cost   6ip
Models   1 x GunBlasterWagon
Armor   [8, 10, 10, 7]
Fire Resistance 2
optimal Point blank: +1 to hit at point blank range
Perfect Breaking: After 3rd movement step, it may apply an ,B or ,B,B in addition to it's normal action. This may be applied regardless of what the movement order at step 3 is.

GunBlasterWagon
Equipment: 1 x Broadside Guns
Equipment Limits: [crew:1, independent:∞]
Type: [mechanical, bio crew, track, vehicle]
Replaces: Nothing
Cost: 0

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

Broadside Guns

Range: 2 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 firng 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, -]

Damage Tables

critical
1: -1 to-hit, +1 to-be-hit (ranged and assault)
2: Cannot Rotate, Looses 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

2.7   Dw42

Name   Dw42
Size   large
Cost   12ip
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: 8 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 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

2.8   Zap

Name   Zap
Size   large
Cost   6ip, 2cp
Models   1 x zap
Armor   [10, 8, 8, 7]
Fire and load all weapons at the same time
Loses aim if moving
Fire Resistance 2

zap

Equipment: 1 x Array of Enhanced Heavy Muskets, 1 x Zap, 1 x 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 Enhanced Heavy Muskets

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

Zap

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

Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0: Damage:d6 Psycic
damage

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
all [Fire, -]

all [Load, -]
all [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

2.9 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: each aftermath phase, remove either one +1 to future damage token, one 1 shaken token or 1 cannot roate token.

Fire, aim and load all weapon systems simultaniusly

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 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 Heavy Muskets

Range: 6 Angle: ['x4', 'x2', '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: 6 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
14+: Unit destroied

crew
4-7: shaken
8-12: as 6-7, +2 to future crew damage
13: All crew killed, Unit destroyed

2.10   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 Destroied

2.11   Upgradeable Units

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

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

good shot: +1 to hit
unit gains psycic resistance 2 as long as 1 elite model is alive

Musket

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

Dwarf Elite SteamPowerArmor
Equipment: 1 x Heavy Musket
Equipment Limits: [hands:2, shared:1, independent:∞]
Type: [elite, steampowerarmor, walks, bio]
Replaces: [steampowerarmor]
Cost: 2xp

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

good shot: +1 to hit
unit gains psycic resistance 1 as long as 1 elite model is alive

Heavy Musket

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

2.12 Equipment and training Upgrades

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

Blast Sticks

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

Assault
Assault Damage set to: replace d6-2 + d6 psycic damage
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 psycic 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 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

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 base to be used

Vest of Life Support

Requiers: [[type: infantry], [independent:1]]
Cost: Upgrade all models for: 2cp
Unit gain 1 endurence tokens per regular model and 2 endurence tokens per elite model in the unit base. Endurence tokens may be spend in the following way:
1. Spend one endurence token to replace 'kill 1 model' with 'bleed[4]'. (note that you may spend another token if the result of the bleed damage is 'kill 1 model')
2. After loosing an assault, you may spend one endurence token AND take a d6 psycic damage. If you are not shaken afterward infantry base gains Stuborn.
3. If you also have the trenchcoat of resistance equipment you may spend one token to reroll any result of poison damage

Trench Coat of Resistance

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

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: 3 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 base with a hidden token. If you have multiple

hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)

You stay hidden until you reveal your self, have a speed slow in a clear hex with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location

If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.

In addition to revealing your self as a movement order, you may reveal your self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camuflage[hill][-1]

orders

movement still

movement slow

Chapter 3

Ork

3.1   Troll

Name	Troll
Size	huge
Cost	16xp
Models	1 x Troll
Armor	[0, 0, 0, 0]

Forward Positon[1]

Regneration: At each aftermath phase, remove/downgrade up to three of the following: one +1 for future damage marker, downgrade one bleeding one step or 1 temporarily killed token.

May have a maximum of twelve -1 counters to assault damage, and 1 temporarily killed token

Always fire: The troll Allways fire its Troll Gattling Gun in forward arc at friendly or enemy units, both in the first and second fire phase.

Terrible Shot: -2 to hit with ranged weapons

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

Troll

Equipment: 1 x Troll Gattling Gun

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

Type: [monster, walks]

Replaces: Nothing

Cost: 0

Assault: [18, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d12

Assault Deflection: [0, 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: 3 Angle: [True, False, False, False]: AP: 3: Damage:d8
Fires once at all units, 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

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

Damage Tables

regular
1-3: +1 on future damage
4-6: +1 for future damge, bleed[4]
7-9: +2 for future damge, bleed[4]
10-12: +2 for future damge, bleed[6]
13-15: +3 for future damge, bleed[6]
16-18: +3 for future damge, bleed[8]
19-21: +4 for future damge, bleed[8]
22-24: +4 for future damge, bleed[10]
25-27: +5 for future damge, bleed[12]
28-29: +10 for future damge, bleed[12]
30: as 28-29 pluss Troll temporarily killed
100: as 28-29 pluss Troll permanently killed

3.2   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:
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

3.3   Warg Rider

Name   Warg Rider
Size   medium
Cost   2mp, 4xp
Models   2 x Warg Rider
Armor   0
Fire orders only available if given ranged weapons

Warg Rider
Equipment:
Equipment Limits: [hands:1, independent:∞]
Type: [bio, cavalry, elite, Walks]
Replaces: Nothing
Cost: 0

Assault: [4, 4, 3, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [2, 2, 1, 1] Die: 6+
    template.ability.reroll assault:6
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

3.4   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 directely ahead. Note that is can only be attempted if the hex
directly ahead neither becomes overcrowded, is an illegal hex or contain en-
emies
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 simultaniously. 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 dam-
age + d4 crew damage
Fire at all hexes possible simultaniously: 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

Shriek

Range: 2 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 destroied

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 destroied

3.5 HammerHead

Name   HammerHead
Size   Large
Cost   8ip, 4cp
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 ange-sector

Harpoon Gun

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-base of size large or smaller is hit by this weapon but not killed, move the target one hex towards you in agony 0 phase. Keep 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 move the unit into an impassable hex, or overcrowded hex if possible. If this is not possible, the unit is shaken instead of moved. If the unit is flying, move the target to the ground instead. If this movement forces the target to move into a hex occupied by you, carry out an assault.

fire
still [Load, -]
all [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 destroied

3.6   Grunt

Name   Grunt
Size   medium
Cost   2mp
Models   4 x Grunt
Armor   [0, 0, 0, 0]
Forward Position[2]
Cannot use ranged weapons

Grunt
Equipment:
Equipment Limits: [hands:2, independent:∞]
Type: [bio, grunt, walks]
Replaces: Nothing
Cost: 0

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [0, 0, 0, 0] Die: -
    template.ability.reroll assault:6
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

3.7   Ork Infantry

  Name   Ork Infantry
  Size   medium
  Cost   4mp
  Models   4 x Ork Infantry
  Armor   [0, 0, 0, 0]
Take Cover[still][-2]
Bad Shot: -1 to hit with range weapons

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

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [0, 0, 0, 0] Die: 6+
    template.ability.reroll assault:6
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

3.8   BioEngineered Ork

Name   BioEngineered Ork
Size   medium
Cost   4mp, 1cp, 2xp
Models   4 x BioEngineered Ork
Armor   [0, 0, 0, 0]
Take Cover[still][-2], May use multiple ranged weapons without any penalties
Poison Resistance 1, Fire Resistance 1, Immunity to Acid

BioEngineered Ork
Equipment: 2 x Ork Musket
Equipment Limits: [hands:4, independent:∞, shared:1]
Type: [bio, infantry, walks]
Replaces: Nothing
Cost: 0

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [1, 0, 0, 0] Die: 6+
    templates.ability.reroll assault:6
Cunning assault[1 for 2]

Ork Musket

    Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1

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

all [-, Aim]

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

Damage Tables

regular
1: Bleed[4]
2-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

psychic
5+: Unit Shaken

3.9   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: [Mechancical, 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:6
Fear[6]

Both weapons may be fired using the same orders, but 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: 5 Angle: [True, False, False, False]: AP: 7: Damage:d6 + 3 if penetrating all armor

fire
stillslow [Fire (pop), Load (heavy)]
stillslow [Load (heavy), Fire (pop)]
stillslow [Fire (heavy) , Load (pop)]
stillslow [Load (pop), Fire (heavy)]
stillslow [Aim(pop) , Load (heavy)]
stillslow [Aim(pop) , Fire (heavy)]
stillslow [Load (heavy) , Aim (pop)]
stillslow [Fire (heavy) , Aim (pop)]
still [Aim (heavy), Fire (pop)]
still [Aim (heavy), Load (pop)]
still [Fire (pop), Aim (heavy)]
still [Load (pop), Aim (heavy)]

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 Destroied

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

Critical
1: Cannot Rotate
2: Cannot move, looses 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 destroied

3.10 Upgradeable Units

Ork Elite Infantry
Equipment:
Equipment Limits: [hands:2, independent:∞]
Type: [elite, infantry, walks]
Replaces: [ork infantry]
Cost: 4xp

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6
Assault Deflection: [1, 0, 0, 0] Die: 6+
    template.ability.reroll assault:6
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 neighborhing hex which is furthest from an enemy unit

Elite BioEngineered Ork
Equipment: 2 x Ork Musket
Equipment Limits: [hands:4, independent:∞]
Type: [bio, infantry, walks, elite]
Replaces: [bioengineered ork]
Cost: 1xp

Assault: [4, 3, 3, 3] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+
    template.ability.reroll assault:6
Cunning assault[1 for 2]

Good shot, +1 to hit

Ork Musket

    Range: 3 Angle: [True, True, False, False]: AP: 2: Damage:d6-1

3.11   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 wether 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 reolled 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[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

append Cunning[1 for 2]

Ork Pistol

Requiers: [[type:infantry, type:grunt, type: cavalery], [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: cavalery], [independent:1]]
Cost: Upgrade all models for: 4cp, 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.
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
Instead of targeting an enemy unit, you may target the hex you are standing
in and place the hex on fire.
In addition, the unit base gains Fire Resistance 2

fire
all [-, Throw]

Hand Held Cannon

Requiers: [[type:infantry, type:grunt, type: cavalery], [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-base of size large or smaller is hit by this weapon but not killed,
move the target one hex towards you in agony 0 phase. Keep 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 move the unit
into an impassable hex, or overcrowded hex if possible. If this is not possible,
the unit is shaken instead of moved. If the unit is flying, move the target to
the ground instead. If this movement forces the target to move into a hex
occupied by you, carry out an assault.

Tanksscalper

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.', 'You
loose Cunning Assault if any']

Healing Syringe

Requiers: [[type:infantry, type: cavalry, type: grunt], [hands: 1]]
Cost: Upgrade all models for: 1cp
In 2nd gunnery 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 Accurazy: 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' seting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1
ps! It is nor 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 seperately

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

Chapter 4

Gnome

4.1 Gnome Infantry

Name	Gnome Infantry
Size	medium
Cost	4mp
Models	4 x Gnome Infantry
Armor	[0, 0, 0, 0]

Take-Cover[still][-2]

Gnome Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG

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

Type: [bio, infantry, walks]

Replaces: Nothing

Cost: 0

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

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

Cunning assault[1 for 2]

Gnome Gun

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

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2

Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded

movement
slow [Chase, ,]
slow [, , Chase]
slow [360°, F, 360°]
slow [360°, 360°, 360°]
slow [360°, B, -]
still [360°, -, -]
still [360°, A, F]
default slow [-, -, Flee]
default still [-, -, A+Flee]

fire
still [Load, -]
still [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]
all [fire (reserve), fire (reserve)]

Damage Tables

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

psychic
4+: Unit Shaken

4.2   Quad Bike

Name   Quad Bike
Size   medium
Cost   4mp, 4cp
Models   4 x Quad Bike
Armor   [0, 0, 0, 0]
  Quad Bike
Equipment: 1 x Gnome Gun, 1 x Light SMG
Equipment Limits: [hands: 2, reserve:1, independent:∞]
Type: [bio, quad bike, infantry, walks]
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+

Gnome Gun

Range: 5 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

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
all [Load, -]
all [-, Load]
all [Fire, -]
all [Fire, Fire (reserve)]
all [Fire (reserve), Fire]
all [-, Fire]
all [Aim, -]
all [-, Aim]
all [Fire (reserve), Fire (reserve)]

Damage Tables

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

psychic
6+: Unit Shaken

4.3   Assault Bots

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

Assault Bot

Equipment:
Equipment Limits: [independent:∞]
Type: [drone, walks]
Replaces: Nothing
Cost: 0

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

Can only enter play through mortars or drop weapons

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

Damage Tables

regular
0-7: Kill 1 model
8: Destroy Unit

psychic

4+: Unit Shaken

4.4 Mechanical Badger

Name	Mechanical Badger
Size	medium
Cost	
Models	1 x Mechanical Badger
Armor	[0, 0, 0, 0]

Mechanical Badger

Equipment:
Equipment Limits: [independent:∞]
Type: [drone, walks]
Replaces: Nothing
Cost: 0

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

Can only enter play through tinkerer ability

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

Damage Tables

regular
0+: Destroy Unit

4.5   Gnome Motorcyle

Name   Gnome Motorcyle
Size   medium
Cost   2mp, 4cp, 4xp
Models   3 x Gnome Motorcycle
Armor   [4, 3, 0, 0]
Elusive[fast]: additional -1 to be hit while fast

Gnome Motorcycle
Equipment: 1 x splintbombgrenade launcher
Equipment Limits: [motorcycle weapon:1, independent:∞]
Type: [bio, motorcycle, wheel]
Replaces: Nothing
Cost: 0

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

splintbombgrenade launcher

    Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6
Choose one hex within range. If fired from 3 models it has Area(4+), if fired
from 2 models it has Area(5+), if fired by 1 model it has Area(6+)

movement
fast [F, F, F,B]
fast [F, F, 360^0]
fast [360^0, F, F]
fast [F, 360^0, F]
fast [F, B, 360^0]

slow [360^0, F, 360^0]
slow [360^0, A, F]
slow [360^0, F,B, 360^0]
still [360^0, A, F]
still [360^0, -, -]
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

4.6   Ballista Drone

Name   Ballista Drone
Size   lagre
Cost   6cp
Models   1 x Ballista
Armor   [0, 0, 0, 0]
   Ballista
Equipment: 1 x Ballista
Equipment Limits: [ballista:1, independent:∞]
Type: [construct, towed]
Replaces: Nothing
Cost: 0

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

Ballista

   Range: 4 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if
penetrating all armor)

movement
slow [360^0, 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 damge
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

4.7   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, -, -]
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 destroied

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 180^0
5: Place Poison Cloud[8] and smoke in this and all surronding 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 destroied

4.8 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 (+2 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 destroied

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 180^0

5: Place Poison Cloud[8] and smoke in this and all surronding 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 destroied

4.9   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', 'x2', 'x2', '-']: 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 destroied

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 180^0
5: Place Poison Cloud[8] and smoke in this and all surronding 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 destroied

4.10 Gnome Helicopter

Name   Gnome Helicopter
Size   large
Cost   6ip, 2xp
Models 1 x Gnome Helicpoter
Armor   [0, 0, 0, 0]

Fires, loads and aim all weapons simultaniously

Good Shot: +1 to hit or Excelent Shot: +2 to hit if helicopter is hovering still in the air (still flying).

Gnome Helicpoter

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun
Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent: ∞]
Type: [bio crew, helicopter, flying]
Replaces: Nothing
Cost: 0

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

Quick fix: In aftermath this unit may either remove one shaken token or one +1 to future damage token

Acidic Napalm Bomb

Range: 2 Angle: [True, True, True, True]: AP: 0: Damage:n.a
Choose a hex within range 2: Area(4+): minor acid and set target unit on 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 one angle of fire
If aim, instead use focus fire, roll 6 dice at same unit base
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], 360^0, -]
still ground [A[slow], 360^0, F]
still ground [A[still], 360^0, -]
still flying [360^0, -, -]
still flying [-, -, D]
still flying [A[slow], 360^0, F]
still flying [A[fast], 360^0, 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], 360^0]
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]+360^0]
fast flying [F, F, B[still]+360^0]
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 damge
9: Destroy unit base

light
1-4: +1 to future damgage
5-6: shaken

crew
as regular damage

4.11   Upgradeable Units

Tinkerer Helicpoter
Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun
Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent: ∞]
Type: [bio crew, helicopter, flying, tinkerer]
Replaces: [gnome helicopter]
Cost: -4cp, 8xp

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 remove up to two shaken tokens, two +1 to future damage token or one of each

Acidic Napalm Bomb

Range: 2 Angle: [True, True, True, True]: AP: 0: Damage:n.a
Choose a hex within range 2: Area(4+): minor acid and set target unit on 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 one angle of fire
If aim, instead use focus fire, roll 6 dice at same unit base
Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Gnome Elite Infantry
Equipment: 1 x Gnome Gun, 1 x Light SMG, 1 x Poison Dart, 1 x Acid Ballon, 1 x Grinder
Equipment Limits: [hands:2, reserve:∞, independent:∞]
Type: [bio, elite, infantry, walks]
Replaces: [gnome infantry]

Cost: 1xp

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

Threat any gunnery phase without any other ordre as fire(reserve) order instead (for this model only.)
Unit base gains psycic resistance 1 as long as atleast one elite model is alive.

Gnome Gun

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

Light SMG

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

Poison Dart

    Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:-
Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
Always treated as loaded
Poison[4]

Acid Ballon

    Range: 1 Angle: [True, True, True, True]: AP: 0: Damage:-
Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given

time.
Always treated as loaded
Minor Acid

Grinder

Range: 1 Angle: [True, True, True, True]: AP: 2: Damage:d8-2
Reserve weapon: may use this weapon instead of main gun fire (reserve) orders is given, but you may only use one reserve weapon at any given time. Only treated as loaded if your main gun is loaded.

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

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

Once per game: May Launch Mechanical Badger: Place a mechanical badger unit in any of the surronding hexes.

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

4.12   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 damge + 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 Launcer

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 psycic damage + d4 crew damage
Choose one hex (per model firing this weapon) within range: Area(5+)
Poison[4]
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 Launcer

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 psycic damage + d4 crew damage
Choose one hex within ragne: Area(5+)
Poison[4]

Experimental Plasma Gun

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

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 1d6 fire damage to the wielder. If this damage causes

atleast one model to die, remove the model carring the plasma gun first.

Helicopter Mounted Experimental Plasma Gun

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]
Cost: Upgrade all models for: 6cp

Range: 6 Angle: [False, 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 1d6 fire damage to the helicopter

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. 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.

Medical Armor

Requiers: [[type:infantry], [independent:1]]
Cost: Upgrade all models for: 2cp
Unit gain Fire resistance 3, Poison Resistance 2, and Psycic resistance 1 (im-

prove 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